

The Dreaded Power Bid Europe

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This tactic seems to be the hottest topic in the chat room and the strategy message board, so I'm taking this opportunity to give my opinion. After all, a number of my victories have come as a result of Power Europe bids, so I speak with some authority on the subject. That said, I want everyone to know that I believe Power Europe is no longer a wise placement and should not be used. It makes the game a crapshoot and does nothing for the level of game play in Spring42. If you want to use Power Europe, you might as well go play a simpler dice game (like yahtzee or something like that) for an hour. The most dangerous Power Europe bid is 6 inf into Ukraine, because it leaves the German player with the most options. As another GOA once pointed out, an 18 bid into Eastern Europe is devoid of strategy. This article will address what to do when your opponent "puts it all" into Ukraine.

The best defense that I have used to defend against Power Europe is as follows: Russia purchases 8 inf and attacks Finland with 3 inf, 3 armor and a fighter. Also attack the Baltic Sea fleet with 1 fighter, 1 sub and transport. Make no other attacks! The best result in Finland is 4 hits and retreat (or at the very least having your tanks survive), as you win this battle if you have more than 2 armor left. Your next concern will be to brace yourself in non-combat movement. You need to set up to counter-attack the Caucasus (regardless of the outcome in Finland). Move the 2 inf from Evenki to Russia and the armor in Soviet Far East to Novo. Now what you have done is set up to counter-attack the Caucasus with 18 inf 4 armor and 2 fighters should the German player choose to move into Caucasus, you have made Karilia defensible, and you are poised to retake Karilia if necessary. If the Germans cannot hold either Karilia or Caucasus on Russia's second turn, then the Power Europe move has failed and the chances for an axis win are greatly reduced. Now that the Russian player has finished his turn, the German player has a big decision (attack Karelia or move to the Caucasus). If the Russian player retreated from the Finland battle, the German player can't attack Karelia without great losses or at best having a few tanks left over (bad policy for the German player to lose all of his armor). If the retreat did not happen, the German player will have a good chance to take Karelia but will have to leave the British navy alone (which would be another mistake for the German player). If the German player does move to Caucasus then the British fighters must land in Russia (all 3 of them) with the bomber. The Russian player on turn 2 purchases 8 inf and attacks the Caucous with everything that can reach. The most likely outcome is Russia will have 3-6 inf, all armor, and 2 fighters left and will be ready to go back into Karelia the next turn. With all this said and done, regardless of the outcome of the battles, the British will have 2 battleships and 4 transports to use on turn 2 instead of turn 3 and the axis will have their hands full trying to stop the allies' transport shuttle into Western Europe or Finland. This is important because the Japanese will soon be running amok in Asia. Again, the ideal first turn attack is getting 3-4 hits in Finland and RETREAT.

I hope this helps all the players out there and stops this type of bid and gets us to playing a good game of A&A instead of a 1 hour dice game. I also would like to say that if Russia Restricted were used (like in division matches), bids would be lower and this type of game would most likely not happen. Good luck and may you all see red. until the next war

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