

## *Allied Playbook G-40 Ideas - Compiled by jacobgeo24 Nov 18-19 2023*

*\*Special Note\* - I began playing Axis and Allies with Revised Edition in June 2018, I was introduced to Global in April 2021, and now that is the game I play the most*

***Foreword*** - This is merely a collection of Forum Posts relating to Allied strategies in terms of Axis and Allies Global 1940, **none of the articles have been modified by myself**, simply copied and pasted into a single document for the ease of use for the community of Axis and Allies G40 players. I did not modify anything, spelling and grammatical errors are therefore still present. **Full credit goes to the original authors of the articles, this is their hard work and ideas, not mine. What they wrote belongs to them and them only, it is their property.** I wanted to make a compilation of Allied strategy because, I have been playing and following axis and allies G40 for a little over a year and a half, and as a younger member of the community, I have seen and heard that due to the imbalance in the game in favor of the Axis, definitive strategies for an Allied victory have been debated over the years and often come and go. This is meant to be a compilation of general strategy for the Allies written by devoted members of the community over the years. Hopefully I will be adding to it as more come along, but I wanted to have what I thought were well thought out, comprehensive general strategy for different aspects of the Allied game in one, easy to find, easy to read place rather than having to scour the forum for hours trying to find each strategy one by one. **Happy reading to all of you, I hope that what I compiled can help you win a game as the allies!**

- jacobgeo24, Nov 19, 2023

*Again, all the credit goes to all of the writers of each article/essay, thank you for taking the time to make strategies for the good of the community, I merely compiled them, this is truly their work and thank them for what they wrote.*

**The following are derived from, “We need an allied playbook.” forum on axisandallies.org - Forum started by DessertFox599**

**By - Arogothair - December 7th 2018**

All right, here’s a stab at a short, basic overview of Allied opening strategy. No doubt others will have more detailed or more advanced ideas to share, but hopefully this will be a helpful overview for people who are just starting to get serious about Global 1940. I’ll start with Russia and then add other nations in later posts.

USSR:

Your position at the center of the board, sandwiched between Germany, Italy, and Japan, means that you are *usually* a prime target for Axis bullying and that you will *usually* need to build mostly infantry and play a mostly defensive game where you retreat steadily toward Moscow and

attempt to hold out in Moscow as long as possible to give the rest of the Allies a chance to win the game on other fronts.

However, *usually* is not the same thing as *always*, and being able to correctly identify the exceptions to the rule can be the key to victory. If Germany builds more than four transports or otherwise telegraphs its intention to launch a serious amphibious assault on London, Russia will need to rapidly go on the offense, building tanks in Leningrad and Kiev so as to seize as much German territory as possible as quickly as possible while Germany is busy with the British. Conversely, if Germany loses less than three planes against the British navy, or builds a ton of early land units, or declares war on Russia turn 1, then even retreating to Moscow may not be enough – Russia may be forced to retreat even further, to the Caucasus or Persia, so that German tanks can't punch through Russia's southern flank to Egypt or India. Although losing Moscow is very serious, it's not the end of the game for the Allies; if the Allies hold the line in London, Egypt, Persia, India, Java, New Guinea, Hawaii, and Alaska, then the Allies have a large economic advantage even after losing Moscow and central Russia. Try to keep an eye on when reinforcing Moscow will drain Axis resources and delay further Axis expansion, vs. when you're just throwing good money after bad.

A key consideration in defending Moscow is whether you will be able to get your armies home in time. Try to anticipate what turn Germany will attack Moscow based on what Germany is building. If Germany is building 10 infantry in Berlin, then the attack is probably still five turns away, because the infantry take a long time to march across eastern Europe. If Germany is building 4 strategic bombers in Berlin, then the attack is probably happening next turn. If you have a stack of, e.g., 10 infantry and 4 artillery in Belarus and you see that you're able to use it to kill a stack of 4 German tanks in eastern Poland, that's fine...but only if you can make it back to Moscow from eastern Poland before Moscow gets attacked. Otherwise you're throwing away 14 Russian defenders to take out 4 German attackers, which is a terrible trade.

