

# Winning Strategies for Both Sides

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Allies.

RUSSIA

How I play Russia depends on the start of the game. If Russia has a good start in Ukr & Manchuria, it can be drawing 27-32 ipc's per round. If this is the case Russia can be quite a force. If in the second round you still have the 3 Russian tanks & 2 planes left after the first round you may buy some tanks (but don't over do it). Tanks give you fire power & Movement. If used right you can keep both Germ & Jap on there toes. But Russia's main output is men. A good start for Russia can carry the allies to victory.

If Russia has a bad start buy men & try to hold on for the allies. The main objective for Russia is to stall for time. Give the Brits time to recover & the USA time to get set up. I usually leave Finland for Russia. The 2 ipc per round really help Russia more than Brit or USA.

Tek : Never tek with Russia unless very, very desperate. The only tek of any real use is IT.

purchases: men & tanks

ENGLAND

The Brit's need a navy & again allot depends on if they have a good start or a bad start. Most people buy a carrier & a trans first round, this is a solid move. I usually land men in Africa on round 3 of the game.

The biggest mistake I find that people do with England is that they tend too put too many men in Africa. With England u want to kill the German BS & trans as quick as possible. Do not buy too many trans. It does not do much good if u have 5-6 trans & can only buy 6 -7 men per round. Your first move with the men in India is important. If it is a good battle the best thing to do is to retake Egypt. If not u can attack Kwang or retreat. It is a nice move to land the fighter in Yakut along with the bomber in Russia (if not used to attack elsewhere) This threatens the Japs tran's in the sea of Jap. This may result in the Japs using 1 less battle ship in the Pearl Harbor attack.

Purchases: men, tanks planes Buy fighters if on defensive and bombers if offensive

TEK: Sometimes depending on situations

USA

Of all the countries I find USA is the country that is played the worst. How the USA reacts depends on the start of the game.

If the Japanese do not pull a Pearl Harbor, USA is faced with first big decision. Do I stay & harass Jap Navy or do I retreat.

If you decide to stay & harass Jap navy remember that the most important unit is the transport. With out trans that navy is no real threat to Japan. Remember to stay away from the Jap land based fighters or the USA navy will be killed easy. Even if just move around in the Pacific you can keep the Jap navy tied up, & save England some ipc's. Also use the navy to pick off some of the Jap islands. If you decide to commit resources to the pacific remember to buy a trans to go with those subs. If the Japs pull a Pearl Harbor & it does not go well for Jap, USA has another option. It can counter attack the Jap navy. If Jap's did not take the island of Pearl Harbor you can hit with 2 planes 1 bomber a bs & a trans. Now you have 2 fodder's the trans & the BS so you can take 2 hits before you take real damage. This can really hurt the Jap's

but only do this battle if the Jap navy is hurting. If you do this remember to land Russian fighters on Brit trans.

In the Atlantic is where the USA main battle occurs. If Japs do not pull a Pearl harbor & you decide to retreat navy to the Atlantic leave the sub in the pacific to harass Jap trans but stay out of range of fighters. If Japs do pull a successful pearl Harbor use the trans to block the main navy from the USA BS. Watch out for the German bomber.

Buy trans but don't over do it. Again it is not much good having 6-8 trans if USA is only getting 30-32 ipc per round. My general preference is 5 trans unless USA has IT then I may have 6. You can then do the USA shuffle from Canada to Finland with an occasional stop in Africa & WE. A nice move to do some times depending on Germ troop place meant is to have Brit invade Spain & reinforce with the USA. This can lead to taking & holding WE on the Germs, this can lead to a USA factory in WE . Remember to move some troops & tanks to Russia so that the USA can counter attack the Japs in Asia. Another nice move is to leave Finland for the USA & to put a factory out there. If You plan on doing this remember to move AA gun from Eastern USA up so that axis get no free shots. It is also nice to have AA in range of germ in case USA gets rockets.

Purchases: men, tanks, trans, planes bombers & subs

Tek: Of all the Allies I find I use tek allot with the USA.

I only tek with the USA in the first round if I feel that I have had a really bad start. There are other top players that do all tek with USA in the first round & I feel that is a bad move. There also comes a point when you can see the game will be over in a round or 2. If that is the case putting men out in eastern USA is a waste b/c it takes 2-4 rounds before they can be used so buy planes or tek. USA is a Dominant country with HB or IT.

Allies over view.

I usually focus on attacking & killing Germ with all 3 countries. Watch for double moves where u can do 1 attack that will open another attack for 1 of the other countries. This is one of the advantages that the allies have over axis. Also be sure to take germ with Brit or USA. (not Russia) & leave the USA a spot to build a factory. The game may not be over if GERM falls I have Won about 10 games with Axis after germ has fallen. So it is important to share GERM wealth with the Brit's & USA. The longer the game goes the better for the allies so Stall the axis as long as possible.

AXIS

Bid

My bid varies from 12-15 (although other top players are now giving 16-18) I usually give most of that money to germ to place in Libya. Then I will put a man or two in Manchuria. There are many different placements & most are good. First bid is important b/c it usually give u the chose of the side u want to play.

