

# If I ever Make GOA...

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If I ever make GOA this is my corner. Guess I made it if you're reading it. I had to have it ready because I am quite certain if I ever make it, I won't hold it long – lol. Conventional Victory vs. Tech

I just re-read Shotgun\_Sammy's GOA corner on winning with the axis using tech. What a crock. Against a top-notch allied player you have less than a 50% chance of victory I would say. Basically I'm going to talk a lot about allied strategy in a bit. A BIG part of that strategy is based around the idea that the allies can limit the axis to 60 points or less of decisive tech rolls. Using Sammy's idea of strategy that gives the axis far less than a 50% chance of getting Heavy Bombers. The fact that the Japanese might get helped by Industrial Technology raises the odds of a decisive roll somewhat but actually far less than you would imagine. Go for the conventional victory with whichever side you are playing. Tech does have its place – that place is to save your butt when it becomes clear you will lose without it. Turning it into a strategy by which you actually plan to achieve victory from the beginning is not a winning strategy. If you don't believe me go in a casino and bet black every spin on a roulette wheel and see how many times you can do it and come home a winner. The casinos know they make a lot of money by someone doing that. And your odds of winning each time are 47%. Less than 50% odds of winning is not a game plan – and to be real honest when it comes to Axis and Allies I wouldn't accept a strategy that gave me a 50% chance of winning.

Basic Allied Strategy - Basically as allies you have three priorities. You must hold:

1. Karelia – Just don't give the sucker up. I've seen allies win giving up Karelia but man it's hard.
2. Egypt – do not let axis get fixed in Egypt – if you do the threat of an axis IPC victory never goes away. Note that axis can often afford to use a lot of fighters to hold Egypt. I've seen as many as 6 or 7 recently.
3. Novo – Never let the Japanese get fixed in Novo. If you do, Russia will be under pressure – making it harder to defend Karelia. And even if you can handle that, it means Japanese are going to be drawing a killer income, which will allow them a lot of tech tries.

## CRUSH GERMANYMANY

Agrius tells me he wants me to write this up. Basically crush Germany consists of building every Russian unit in Karelia the first few turns – mixing in a few tanks for offensive power – leaving them in Karelia (tanks and fighters in Russia is preferable so they can swing against any aggressive Japanese move forward) and keeping Germany from holding EE. On turn 2 –3, UK will be able to start transporting about 8 infantry a turn into EE. Once that happens – Germany can't take it back. For a turn or two until Germany income is curtailed and until the first Americans can finally make it to EE UK's 8 infantry will not be quite enough perhaps to hold EE and Russians may have to send a few in to help. But once allies are firmly entrenched in EE, Germany will eventually die. And, once you can maintain the hold on EE with just the UK builds, the US reinforcements and Russian builds can be turned against the Japanese in Asia and start pushing them back. This reduces Japanese to just a turn or 2 when they can get a decisive tech roll – and if they miss the lack of troop builds will spell their doom.

Please note that a key component of crush Germany is the allied ability to land a bunch of US and UK troops in WE. On turn 2 or 3 Germany will often have enough to move into EE and be too strong for the Russians to attack. Land in WE with every US and UK troop available – usually about 14. Germany can turn its build in Germany and its tanks in EE around to kill them – but they have to do it strong or US/UK will counter and kill their tanks. Killing it strong requires every unit built in Germany and the tanks in EE – leaving EE too weak to stand a crushing blow by Russia – so EE force retreats to Germany. ONLY do this with allies if the allies will be able to land UK in EE afterwards and move Russians in and the force will be strong enough to hold EE. By the way – it is even sometimes a good idea to transport US troops from Finland to EE to make this possible. The US loses some trannie time – which can be used to build up their air force – but it's worth it if you hold EE for good. Crush Germany should not be played to actually kill Germany but to contain her. If you go for the kill it means putting everything against Germany and the Japanese income will be VERY HIGH for several turns – giving Japanese lots of tries for tech or even of getting enough troops on mainland to take and hold Novo. Crush Germany requires for Russia 1 against the Germans to be decent – you must either take and hold Ukraine or retreat with most your units from Ukraine. The biggest problem with crush Germany is that with all the builds being placed to face Germany by Russia early on the Japanese can stomp you in Asia - next topic.

#### DELAY JAPAN

For Crush Germany or for that matter any good allied strategy to be effective the Japanese push into Asia must be delayed. The key to this is don't trade Russians and use UK air. On turn 1 Russia should build the wall in Yak. That should stop Japanese moves into Northern Asia for a while. Send the UK fighters in to strengthen the wall as necessary. Don't attack Manchuria on Russia 1. Just don't. If it works, it causes the Japanese some problems, which are seldom decisive – but if it doesn't, the allies are in big trouble. It's just not worth the risk. Don't trade Russians with Japanese unless absolutely necessary. If the Japanese take Yak with 1 infantry and you send in 2 Russians and a fighter to take it back you have traded 6 pts worth of infantry that Russia needs desperately for 1 Japanese infantry that will be replaced fairly easily and 2 pts of income – not even enough to buy 1 infantry. If you do much of that Russia will soon be out of troops in Asia unless builds are sent that way – and then the EE standoff is over.

The best ways to handle the early trades in Asia are:

- 1) Use UK or us troops supported by air – and be stingy with them – 1 UK infantry and some planes will clear 1 or 2 jap infantry – stopping their advance and whether or not you actually re-take the territory is usually minor.
- 2) Use Power Attacks with Russia – take 6 or 7 infantry into Yak to clear out 1 Japanese infantry then land the UK fighters on top of them to protect them from a counter. The Russian aa gun is also handy for deterring Japanese counters with lots of air.
- 3) Take your chances with the light attack – send 1 infantry and a fighter on 1 infantry. Chances are you clear it and stop the Japanese advance and the 2 points you get for actually taking it aren't worth sending the extra infantry.

By the way – once the allies have lost or won the face-off for who gets to actually sit in EE turn the Russian tanks onto the Japanese. 6 Russian infantry and 6 Russian tanks can bash a sizeable force advanced by the Japanese – then you can use the Russian aa and UK fighters to make the counter on them unattractive. This has the added bonus of actually holding a territory rather than simply trading it. It can also make Japanese scared of advancing unless they have an over-powering force that will beat or seriously damage any attack on it by the Russians. Stay away from Russian hit and retreat tactics if you can afford to but usually you can't against a

good axis player. He will advance 6 infantry into Yak although there are 6 Russian infantry in Nov and 6 Russian tanks and 1-2 fighters in Russia. You can't trade with this force – Russians lose too much. You can't kill it because plenty more Japanese are right behind them. Time to thin em out a bit – hit and retreat to Novo where you can advance your builds, UK fighters, and allied infantry to make it a better defense than the Japanese can attack with their depleted force. BUT DON'T FORGET – hit and retreats can go badly. If you take it your tanks are sitting there for the Japanese to butcher. That is worst possible consequence. The next worse is that you have a bad attack – I've seen 6 infantry and 6 tanks hit 2 and defender hit 3. You can't stay and the Japanese force is somewhat intact so it might be able to hook up with air and hit you wherever you retreated.

There are a ton of other topics I could cover but those are a couple of the most important in my opinion.

Take care all – I doubt I'll stay GOA long enough to ever post another corner.