When you calculate what can make it back to Moscow in time, keep an eye on Germany's mobile forces and on Italy's can openers. A medium-sized Russian army that has enough *turns* to march back to Moscow still might not *arrive* safely in Moscow if it can be creamed by 20 German mechs and 10 German tanks and 10 German planes without throwing those forces seriously out of position. It's easy to get trapped. Along similar lines, if the Italians have more than 2 or 3 units in eastern Europe, you will need to arrive in Moscow in time to guard it against Germany's fast-moving tanks and mechs, because Germany might be able to capture Moscow even without its slower infantry, and when the Italians are present with a significant force, it can turn out to be so expensive to stop Italian can-openers that you don't actually gain any ground. To reliably stop a force of, e.g., 2 Italian mechs, 2 Italian tanks, and 1 Italian bomber, you probably need 7 Russian infantry – but if you put 7 Russian infantry on each of the 3 territories in range of the Italians, now you've pulled 21 infantry out of your main army, and you can be defeated in detail with unacceptable losses.

One positive opportunity to stay alert for is the chance to permanently take and hold Scandinavia with a medium-sized force. Anything you send into Finland is very unlikely to make it back to Moscow in time for the big battle...but if you take both Norway and Finland, that's a 21-IPC swing each turn: 5 IPCs of territory denied to Germany, 5 IPCs of territory in your pocket, 6 IPCs for the spread of communism, and 5 IPCs for Germany's iron ore shortage. It also means that whatever German units you kill in Finland won't be able to join the attack on Moscow, and it provides a critical landing area for Allied planes that can help them first sink the Baltic German fleet (reducing the number of land units that can arrive in Leningrad to march to Moscow) and then take Denmark to threaten Berlin. The overall effect on German offensive chances can be devastating. You can't afford to spend the entire Russian army and air force just on taking this one region, but if you can take it on the cheap (18 units or so) then it's probably worthwhile.

Another favorite trick is to send one Russian mech south to pick up some combination of Tobruk, Libya, Iraq, Italian Somaliland, and Ethiopia. The British wind up doing the heavy lifting to roll back the Italian armies, and then the lone Russian mech scoops up the rewards, getting that sweet, sweet 3-IPC Spread of Communism objective for each territory you take, each turn, until Moscow falls. If the game goes long, picking up any two of these territories can be a tiebreaker in your favor.

Finally, you've got your Siberian armies, with 18 infantry and 3 AAA guns. If you stack them all on the border with Japan, they can be wiped out, and then you will lose Siberia pretty rapidly, but this does force Japan to spend a significant amount of resources going north, which is not especially lucrative for Japan, so it's one way to slow Japan down if you like. This fits well with aggressive "Kill Japan first" openings where most of your resources are going into the Pacific early on. I usually prefer to wait until turn 2 to stack the Russian armies on the Japanese border, because until turn 2 I don't really know what Japan is planning. A huge Russian army on Japan's doorstep is a great *response* to a turn 1 Japanese declaration of war – but if you *open* with that move, it's easy enough for Japan to just keep the peace and expand into China and Siberia for a couple of turns. The only time I would bother with a turn 1 deployment to Amur is if Germany totally broadcasts its intention to go for a Sea Lion, e.g., builds 2+ transports on turn 1. Normally, I prefer to retreat the westmost Russian stack toward the west on turn 1. If Germany goes for an aggressive/early attack on Moscow, that way at least one stack can usually still make it to the capital. If Germany is giving Russia more time, the western most stack can pivot south to Kansu to reinforce China (also usually in the nick of time), while the eastern stack can return to Amur and give Japan plenty of headaches.