GERMANY

Bid usually put 2-3 units in Libya

The Russian start is important for how I play Germ. If the Russians send 1 fighter after my sub & trans I usually take the sub as this first hit. This give u about a 50% chance of killing the Russian fighter. The lost of this fighter really hurts Russian Counter attacks. If the Russian attack the germ sub off Spain & miss retreat that sub do not stay & fight. The odds are in the Russian sub favor (& this is a game of odds) so retreat. If the Ukraine battle goes bad for Germ then I usually give up EE & we will trade it for a few rounds until I feel that I can hold EE. I vary rarely let the Allies land in WE. If the Ukraine battle goes well for germ then I may decide to kill the Russian tanks if they are exposed. I usually kill the Brit BS in Gib & attack the Brit sub with the Germ BS & land men in Egypt. If Germ has had a good start I may use the bomber & 2 men from trans to take IRAQ.

Remember I put most of my bid in Lib so I will have a good shot at Egypt. I usually try to kill the Canadian tran off of Nova Scotia as well.. (Nova Scotians are tough) Remember to land a plane with your bomber in Libya.

Now if the Russian have what I feel is a bad start I some times kill both Brit BS. When I do this second move I leave the Canadian Transport alone but before I do this I need to have 1 or 2 subs. My main goal with Germ is to hold so I buy mostly men with germ. I want to take Africa as quick as possible & to hold for as long as possible. Remember if you position your planes right in Europe you can then use then with your men to counter attack in Africa if the opportunity comes up.

I will press Russia as hard as I can but I want to hold until the Japs press Russia. Watch your AA guns if u move a AA gun to EE then make sure both Germ Factories have an AA gun. Do not give Allied bombers a free shot at bombing. Also Watch Germ like a hawk remember the allies may be able to do a 1-2 -3 punch to take Germany on you.

Purchases: Men & Tanks

TEK Never tek with Germ unless very, very desperate. The only tek of any real use is IT. Germ can't usually afford to buy bombers

JAPAN

Bid usually 1-2 units in Manchuria

Japan is my favorite country to play. They start weak but can become powerful very fast. I usually want Russia to attack Manch in the first round, so I often just put 1 man there. The reason I like this is because I also like to ignore the USA navy in the first round. I don't do a Pearl Harbor about 50% of the time. The reason I do not do Pearl Harbor so often is two fold

1. I can't because Allies took both Man & Kwang strong
2. I want to bait the USA player into wasting resources in the Pacific. If USA retreat to Atlantic they gain a trans & a plane. Sub & Aircraft are mostly useless in the Atlantic. If they stay in Pacific this saves pressure on Germ. As I said in the USA section I find that most people do not know how to use an USA in the Pacific. If you can catch the USA Navy with your Jap land based fighters it should be a quick battle with the USA navy easily destroyed. If the USA commits to the pacific then the Japs can put out a few trans & subs & defend & pick off USA units. In the mean time u keep landing & taking Asia

If Russia takes Man & Brit take Kwang in the first round it slows me down but it also takes allot of pressure off of Germ. Manch is an easy counter Attack if the Russian take it. It is a close battle for the Russian's & a lot of the times this attack goes bad for Russia which is a big bonus for Japan.

I usually buy up to 5-6 trans for Jap b/c 1 or 2 trans will be island hoping. Jap has to watch the Allied planes & bombers you do not want to lose your trans to them. Land allot of men early & use your air power as a mobile force for attacking Russia. Allot of talk lately about the "Wall" that Russia Can put up. Easy, go around the wall for 3 ipc take Mongolia & force Russia to retreat or to attack your men. Japan has a powerful air force to use as well & be prepared to move planes to Germ in the later stages of the game. As the game goes on I will buy a factory or 2 for the Japs for fast placement of tanks. Do not land a large force of tanks beside Russia unless You have enough men as fodder. If the USA abandons the pacific you can then move your navy into a position to challenge for Africa. This also give you the option of taking Jap navy to the Atlantic. Press the attack, Japan has to carry the battle to Russia.

Purchases men tanks fighters bombers trans & subs

Tek Japan usually has the resource to commit to tek. I do not always go with the tek route but I often do near the end the same as the USA. If things are Bad IT or HB

can change things fast. If USA has IT or HB I will usually do tek unless I feel I can win with out it.

#### Axis Overview

Axis usually focus's on killing Russia but u can get an ipc victory without Russia. You can pick off a few USA countries, Brazil & Alaska to keep the USA on their toes. A proper mix of men & tanks is important remember the longer the game goes usually favors the allies so you have to be aggressive while not spreading your self too thin. I usually do not industrial bomb with axis until the end.

#### General overview

Always try to attack when the odd are in your favor but there are times to gamble. I call this Risk vs. Reward. An example of this is a game I had with a Former GOA. He had about 10 men 2 planes defending Russia. I could hit with 7 Jap men 1 tank 1 plane 1 bomber (Not a HB). Odds are I would lose that battle but if I won Russia fell. I did the battle & won with 1 tank left. Cost him the game (Even though) he retook it back with his huge force in Kar. (by the way I NEVER use an odds calculator) Now this is an extreme example but my point is there are times to gamble when odds are not in your favor. Also remember that bad dice happen as do good dice. I play the game for Fun but I play to win. I realize that I am not the best. My strongest point is being able to think quickly & reacting to different situations. Also If you know you only have 2-3 hours to play a game tell your opp before hand. Some people do not like to play saved games unless absolutely necessary (such as tournaments).

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General Of the Army, Spring 1942

97-26 (at this time)