

Simple Tips

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My first GOA Corner presents a few simple tips to help your game:

Russian tanks are very important to the allies. They are the only real offensive threat early in the game. After they attack the Ukraine, if they survive, they threaten EE until the British and Americans arrive in Karelia. After the allied forces start to arrive in Karelia these armor units can focus on Japan and, with the combined forces of all three countries, mean ultimate doom for the axis. So as the axis player it is very important to kill these units if the opportunity arises (usually in Ukraine). If you bid into Africa you can use your BB and transport if necessary to hit the Ukraine and not have to use much of your armor to take out these Russian tanks (remember if you amphib in you cannot retreat the battle). Alternatively, 2 inf bid into EE accomplishes the same without as much risk. On Germany turn 1 concentrate on 2 battles (3 if the allies take Ukraine): the North Sea and Egypt. If you take Egypt strong enough, there is no need for the German BB or transport- don't worry about them or the UK BB in the Med.

Japan has it comparatively easy for the first 3-5 turns. Always move your troops towards Russia (try never to retreat back to the coast or get bogged down in southern asia). If you do this, you will be attacking Novobirsk and Kazakh by turn 3 and threatening Russia by turn 4. At this point, Japan becomes a threat to Russia and this is where those tanks from Russia come in if they aren't destroyed. If the allies swing their offensive east (with Germany now contained) Japan will be an easy target. Without tanks, the Russians will have a much harder time dealing with the Japanese (remember that Russia has only 2 fighters and needs offensive punch to take back more than 2 territories). Therefore, as the axis player it's important to deny Russia this option as soon as possible. Another good technique with Japan is to land her bomber in Germany on turn 2. The allies have a tough job in coordinating their transports and this will take away some of their freedom of maneuver. If the game goes long, adding 2-3 Japanese fighters, not only for defense of Germany, but to insure that those fleets stay together is also a good idea.

Weapons development is a part of this game (the part of the game I dislike the most) and knowing when to use it is very important. The only time I use it is in total desperation to turn the game around or if my opponent gets industrial technology or heavy bombers. Russia and Germany should never attempt tech rolls, Britain never anything over \$24, and America and Japan as needed up to \$30 a turn. Don't go crazy spending all your money just because they got one of the two good tech advances! Spend slowly(\$5-\$15 a turn)and when it starts looking really bad, then you can go all out for 2-3 turns. > Bids of 17-21 are standard now. Many other GOAs have written articles on these and they are very informative. Where you place your bid is as important as the strategy you plan to use, so place your bid units in areas of weakness so the allies won't have an easy first round or in position to counter attack on your next move. I think bids are too high (17-21) and the only way to get them down to a reasonable level is to vote Russia Restricted if the opportunity presents itself.

The bids would drop to the 9-15 range, creating a much more level playing field for the axis player and the beginner. This would also eliminate these "mega bids" which make the game a 3-4 turn crap shoot. Your reputation is built every time you play a game- win, lose or draw- so be careful how you handle yourself. Posting a win just

because your opponent does not get back on-line within the 15 minute limit does not mean that he did not try! Get a witness, wait the 15 min and post a message on the reschedule board. If he does not reply within the 3 days allowed by the rules THEN post your win. Also, try not to have too many continuations at one time. It will be hard to reschedule juggling 5 or 6 games at a time (especially in 3 days). Try to finish what you start in a reasonable amount of time and let your opponent know prior to the game if you have time constraints. Yes, some games go really long and the average game takes 4-6 hours (add 1-2 hrs for team or division games), so plan for it. Finally, always try to be courteous to your opponents and every time you enter the zone there will be a game waiting for you.

Well thats all I have for now. Good luck, good gaming and may you all see red.

Until The Next War,

jdsmithbbk

General of the Army,

Spring 1942