

# The Mega Bid

Posted By: RobertBrink  
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This will be my last GOA article for a while as I'm taking a sabbatical until the Fall A&A season arrives. When I return, the lowest anyone will take will be 17. (And those will only be the devout axis players.) Here is why: The era of the mega bid has arrived. A mega bid is 18 or above. The techniques take a little practice. Once you learn them, you'll realize that 18 is the bare minimum anyone should take for axis.

Mega Bid Placements:

## 1) Re-enforced standard placement

Standard placement is some variation of Lybia and Manchuria. An example at 20 would be tank in Kwang, two in Manch, three in Lybia. This placement is dealt with the same as standard Lybia/Manch placement is always dealt with. Attack Ukraine, NE Atlantic, and the Baltic. Form a wall in Yakut and land the UK fighter there. You may also want to use only one USSR fighter in the Baltic and send the other fighter to Yakut. (You will need both fighter to make the defense of Yakut certain.) Japan has the advantage if they attack with 5 infantry, 1 arm, 3 ftr, 1 bmb or more. (Unless you have 7 inf, 1 arm, 2 ftrs.) The other alternative that leaves more options open is to simply fall back to Novo. This is probably preferable since you can send two fighters to the Baltic and lower the likely hood of losing one. I also like it when Japan attempts to take Yakut on turn 1. It a difficult battle and Japan must leave everything to do it.

## 2) Lure placement

These openings are less common with large bids. Lure or bait placements generally involve placements in EE or FIC. There are a number of variations. A common one is armor in FIC, infantry in Kwang, two in Lybia and one or two in EE. The objective is to set up a massive counter against USSR. Ideally for the Axis player, USSR takes Ukraine and UK counters back to Egypt to re-take Africa. Germany then runs a variation of Kill Karelia by countering Ukraine and buying tanks. Japan counters by taking Sinkiang, China and Manch if USSR took it before retreating. This leaves only a handful of allied troops in Asia after J1 and they are all in Yak. Plus the tank threatens USSR. This means that USSR must use men to block the Japanese tank (if they left someone in Novo to do it.)

Lure's are simple to defeat by not taking the bait. You can hit Ukraine and retreat if you aren't going to take it huge. If you are, let him counter-attack even with the one or two extra EE infantry. Two ftrs and 12 infantry can beat anything an opponent can hit Ukraine with. You will need to bring the SFE tank to Novo however. Don't attack Manch or retreat if you do. Make sure you leave infantry in position to block a possible Sinkiang tank. If he tries "Khomeini's Revenge" and sends the tank to Persia pay close attention. If the German trans is still alive, he will clear a path through the Caucasus. A path that UK can't block by landing a plane. That means that 4-5 ftrs, 1 bmb and 1 tank can hit USSR on J2. Watch for this.

## 3) Power Asia

This is like a lure in that it's designed to take over all of Asia on J1. The difference is that it's done with brute force. Common mega bid placements include: 2 infantry in Manch and Lybia, infantry in FIC, tank in Kwang. Or two FIC, three Manch plus a tank in Kwang or FIC. There are many power Asia placements but you get the idea. Holding Yakut and sending the India infantry and ftr to Sinkiang are much less appealing than against other placements These can be strong mega bid placements.

Asia collapses on J1. UK can counter back to Syria or Egypt but that only leaves Japan more powerful. The strength of a Power Asia bid is that it results in USSR fighting Japan alone in Asia from J1 on. The weakness is that Germany may not have enough to take over Africa. They'll take Egypt and possibly Syria but UK can counter and will have a bb left over if they go the Syria route. Don't buy a Carrier in this case. Put immediate pressure on Germany. Unless 5 to 6 German planes survive, you won't need to buy a UK Carrier turn one. This is a two hit BB and you can use the USSR and USA trans/sub to back it.

A common power Asia tactic is to forget Africa on G1 and go back to it on G2. Germany destroys both UK battleships, takes Gibraltar and buys a sub to prevent a counter. While this is going on Japan hits Hawaii with everything except the sub which is sent to the Drake passage. Two fighters and a sub are used to attack the US BB if it flees to Panama. This can be countered. Send the E. USA trans to join the USA battleship if you don't have the strength to counter attack Hawaii. (If you didn't get hits on both BB's for example.) Germany will be weak in Africa and it leaves UK's options open.

Here are the three defenses to Power Asia. 1) Give up Asia and go after Africa if Germany does poorly. 2) Use a spread Asia defense. Form a wall in Yak and send one UK infantry to Sinkiang even though it is certain to die. Block the Philippines trans with the UK trans and leave a guy in India. UK fighter to Yak and bomber to Russia. This is designed to thin out Japan. They don't have the fighters to hit India, Sink, China, Hawaii, and the trans at once. 3) Use a soft defense, Pull back to Novo. Retreat the India infantry to Persia or Kenya. Bring the UK air force into Russia. This will allow you to counter-attack India. Possibly FIC if you send the trans to Australia and it isn't attacked. Power Asia bids are difficult to deal with but even if Japan takes southern Asia on J1, it's really not critical. Japan still can't move into Yakut or Sinkiang with enough strength to prevent a counter-attack. Conservative play against Germany will keep you in control. Asia will be a power-house late in the game but they won't be able to take Russia if you continue to filter UK and USA troops through Karelia to Russia.