The ideal Russian opening build is situational – you want mostly tanks in response to a Sea Lion, and mostly infantry in response to a turn 1 declaration of war on Russia – but in general you need a balance of offensive punch, mobility, and sheer unit count. You'll need either some tanks or some artillery so that you can counter-attack weak German stacks...you may not find any, but if you can't even credibly threaten to attack lone German planes/tanks, it gives Germany too

many options. You'll need either some mechs or some tanks so that you can shift forces rapidly between theaters; you can't afford to give away both Leningrad and Kiev too early (giving away one is probably fine), so you need to be able to rapidly reinforce whichever factory you're planning to defend. Mostly, though, you need units – Germany can bring an alarmingly high number of units to Moscow alarmingly early, and you will lose your minor factories to conquest and/or bombing as the game goes on, so make sure to build a reasonable number of infantry in your extra factories while you still have the production capacity. It's easier to correct for having built too many infantry than it is to correct for having built too many fighters. Over the course of two turns (roughly 80 IPCs) I might build 1 tac, 1 tank, 2 mechs, 4 artillery, and 13 infantry. Your mileage will and should vary!

USA:

The USA starts off very slow, partly because it's not at war and isn't allowed to declare war for three turns without a specific provocation, and partly because it's so far away from the initial front lines – a *perfect* US logistics chain is still usually two full moves, and more often it'll take you three moves to get where you're going. So a ship that you build on turn 1 isn't likely to be part of any attacks until turn 4. This means you need to plan ahead and you need to make sure that when your forces finally do arrive, they do something that turns the tide of the game. It's not enough to pick off a couple of medium-value territories; you need a high-value target that can win the game for the Allies.

The four most plausible targets are, in no particular order:

1. Queensland / Indonesia / Philippines
2. Sea Zone 6 / Korea / Manchuria
3. Southern Italy / Northern Italy
4. Norway / Denmark / Western Germany / Berlin

The idea behind the Queensland opening is that you build a large US Pacific fleet, and rapidly advance it from SZ 10 (San Francisco) to SZ 26 (Hawaii) to SZ 54 (Queensland, i.e., northeast Australia). Sitting in SZ 54 allows you to take advantage of Australia's naval base and air base, so your fleet is protected by Australia's starting 3 fighters, and it has some extra range. Conversely, Australia can take advantage of the US fleet's umbrella to send otherwise unprotected transports up to Queensland. From SZ 54, both American and Australian transports can reach the Philippines, Java, Borneo, Celebes, Sumatra, New Guinea, Malaya, Siam, and Shan State – an astonishing 22 IPCs of territory, plus another 15 IPCs in national objectives. It's also almost impossible to get transports from Japan to India (or from Japan to Sydney) without passing through the region controlled by the US fleet in SZ 54, so sitting in SZ 54 protects both of these two victory cities (and their respective economies), give them a chance to build up strike forces instead of turtling at home. You don't actually need to force a major confrontation with the Japanese fleet in this opening – the fact that you're sitting on their flank, stealing their most

valuable territories, in a sea zone where it's very, very difficult to defeat you means that you're on track to win in the Pacific.

The idea behind the SZ 6 opening is that by threatening the Japanese capital, you force Japan to recall its fleet and most of its air force very early in the game, limiting Japan's ability to expand and giving India, China, and ANZAC a chance to retake some of their front-line territories. The American fleet moves from San Francisco to Hawaii, and from Hawaii the US is only one turn away from Japan via Midway and SZ 16. If Japan doesn't put a blocking destroyer in SZ 16 or 25 each turn, then the US can rapidly move into SZ 6. Japan is uniquely vulnerable to convoys; almost every valuable territory that Japan does or could occupy is sitting adjacent to a convoyable sea zone, so if the US Pacific fleet parks in SZ 6, it will wreck Japan's income. There's also the possibility of taking Korea and building a minor factory there, allowing the US to rapidly reinforce its fleet and build up regional naval superiority. Without access to SZ 6, Japan has difficulty building enough boats to face off against the full US Navy – elsewhere, Japan has only minor factories, and usually at least some of the production slots in those minor factories are needed to build infantry to hold off the Chinese, Indian, and Siberian hordes.

