

# The Basics for Players New to Spring 42 Revised

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For those of you who are new to Spring 42, you've probably lost your first few games. Almost all of us start out as 2-6 or so until we learn what works and what doesn't. The key to the game is placement theory. We all initial think: "Wow... extra men! I'll stick them all in (Fill in the blank) and blast (Karelia, Yakut, Egypt, etc..)" Then we are shocked when our bid units are eliminated after the first round. Bidding and Placement

This is where 70% of all games are won or lost. It is an important battle and the game hasn't even started yet. Most people haven't had to deal with bidding and it takes time to understand. Never take the Axis for less than fifteen. That is only if you are very good with Axis and against a player who prefers Axis themselves. Seventeen is a better bid but it all depends on the opponent. I don't feel a game is even at less than 17-21. Naturally that depends on the opponent. Some players are excellent with Axis at even 15. Until you are experienced with getting the allies to work together, You may want to even take Axis at 14. It takes many games to have the experience to deal with large axis bids.

Open your bid with 15, 17 or even 18. It forces your opponent to make a tough decision. -Take Axis at , which is usually placed as four infantry or 12 anyway, or let you have 14. depending upon which side you like to play. If you know which side your opponent likes, make him play the opposite. Do this even if that is your preferred side. You'll gain experience in your weak side and make him play his. Also, learn to play both sides. Once you move up to officer status, you'll have a reputation. People will know if you are scared to play a certain side and they will manipulate you during in the bidding. As an Axis only player if you try to get 18 with Axis, your opponent will know you are bluffing and go 17. The converse is true also. People must respect your play on both sides- not one. P>

Some things NOT to do:

- 1) Stick 3-5 men in Ukraine thinking Russia won't attack it. Most experienced players will... even with 5.
- 2) Buy a transport, sub, or IC. I've seen good sub bid openings but in the end they leave Africa too weak.
- 3) Stick everything in Europe and use the "Kill Karelia" strategy. (The only exception is when you know your opponent is exceptional and you want a gambler's chance of winning.)

Lastly, the most important thing to remember in placement and bidding is this: Always think, "What would I do in his situation?" How would you react to the bid? Where would you attack if someone used your own placement against you?

Openings and Purchases

There are a dozen for almost every country. If you are looking at your opponents purchases and moves thinking, "I wish he wouldn't do that." It's probably a good opening and you might want to copy it. There is no set of opening moves that are flawless. You must adjust to what is happening. This only comes from experience. Purchases are key and set up your long term strategies. Here are the basics for purchasing:

Russia: Buy men and sometimes a tanks or two with Russia.

Germany: Men and some armor. Go light on the Armor until ready for a big push.

UK: Carrier, then transports, men and an occasional tank.

Japan: Transports, many men, eventually an IC and some armor. (See below.)

USA: Transports, men, and some armor.

There are many openings involving IC's for the allies that negate the above. For the most part, they are rare.

Some things NOT to buy: (There are exceptions.)

Any country: Battleships

Technology

Russia: Anything but men and armor.

Germany: Planes. (You'll never keep the allied navy at bay.)

UK:

Japan: Armor only. (See below.)

USA: A large navy to attack Japan.

Economics and Dice

The final installment.

Why not buy six armor a turn with countries like Japan? Japan needs to put pressure on Russia immediately. Right? USA must put pressure on Germany. Isn't that correct? Yes. That's why men are more important than armor.

Japan will eventually have a large income. Even so they can't afford to trade men for tanks. Japan will close in on Russia's Capitol and begin trading the provinces surrounding it. Russia and perhaps also UK and USA will use their airpower and a man or two to destroy the tanks that get close. Finally, you'll need to hold a province next to the opponent's capital to take it. If you only have tanks, they will be destroyed. The most expensive infantry ever. Tanks only defend like infantry and a good share of your attack strength will be eliminated every turn. The player you thought you were about to crush will retreat his or her army when it has depleted the cannon fodder. You'll be trading expensive tanks for infantry. The worst part is, you will never be able to amass a force capable of taking the Capital. Try putting an armor army in Novo and see what happens.

Dice! It's always the dice! You will hear that all the time. The retreat button is what separates average players from good ones. Use it. The dice always balance out after a few games. Weak players only notice when the dice go against them and never notice when they go in their favor. Minimize their importance by pulling back when the odds are no longer to your advantage. The opponent got a lucky first role? Get out. Don't abuse yourself even more.

That's why men are so important. If you get blasted during your attack, retreat and you've only lost cheap infantry. You can pull the armor and planes back for an attack the next round. With a few extra men around, you often have the option of attacking even when the odds aren't completely in your favor. Things go well - press the advantage. Poorly - retreat. One final note. Pay attention to what your opponent can counter-attack you with. He may not be pulling out of E. Europe or some other territory just to be generous. Maybe he wants you to move your entire army in so he can annihilate it. Download the odds calc under "Services/Downloads" at Spring HQ. Don't hit "Resume" in a game to use it however. It causes the game to crash. Use Alt-tab and bring it up but don't hit resume. (This may still cause a crash.) It's better to just experiment with it until you understand the odds. I'll leave you with the method I use so that you don't need to use an odds calc all the time. In a battle, the defender will win with equal numbers unless the enemy's army has over 40% attack strength. (Armor, bombers and ftrs.)

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