

USA Pacific Strategy Plan

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Spring 1942 GOA

Here's a few thoughts on the unconventional campaign...

1) Determine the feasibility

Not all games will justify a USA Pacific run but I assure you under the right circumstances it will prove fatal for Japan. There are so many variables that determine a pacific strat and experience with the plan will help you determine the times to use it.

The most important factors are;

---if Japan takes Hawaii;

---what damage the Japanese fleet sustained;

--- and what Japan purchased (1 industry and 1 trannie, splitting his assets, is good for the USpacstrat)

If Japan takes Hawaii, the Japanese fleet has less than 2 hits sustained from Pearl Harbor, and/or it's obvious that USA presence is needed in Europe to counter a Juggernaut Germany, then a USA pacific is not recommended.

Otherwise, full steam ahead!!!

2) Blood Sacrifice

The allies need to give German Air force as many "possible" targets on G2 as they can. This is assuming that Ukraine was taken R1. This will include a USA hit on africa with trannie and 2 infantry (this will slow down Germanys african conquest and your transport will draw fire from other units on G2), 2+ remaining infantry in Ukraine from Russian retaliation on R2, and Russian sub in SE as this will harass German shipping lanes and setup for a possible fleet strike. (I like 2 USSR fighters to baltic, one USSR sub to lone German sub opener for Russia). I also recommend a Carrier for UK as the lack of USA Atlantic ships will require more naval defense. The African campaign will go slower and is to be expected, but keep at it unless Karelia is swamped.

3) Operation "Spitfire"

By turn 3 the UK fleet should consist of 1 carrier, 3 trannies and 1 battleship(if still afloat). UK purchases should be 6 infantry and all remaining ipc's to fighters whenever possible. Germany doesn't need to be taken, merely contained, so only a defensive posture for Russia and UK is required. You might be surprised what a large UK air force of fighters can do, defending Karelia well, and hitting persia or Ukraine hard with only 1 or 2 infantry. Defending Russian armor incursions to asia is another option.

4) Cry havoc! and let slip the Dogs of War!!

The previous sections are recommendations for helping Russia survive for quite some time and you might come up with something different, but now I'll get to the heart of the matter...

The Jewel of all the oceans...The Pacific.

Time to give Yamamoto a dip in the water that he won't soon forget and the way to do it is with the bane of all navy's. I'm talking about them submarines, and lots of em. The composition of the US fleet should be as follows: one battleship, one trannie, and many, many submarines (rule of thumb, 6-8 more than Japan has).

Turn 1

USA purchases 4 subs. If you hit a single Japanese battleship in Hawaii with bomber and a trannie then you'll need to purchase 3 subs and a trannie, but if the majority of the Japanese fleet is there, then just stand your ground. On non-combat movement, take infantry in Midway and pull it back to the mainland for use later. Place 4 subs with battleship and transport off of western USA. If Japan attacks your fleet then retreat your subs to Hawaii, losing your valuable battleship but keeping a retaliatory fleet. You can hit em with 3 or 4 subs and one bomber next round or go after his undefended trannies if they are in the Sea of Japan. Battle outcomes will require improvisation but usually Japan won't attack your fleet on J2 so with that in mind...

Turn 2

USA Purchases 4 or 5 more subs depending on the available IPCs. They make a hit on the Solomon Islands with a battleship, trannie, 2 infantry and 4 subs. This will prevent Japan from having a valuable landing field. Most likely you'll take it but if you don't then the remaining infantry on Hawaii can be used to take Wake which is the key to Turn 3. At any time the Japanese attack then just simply retreat as many as the subs as you can for a retaliatory strike.

Turn 3

USA purchases 2 bombers. The Solomon task force is to rendezvous at and take Wake with the 4 to 5 subs from previous turn purchase. This will set you up with an airfield for USA bombers in range of the Sea of Japan from western USA or even Russia if your lone bomber happens to be there. Usually you can get this far without Japanese intervention and thus sets you up for Turn 4 to hit with 1 battleship, 8-9 submarines and 2-3 bombers... very devastating.

5) Factory "Untouchable"

Building a factory in the Philippines after Japanese fleet is eradicated creates more options than most people realize. This is an industry free from threat of being lost due to Japan's fleet being sunk. The operations up to now are for this purpose. Keep this in mind...after a defensive fleet is built (outfitted carrier or battleship and one to two trannies) you can hit Japan, Kwangtung, Manchuria, and FIC, from Philippines by only using one space. This means 3 infantry per turn to any one of these territories indefinitely. The reason this is effective is that you will have 3+ bombers with the 3 infantry which will pressure Japan to her defenses and thus the industries on Manchuria, FIC, Kwangtung and/or India become vulnerable. The only purchases for USA at this point are 3 infantry, and the rest bombers, and perhaps tech if you wish.

But before you start hitting the mainland, time permitting, I suggest getting all the goodies in the Pacific first as your opponent cannot retake them. Also consider

hitting Japan if ever and whenever its a little light. 2 infantry 4+ bombers and battleship bombard will most likely take upwards of 6 defending infantry and perhaps more with more bombers. If Japan happens to fall and has no fleet, the game is over even if Russia has been lost. Use bombers for overwhelming support on ground units and don't be afraid to do bombing raids with overkill bombers if any. Here's the turns cont...

Turn 4

USA purchases bombers, tech or both as super subs and/or heavy bombers will make for a big difference in your turn 4 hit on Sea of Japan. Take the Philippines with trannie and hit the Japanese fleet with everything else (battleship, 8-9 subs, 3 bombers)

Turn 5

USA purchases industry in Philippines and any defensive fleet if needed, or perhaps bombers if some of the Japanese fleet is still afloat. If too many Japanese ships remain then you might have to build a battleship and subs, starting over, but usually it isn't necessary.

Turn 6

USA could have as many as 6 bombers, and 2 bombers per turn thereafter. This allows you a "superhard" hit each turn with just 2 or 4 inf. departing from the Philippines, giving you tremendous options from there.

6) Practice makes Perfect

This strategy brings many unforeseeable conditions and my basic outline will undoubtedly need improvisation from game to game. But the jist of it is here and practicing it will give you more incite into the Pacific Theater. This campaign is very well suited for players who have good instincts and creativity. It can really make the game a lot of fun and can also be very effective.

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