The idea behind the Italian opening is that Italy is the weakest Axis power, and can easily be neutralized and occupied to provide a permanent forward base for the Allies. A popular tactic that has gotten some discussion in earlier posts is to have the USA take Rome while the UK takes Northern Italy later in the same turn, preventing the Germans from immediately reclaiming Rome and giving the USA a chance to build infantry and land planes. Another benefit to attacking Italy is that Italy's major factory is awkwardly located in Northern Italy, so if you can trade Northern Italy even once, that downgrades the factory and makes it very difficult for Italy to build enough units to keep up with American transports. The typical move order is Washington DC (SZ 101) to the west coast of Gibraltar (SZ 91) to the west coast of Italy (SZ 95). If you're facing a strong Luftwaffe or stiff Italian naval opposition you may need to slow that down a bit by moving from west Gibraltar (SZ 91) to east Gibraltar (SZ 92) and then from there to the eastern coast of Italy (SZ 97). Once you've got an initial toehold, you can consider expanding to Southern France, Greece, and/or Yugoslavia, adding new minor factories as needed. The hope is that eventually the Germans won't be able to place enough land units to contain your threat while also holding steady against the Russians.

The idea behind the Norwegian opening is that once Germany loses control of the North Sea / Baltic Sea area, it has too many different land territories to try to simultaneously defend. Germany *has to* heavily defend Denmark, because otherwise the Allies can drop marines into Western Germany or Eastern Germany – the US can take Denmark, and then the UK can sail into the Baltic Sea later that same turn. On the other hand, Germany also has to heavily defend Western Germany, because that's accessible to the Allies even without taking Denmark first. If Germany is serious about invading Russia, that will leave little or nothing left to defend Norway, Holland, and Normandy, and so the Allies can seize those territories and build or keep minor

factories there. An HQ in Norway is particularly valuable because once the Baltic Fleet is gone, Germany has no practical way of retaking Norway, and the loss of Norway costs Germany one of its few early national objectives. Even if Moscow falls, the US may be able to continue to fight and successfully expand out of a Norwegian base. Also, London's naval base and airbase can help a US fleet parked in the Channel project a lot of power while also remaining well-defended by British fighters.

China:

China's options in the opening are usually pretty limited by a series of brutal Japanese attacks. China needs to fight for the Burma Road national objective while also maintaining at least a token ability to harass Japanese forces in northern China, but Chinese forces will rapidly be worn out through attrition, and once China loses control of Yunnan (or is pushed entirely out of northern China), it can no longer afford to build enough units to replace the infantry that it will lose every turn. Therefore, if China is fighting by itself, it will die in all but the strangest of games. To grow, China needs support from at least one of the British (in Yunnan), from the Russians (in Kansu or Manchuria), or from the Americans (in Manchuria or Kiangsu). Keep in mind that if the USA liberates a Chinese territory, even an 'occupied' territory like Manchuria, then China can immediately build more infantry there and immediately collect its income. In turn, if China can maintain control of a territory on or near the coast, that can provide a forward base that the USA can reinforce with planes, providing an 'unsinkable carrier' for the US Pacific fleet that will further restrict Japanese options for safe naval movement.

When deciding what to do with China's only fighter plane, keep in mind that the Japanese can 'airblitz' your territories, attacking them with a large stack of planes that are totally unsupported by infantry. If Japan can wipe out 10 of your infantry at the cost of 2 Japanese planes, that's a pretty good trade for Japan. Similarly, Japan may be willing to trade one or two planes to knock out your irreplaceable Chinese fighter. This usually means that your fighter should be stacked up with your largest stack of infantry, and this sometimes means that your fighter needs to land on the far western border of China, or even in Burma – where-ever it will be out of reach of Japanese planes.

UK:

The key to the UK opening is making the best use of your limited number of transports. Any transports in the Atlantic that survive the German opening attack are still far enough northwest that they're stuck in the northwest – at most, they can make it to Gibraltar or Morocco. You don't normally need to take Normandy or Gibraltar on turn 1, so what you do with your Atlantic transports is usually not very important – the smart thing to do is to either stack them up with what's left of the British Home Fleet (if that's enough to keep them safe) or send them fleeing west to Canada to be part of a rebuilt British Home Fleet (if you've taken heavy losses and need a couple of turns to rebuild).

