

# Tips for Both Sides

Posted By: Gradengko

Post Date: March 3, 1999

Hi Axis and Allies addicts, being the GOA of Spring 42, I was requested to write a few thoughts by Game\_General so here I am trying to BS to all u guys: -). First of all, I would like to say thanks to all the JCOS for keeping this club working and running well, I heard we broke a few world records for A&A. Enough with the formalities : - ).....

OHHHHH its darn hard to be GOA, but I made it at last, and I don't believe I will stay to long, I am addicted to this game, I cant stop playing even though I know that winning a few games would not increase my rating more than that I will lose if I lose a game. KJGOKC is smart enough to just sit there waiting for my ratings to fall and to become theGOA again :-) Just kidding KJ.... I know u were away at the time :-) Here are some strats and thoughts that I can pass to u guys, its not much due to what previous GOA already wrote..... I hope it will add something to what's been written....General advice:

1. Never bid lower than 12, axis cant survive with bid lower than 12, unless you're very lucky or u r playing newbies.
2. Never stick all your bids in Ukraine unless u get a bid of 15 and put 5 men in there.
3. Always try to balance to both japs and Germany in bids placing, I found this to be very helpful against Russian first attack and in helping out Germany forces in Africa.
4. The only place u want to put everything in 1 place is Eastern Europe, this will work only if u do kill karelia strategy and if you mess up in the attack to karelia, you will lose the game...period. That's why I wouldn't recommend using this placement.... Makes the game decided on one battle.. thus dice is a big factor which makes the game not fun.... Just gamble....
5. Never buy tech rolls until u know u r in trouble and needed help from your DICE GOD :-), I personally hate tech rolls, I wish they never had tech development cause its another factor where game will be based on pure luck and not skills.
6. Like what the other GOA wrote, I would like to mention again (cause this is very important), never trade air force for men only to take a land unless it's a capital. In some case u need to this to cover your more valuable units in other territory from an attack, if that's the case I would sometimes do the trade.
7. Never ever leave Germany to thin, as Axis, once Germany is taken, u have no hope.
8. Never play for no MP (Officer playing below NCO), it will reduce your rating even if u win.
9. Always think about your opponent counter against your attack, try not to expose your tanks until its necessary to do it.
10. This is my most important advice..... u don't have to win on all battles, retreating is always a good strategy whenever u got what u want (especially Manchuria attack), retreating is a good way to preserves your tanks for another attack later instead of winning the battle and lose your tanks against the counter.
11. Play according to the current situation, there is no fixed strategy that doesn't have a counter, this is how I become GOA :-). There is no secret way to win, its just how u played to the current situation accordingly.

Some thoughts about allies strategy:

1. Never attack Eastern Europe in Russia first turn no matter what.

2. Never attack Manchuria if the axis put 3 or more extra unit in it. If they put 1 or 2 units u will always need 1 plane to attack. No plane is needed if no unit is added, but don't take my word for it :-).
3. Always try to see if there is a chance of multiple attacks that can kill Germany, also try to use the advantage of having 3 country to open up away to a surprise attack against an unreachable territory that has valuable units and has no defense (bombers).
4. Never attack Kwangtung on UK 1st if u didn't attack Manchuria on Russian 1st.
5. Don't think that Allies will always be ahead of Axis in IPC production, once Axis total production is more than 73, its an even production for both sides. Eventually after 4 th RD, Japs will usually have 45+ production where Germany should have 28 or more, that's where the game becomes even in production.
6. Do not roll tech until Axis start rolling tech. Japs will eventually roll tech whenever they produce to much IPC for themselves.

Some about Axis:

1. A lot of people think that to win with axis u have to destroy UK's Fleet in N.Sea, well it might be true, but u will never be able keep up with the UK+ USA navy. Allies player will buy a carrier anyway, and that stops u from attacking their fleet. So, u should consider very carefully whether or not u need to attack N.Sea fleet, this is an important point in the game. U should always wipe out all N.Sea fleet if u r running Kill Karelia Strategy, no exception to this.... The reason is u will only have a few units left in Karelia after the attack, and if UK can retake Karelia on the same round, Russia will be able to place the bought infantry in Karelia the very next turn, thus stoping your strategy.
2. Previous GOA Robert Brink wrote a very good alternate for not attacking N.Sea fleet, please read it, I found it useful for me :-). .... thanks Rob.
3. Never buy tanks for both countries until u r ready for the big fight.
4. Keep in mind that allies can always do multiple attacks, but this could also be your advantage in defending.... since their force is split up to 3 countries, their attack power is not as powerful as Axis attack power.
5. Do not expose your valuable unit for a possible multiple attack with tanks after one allied country opens a way. This requires a very good concentration, I still sometimes make this kind of mistake :-).
6. Learn to use the fighters for both country for defending each other (combined defense force).
7. Start moving your units towards the east for Germany when u have a good number of units to split up (that's why its such a good idea to always buy infantry for Germany until u r ahead in IPC production). It will be a pain for Russia if they attack one of those split ups, cause u will counter it bigtime. This also helps in trying to get IPC win cause Caucasus will be within reach and also Russia will be having a hard time defending both Karelia and Russia whenever some of your split ups reach Caucasus.

Well.... I cant think of anything else to share for now, I had a few ideas about how to resolve the current controversy about bottom feeding, but I don't think its appropriate to write it in here. I will write my thoughts about that in challenge posting board. That's all folks..... :-)

GOA out.

Gradengko

4th GOA of Spring 1942