

Slowing Japan's March Across Asia

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Well There have been a few requests that I do my GOA corner and I've put off writing as long as possible but its about time I try and give the troops my input. Hopefully, you get at least one new idea to try or at least keep in mind.

Since most players know my rep siding with the allies I will make that my focus to pass along. I'm working on a axis side for tourney right now and if I'm lucky enough to do another GOA corner I'll pass along my thoughts there.

In my opinion, to win as allies requires slowing the progress of the Japanese early (a side benefit of this is the USSR IPC stays high). To do this I use a couple of tactics. The bid placement will determine what to do most times.

A Non-Asian Bid

Attacking Manchuria and Kwangtung is one tactic I like to use, but for this to be effective Manchuria needs to be captured and Kwangtung needs to have all units removed. Taking Manchuria alone without attacking Kwangtung will usually allow Japan to take China and clear the Russians. At that point Japan has little resistance to Russia and that is why Kwangtung must also be attacked. If During the attack on Kwangtung you happen to get to the point where the plane is attacking a lone infantry, I will continue the attack, as retreating will only result in the fighter being attacked anyway. If these 2 battles are successful then Japan at most can get 4 infantry countering on Manchuria. Typically Japan can't attack china or the USA fleet. So if Russia happens to get a hit or if UK does take Kwangtung and Japan takes 2inf there. Then USA can retake Manchuria. The Fighter off the Aircraft Carrier can reach and assist in an attack on Manchuria. At the same time USA can take FIC. So on occasions Russia can take Manchuria R3 but in any case this has all but taken the sails out of Japan and Japan won't put pressure on USSR until round 4-5. During the Non-Combat phase for USSR move the 2 infantry in Evenki into Yaktuk and move one or 2 two inf into Novo. During the Non-combat for UK move the Bomber into Novo and the fighter in China. Now I'm not one for using Battle calculator much but here are the results for the battles I just described run 1000 times. I've never look closely to see what calculator deems a victory but based on #'s below I believe this to be simple clearing units not occupying territory.

Russia attacking Manchuria Japan Defending Manchuria %Win for Russia

5inf, tank 3inf, plane 60

5inf, tank, plane 3inf, plane 92

5inf, tank, plane 4inf, plane 74

UK attacking Kwtung Japan Defending Kwtung %Win for UK

2inf, plane 2inf 83

2inf, plane 3inf 46

An Asian Bid

My second tactic for Slowing Japan is keyed off of not attacking Africa with UK round. If however I can block an attack on Egypt round 2 or out right kill the German fleet then I think its worth taking Africa. The importance of attacking Africa UK1 is magnified only if both UK battleships are some how destroyed. But even in this case it's only 50/50 for me, I like to focus on Japan early.

If Japan is a threat early the allies don't have enough resources to help USSR. Early in the game, a high German output is okay but if this continues into the 5th round

Germany gets enough resources to protect EE and WE. In a majority of my games as allies, this is my typical setup:

During the Non-combat phase for USSR setup the Yak wall. Setting up of the wall varies, there are times I leave an infantry in the Soviet Far East, and times I also move the tank into Novo, the exact setup of the wall will vary depending on placement of bid. If Japan is a threat to Yak, place all units there. Also on the non-combat move for USSR I move 2 infantry from USSR to Novo and rotate a plane to Novo (assuming one didn't get shot down by the transport). At the end of non-combat for USSR I end up with 10 infantry in Karelia and a plane (Of course this isn't the case in a PE placement). I consider this my sucker play, inviting the Germans to attack Karelia. Here are typical options for Germany 5 tanks and 6 infantry to Karelia and 5 planes to North Sea, or everything to Karelia. The only time taking Karelia is good for Germany is if they can hold it. If Germany does take Karelia, it might be with only a couple units left. If they do the Kill-Karelia move and bring the planes and take planes as loses they still need 7-8 units left to have a chance of holding it. As UK will have their chance to take the pile down and leave the remainder of clean up left to whatever USSR has left in Ukraine plus the plane and possibly the tank from Novo. Now if Germany doesn't bring planes, typically only a couple units remain. So then Karelia is easy for USSR to retake with minimal force. A tank and couple infantry, with the remaining tanks moving to Russia. What is the USSR losing? A majority of infantry. But Germany loses most of its tanks.

During the UK non-combat phase I rotate the Fighter to Yaktuk, the transport to Australia and the bomber to Novo and the 2 infantry on India to Sink and the other UK infantry to Persia. Each of these moves separately have little effect but done all together forces Japan to make some hard decisions. The Bomber in Novo along with the fighter in Yaktuk poses a serious threat to any transports in Japan Sea. At this position the bomber has the range to attack a transport in FIC, as well as India, and return to Novo, so Japan transports at start can't move freely without a capital ship. The UK transport in Australia is in range of the Japanese sub but that's okay, if the sub attacks the transport then this is one less unit attacking the USA fleet and guarantees that the USA will get 3 defense shots. Japan needs to leave either the Aircraft Carrier or a Battleship behind to protect any transport purchased. This can leave Japan a little vulnerable in Hawaii.

A tough choice for the USA is whether to retreat the sub or allow the fighter another shot if Japan only gets 2 hits round 1. The reason this is a tough choice-- if Japan comes in with only 2 Capital Ships I plan on countering Hawaii. In my opinion, I'll counter the battleship, Aircraft Carrier and 2 planes, assuming the battleship has a hit. Even if I have to give up my USA planes I believe it's worth trading, but usually the USA will not have to give up its planes. Typically the USA has 3 or 4 hits to give before losing a single plane, depending on if the US sub survived and retreated. So I'll happily give up the USA battleship for Japan planes and battleship. So in many instances the UK transport is left alone so the sub can go in with bomber, fighter and battleship. At least that seems to be the attack used as of late.