#### 4) Power Europe

These are bids top players fear the most. They know the counters but if anything goes wrong the Russian front begins to collapse. Anyone has a chance with a power Europe bid no matter how inexperienced. It's also the reason bids 18 and above are considered mega bids. There are several variations. The two most common are six infantry in EE and six infantry in Ukraine. Everyone has seen the 5 infantry in EE bid. One more infantry isn't that much scarier.

a) Hit Ukraine and retreat. (Just hope that you don't accidentally take it. Naturally go sub vs. sub and destroy the Baltic ships also.

b) The alternative is to take Finland. Shift the Evenki infantry to Russia and the SFE armor to Novo regardless of which you choose. Germany has the advantage if they send everything to hit Karelia on G1. The good news is that they will need to leave the UK North Sea navy intact to take Karelia. (Unless they get very lucky.) Even if you only kill three infantry in Ukraine and lose three yourself, Germany will only place 4 armor in Karelia if they send everything. (This is assuming that Germany doesn't sacrifice it's planes.) Taking Finland is safer. The odds are that Germany will only take with 4 armor. (Similar to an attack after a poor USSR showing in Ukraine.) The difference is that USSR can counter Karelia with three to four armor and two infantry. In addition to the two infantry, three ftr, 1 bmb UK attack. This means that German will not take and hold Karelia turn 1. Regardless.

Most Axis players will set up for the G2 attack. Lets say you destroy the Baltic trans and force the sub to submerge. You trap it with the USSR transport. The sub vs. sub is a tie and the Axis player retreats. The UK Navy is completely destroyed and the

Germany AF consists of 3 ftr/1 bmb minimum. A bad scenario looks like this: EE has 18 infantry, 14 armor behind it, and 3 ftrs, 1 bmb. That's scary. USSR can field an average of 26 infantry, 3 armor, 5 ftrs in Karelia. Who wins? Germany, barely. They should clear the province and have their planes remaining. However, this means that Germany sent everything. Germany will not be able to hold Karelia if they take it. It's risky however. If they take it big, you've probably lost the game. This is a bad case scenario however. If you attack Ukraine instead of Finland, then soften Finland on UK/USA 1 or USSR 2, the battle looks more like: 15 infantry, 14 armor, 4 ftrs, 1 bmb vs 23 inf, 4 arm, 5 ftr. Results: The same. Germany takes with planes only. Germany is now spent. They have a total of two infantry in Europe. Some of the UK trans have been built and three USA trans are prepared to hit W. Europe with 6 infantry and their AF. If Germany doesn't attack Karelia now, they will never take it and the game should be yours.

The Ukraine bid is the other common power Europe bid. Two counters are common. Taking EE and attacking Ukraine. Let's deal with taking EE first. Attack with 3 inf, 3 arm, 1 ftr. You'll lose the armor but once again Germany will never have the odds to take Karelia even using the transport. Meanwhile Africa and Asia aren't built up enough for the Axis to get a powerful start. Always shift the Evenki infantry to Russia against a power Europe bid. Move the SFE tank to Novo. Otherwise your opponent can run "Stalingrad '43".

[Stalingrad '43: Send the BB vs BB. Purchase 4-6 armor and withdraw from W. Europe. Attack the North Sea also. Destroy the E. Canada UK transport with your sub. Retake EE with 5 infantry and two armor. Use the transport to take a man from Lybia and S. Europe to Caucas. Move everything in Ukraine to Caucas. Land the Japanese ftr(s) there on Japans turn. Land a ftr in Finland to prevent USA/UK from weakening it. This will mean that USSR is facing 11 infantry, 2 arm, 1 or 2 ftrs in Caucas versus 16 infantry, 2 ftr. A 50/50 battle in which USSR might take Caucas but Karelia will be taken easily by Germany.] By bringing the Evenki men and armor you'll destroy Caucas with force and have something left for a counter on Karelia. Without the Evenki men and SFE armor, you'll be lucky to even take Caucas.

If they pull back to EE, it's just like an all EE bid. See above. You'll have 5 ftrs and a significant force in Karelia. If Germany takes Karelia, they won't hold it.

The other choice is to attack the huge block of troops in Ukraine with everything. 8 inf, 3 arm, 2 ftrs vs 9 inf, 2 arm, 1 ftr. Odds are that USSR will take it with 2 armor. Naturally, you retreat before taking it. It is also common to send the sub and transport versus the Baltic sub and transport. Run the Baltic battle first. You need to know if the German transport survived before beginning the Ukraine battle. If the transport survived, USSR is in trouble if the Ukraine attack. Is even slightly below normal results. If events play out normally: USSR retreats from Ukraine with 3 armor/2ft and leaves Ukraine with 1 arm, 1 ftr. Germany can now hit Karelia with 8 inf, 6 arm, 5 ftr, 1 bmb versus 12 inf, 3 arm, 2 ftr. Germany would clear but not take Karelia and the UK navy would be intact. The allies would win easily. If things go according to standard dice roles, attacking Ukraine is a good idea. If the battle tilts in Germany's favor even slightly or USSR accidentally takes Ukraine with minimal troops, the Russian front will collapse. If you are feeling brave, hit Ukraine. - But if you lose there, you've probably lost the game.

There are various tricks you'll learn in dealing with large placements; particularly in Europe. Don't worry about large bids. They can be beaten. It just takes experience with the allies and a calm outlook. The Axis is fundamentally weak and must make it's move quickly. Without substantial early success, they are doomed. Remember, the Axis must come to the allies. Even if Karelia falls, look at the price that was paid to take it. Taking Karelia isn't the key. Holding it until Japan is in position is.

RobertBrink  
General of the Army  
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