

Rommel's African Defense

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The key to this strategy is to make the Allies work to get Africa back. As with any axis and Allies strategy it has flaws but if done right it can be a real nightmare for the Allies. The two over all keys to this Strategy are to hold Egypt and EE. If this is done right it will give the Axis many options in how to win the game. The example I will give is with a 15 bid. 3 units will be placed in Lib, 1 to EE and 1 to Kwang, (or 2 units to Manchuria). There are so many variables that can happen that it is hard to account for them all in a GOA corner. How well this can be done depends a lot on the German Air Force. For this example I will say that the Germans will have 3 fighters 1 bomber left after the German go on round 1. Most time you will have 4 fighters 1 bomber left. On the Russian first turn they will usually hit Ukraine. If you place a man in EE (tank if a 17 bid). Then you will have the option to counter Ukraine. Most top allied players will retreat the Russian forces from Ukraine if they can't take it strong. If they do take Ukraine and the odds are with you in the counter then counter attack Ukraine. The Russian tanks and men are more important then the German tanks and men. Again for this example let's assume that Ukraine can't be counter attacked. On the Germans first purchase 9 men 1 tank. Hit the Canadian Transport with the bomber. Hit the German Battleship off of Gib with 4 fighters (or 5. Use the sub if u can). If the sub was forced to retreat on the Russian go then use it to hit the USA transport. Hit Egypt with 6 men 1 tank. The odds are you will take Egypt with 5 men 1 tank left. On the German non-combat move. Retreat EE, but leave 1 man there. Also move all tanks to WE. Move 1 man from WE to Germany. Land 2 fighters in Libya. Land bomber and other fighters on WE. The 2 fighters in Libya allow a counter attack on the British forces if they counter attack the German battleship and transport round 1. Most times a good allied opponent will just plan on killing the German navy on round 2. In this example we will assume that the Allies kill the German navy on round 2 with the loss of 1 British fighter. The Germans must also take and hold EE on round 2 or 3. Let say at this point the Germans have 8 units in Africa (1 tank) As you can see by now there are many variables to this strategy. We will also assume that Russia did not take Manchuria. (They may have hit it but they retreated).

On Japan 1 take China strong and kill the USA navy off of Hawaii. If the Japan transports can't be counter attacked then take the entire Japan navy to Hawaii (but no transports). If they can be hit by British air then attack Hawaii light. Buy 3 men and 2 transports with Japan. Use the bomber in the Hawaii battle. For the next 4-5 rounds I will only buy Japan men and transports, no factories. General Rommel defense calls for support from Japan The two keys for Japan are to have the Japan Fighters in a position to land in Egypt the round before a superior British or USA force can hit Egypt. Also have the Japan transports off of FIC the round before the Allies can hit Egypt. This means that the Japanese will also have the choice of setting up it own axis shuffle, from India to Egypt. Japan must also pick off all the islands and do well in Asia. The goal is to force the allies to commit many troops to Africa and also to buy time for the German and the Japanese. If this defense works well then it allows the Axis to hang with the Allies IPC wise, plus it can also set up an IPC win.

Remember after round 2 the Germans will not be adding any more ground troops to Africa. That means that for every 3 ipc's worth of Africa that the Germans hold u will

be adding 1 man to the German main land every round. This will also force the Allies to come strong to Africa and this buys Japan time. Also so long as the Germans hold EE then they can threaten KAR. If the allies are fighting in Africa then they will not have the resources to fight affectivity in Asia. At some point you will have to pull out of Egypt but if done right then you have stalled the allies long enough so that you can now make the Russian push. This now means that Japan can have lots of time to Tech or to start the roll over Russia. Plus Japan have no factories for the allies to bomb and lots of Japanese transports. This will give you the option of going after the USA main land later in the game. If things went really well then the Germans will be able to threaten Russia. With Romells defense the goal is to out fox the Allies and to have them chasing you, the Desert Fox, all over Africa.

In summary this strategy is complex and hard to explain. You must take into account many variables, but when this is done right is very fun to play. It has Flaws but it is also a flexible strategy that allows you to make changes as you go.