

Strategies for Both Sides

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I'm Donald Watkins and actually i'm in the USAF. I've been playing this game for a year and a half off and on. I would still advise all of you to not allow your life to revolve around computers and get out and partake in other fun activities. I'm 25 years old and live in Las Vegas Nevada (I'm looking forward to having a convention out here).

For playing allies I'd advise in general, try not to lose any Russia divisions unless they accomplish a lot for what you lost. Build up with Uk and America infantry on Karelia. And send the entire Russian army after Japs (Russia only needs 3 or 4 tanks). Take Mongolia (as it is extremely important if japs have factory on manchruia). Use Uk to take back Africa. And if you have a choice to lose uk inf or america inf choose uk inf. Buy only infantry until america has overwhelming odds against germany. Save Uks cash on 1st turn most of the time rather than buy a carrier. If more defense is needed in the water let america build a bbship or carrier. Use all of uks and americas cash for inf and transports. Never build more than 5 transports with Uk. Never build more than 6 transports with america.

For axis I have a specific strat. which change if Japs get unlucky on turn 1. It involves subs and placement of 1 inf in manchuria 3 inf in libia. And basicaly involves control of most of the asia \$ by Japan and Africa \$ (for the first 5 or 6 turns) by Germany with the least ammount of units. This means again only infantry. For at least the first 4 to 5 rounds. And starting 3rd or 4th round (with ave. to good luck on 1st turn) Japan can buy subs if the rest of fleet is in tact. send them to solomon islands then drake paassage then up to blockade or destroy the allied fleet. You may notice i'm not going into specifics or telling everything. This is because I dont want to get destroyed by my own strat. and like to have an element of surprise. I as many of you have some tricks up my sleeve. Oh yeah starting with 14 bid is always best if opponet bids 14 you can bid 12. Or if you play against a lesser player force them to be allies. bid 12.

Also as in chess where the knight is worth 2.5 pts and pawn is worth 1 pt. I feel Axis and Allies can be rated as well. I would rate the countries as such (on a scale of 1-5... 5 being the most important). Russia 5 Germany 4 Japan 3 Uk 2 and Lastly America 1. For example if you can trade 10 american infantry to destroy 9 German infantry, do it! Even though you are losing more men it is worth your while!

The main point is the order of importance not the actual point value.

Something I one time heard in a movie: "There is more to fighting than sleep, there's character and strength of heart."

Proverbs 21 verse 31: You can get horses ready for battle, but it is the LORD who gives victory.

Proverbs 16 verse 32: It is better to be patient then powerful. It is better to win control over yourself than over whole cities.

In remembrance of Kimberly

don927,

General of the Army

Spring 1942