Now moving into round 2 there are a lot of options, but typically I move the USSR infantry from Novo to Yak and if the UK transport in Australia is around bring all UK infantry to India and drop UK fighters in Yak to protect. The best possible position is to have USA to recapture India USA1 and this way whatever fighters not needed in Yak can land in India also. So India could potentially have 5 UK infantry and planes. Japan can be spread very thin when this happens. Now there are times since one unit is left in Soviet far east that Japan goes and takes a plane and 2 infantry there and # of units on China is thin. This leaves a counter attack on advancing Japanese units with UK units. The UK infantry are there to use with those 4 UK planes to slow Japan down to a crawl. On any turn that the UK can pick off Japan infantry or tanks

it should be used judiciously. If you have say 3-4 UK infantry in India and Japan has say 2 infantry in Sink. The attack should be 1 infantry and planes not 2 infantry. The ideal is to remove Japan units not capture territories. Yes occasionally Japan will get lucky and get 2 hits but that's just something I live with. Typically the UK gets 2 hits and Japan one. And UK will still have infantry left for the next attack. My objective is to get Japan out of synch, which usually leaves holes to attack. Always look for holes in Japan's defenses early. Search for a territory that USSR can attack and UK can use fighters for protection after. This is most effective if you can take out the Japan fleet in Hawaii. Japan can only move its transports in a pack with the one remaining capital ship (this in itself causes holes for Japan early, Not being able to balance drops in FIC and Manchuria. I Don't look to assign any other units to the Asian front from USSR until 3-4 turns later (but If it looks like moving a tank or 2 over can keep Japan at bay by all means do). The objective is 2 fold here. One to slow Japan down and 2 keep USSR IPC level at 27 or higher. With USSR maintaining 27 IPC they can usually match the German output enough to hold Karelia with minimum help from allies.

Now on the German front, I like attacking the Baltic sub and transport with 2 planes and using the sub vs. sub in most cases. By the percentages you'll pin the German sub in Baltic and force the other sub to retreat. Now for Germany to attack a battleship they will most likely lose a plane. The percentage is higher that Germany will lose a plane then USSR. Once Germany is down to 4 planes, the likelihood of a fleet attack is small.

If a UK battleship survives I always build 3 transports and plan to move into Africa UK2, along with USA.

In early rounds when Western Europe is left open I let the USA take. This allows USA to buy bombers and still buy enough infantry to keep flow of ground Units. This helps prepare for Tech, if games turn this way. Round 3 I'm looking to drop a few UK and USA units in Finland. It's always good to have a couple USA units in USSR for a couple reasons. One to save the IPC victory if necessary and two don't bleed your USSR troops. When you have to trade USSR for Japan units on USSR boarder constantly this isn't good. This is also where purchasing a couple extra USA bombers helps; again I can send 2-4 planes with one infantry to kill 2 Japanese infantry. That being said the same is true of Ukraine, but I like to let UK hit Ukraine with the one infantry and planes. Now it's better to let the UK send 2 infantry into Ukraine and capture. Let UK do this until your ready to put the clamp down on Germany and no trading will be taking place in Ukraine. The reason for this is simple, continually trading 2 USSR infantry or more for 3 IPC isn't worth it (you're investing 6 IPC for 3 payback). If you can let USA or UK do it, again this way you don't bleed your Russian Units. If you're putting 2 infantry into Ukraine for 3 IPC then you're bleeding one infantry from the USSR pile. This will let the USSR build up their force and smash EE or force a retreat.

Now from round 4 on I observe the board and determine my needs/options. Do I need a few more units in Africa? Do I take WE and drop into Africa? Do I take WE and drop into Finland. Do I take We with UK and drop into WE with USA. Early it's difficult to take WE and hold. Don't just take WE with all your UK and USA unit to have them smashed by Germany swinging back with all the tanks and planes. Only pile into WE if it looks like and even battle for Germany, and USA and UK can counter and takeout the units. Germany can't afford to trade units. The first priority is to make sure Karelia is protected, and protected takes on different meanings at different times. Early on when Japan isn't near Russia, protected to me means I can retake Karelia with USA or UK. This allows USSR to build immediately in Karelia, and usually cost Germany some planes and tanks. Now Later in the game "protected"

takes on a different meaning. USSR can't afford to lose its units, usually USSR needs to roll some of the units back to USSR to assist against Japan.

From Round 4 on, if USSR is protected and WE is not an option to take hard or even to take at all, then look at Spain. Taking Spain can put pressure on Germany. I especially look to take Spain when WE only has one to 2 units (taking both). Building up in Spain splits Germany and like WWII gives them two many places to do battle. The key to crushing Germany is taking either WE or EE in force (in fact this is the key to the game in reality). Once in EE or WE is taken in force, it's just a matter of time before you can take Southern. When you can take Southern in force, allow UK to do it. Once in Southern just start building Tanks. Be patient in Southern. Don't attack Germany until over-whelming odds or Japan is about to take USSR. In the case when USSR is going to fall to Japan, attack Germany with UK and leave a couple units in EE-- this will allow UK to hit and weaken Germany and then retreat to EE. This will leave tanks in EE and allow UK to retake USSR or help protect USSR. The USA needs to take Germany. With UK in SE, this allows the UK fleet to move under to SE and the UK can now assist in Africa and then start moving to India. At the same time the USA can also move there, but I usually like to get the USA fleet back to USA West Coast to protect against the Heavy Bombers Japan will be going for. Japan has to have tech to win the game if USA takes Germany and UK has Southern in the majority of games. As long as USA takes Germany on same turn that Japan takes USSR. Well this is my typical game plan.