Outside of the Atlantic, you should have exactly two transports: one near Egypt, and one near India. You have several plausible targets for these transports: Southern France, Greece, Tobruk, Ethiopia, Persia, and Sumatra.

First, the niche cases. Southern France only makes sense if you're playing Balanced Mod (to stop France from selling out ala Vichy) or if for some reason it's clear that Germany has committed 100% to an Afrika Korps strategy and you need to shut down the German Med factory.

Likewise, Greece only makes sense if Germany is severely over-extended – if both Germany and Japan declare war on turn 1, or if the Axis have declared war (or are clearly about to declare war) on the true neutrals. Greece makes a great monkey wrench if the Axis are relying on split-second timing to get their troops where they need to go, but you'll lose your transport and you're not actually going to kill many enemy troops or earn much income with your tiny Greek army of six units (four neutrals plus your one loaded transport), so don't go to Greece without a good reason.

The strongest play, in my opinion, if you can get away with it, is to send your transports to Persia and Sumatra. This activates the Persian infantry so that they'll be ready to attack Iraq on UK2, activates the Persian territory so that you'll be ready to build a factory there (and send the Russian mech on its merry way), and jacks up the UK Pacific income to a safer level. Yes, Japan can crush you in Sumatra – but they only have so many transports, so they can't take Hong Kong and Malaya and Borneo and Sumatra and the Philippines all on one early wave of attacks. Holding Sumatra means you'll still have some respectable income even after one round of Japanese attacks. I say "if you can get away with it" because sending a transport to Sumatra is much less justifiable when Japan has *already* declared war on you – you'll lose the transport faster and you won't collect the extra income for enough turns to pay for it.

If you can't or won't go to Sumatra, another option is to send *both* transports to Ethiopia, along with the mech and tac bomber from Egypt. People often send one transport to Ethiopia, but I think that's a mistake – Ethiopia is not a critical territory, and with only one transport, you're not getting great odds – so why use a scarce resource (your transport) to set up an optional battle at only moderately good odds? The point of going to Ethiopia is to wipe the Italians off the face of East Africa, so that your existing units in the region can easily mop them up next turn, and your transports and aircraft can start moving elsewhere. If you're going to have to transport units to Ethiopia *again* on UK2, there's not much point in going there at all on UK1. In the long run, those Italian units have nowhere to go; they're surrounded by British and French on all sides and they have no navy and no factories.

Finally, there's Tobruk. Only one transport can reach Tobruk, but you can get a fair amount of air power there, and you've got your land stack in Alexandria to fight with as well. A lot of people like Tobruk. I'm not one of them; I figure that Italian units are much better placed in the worthless deserts of Africa than as can-openers in the fertile Ukraine or as a pain in my rear

soaking up the oil of the Middle East. If Italy wants to send reinforcements to Tobruk, that suits me just fine – if UK instead uses its air power to knock out most of the Italian navy at Taranto, then the Italians are never going to take Egypt anyway, let alone penetrate to Iraq. That's also part of why I like to go to Persia early – if you build a factory there on turn 2, then it's a flexible source of reinforcements that can go west to Egypt, east to India, or north to the Caucasus as needed.

For those of you just tuning in, the Taranto raid is an attack on SZ 97 (the east coast of Italy) on the UK's first turn. Different people recommend different configurations of units, but I like to bring in the entire British Mediterranean fleet minus one destroyer, plus every British plane that can reach. Note that planes in London can usually reach; some of them can land on the carrier, and the planes that started on the carrier can land on Malta, where they'll be reasonably safe because they're protected by an infantry and an AAA gun. I then also attack SZ 96 (Malta) with the Mediterranean destroyer and the cruiser from the west coast of Gibraltar. If that cruiser died to a German sub attack, I replace it with a single fighter. When the dust clears, Italy should be left with only one fleet and only one transport (in SZ 95, the west coast of Italy), and they just can't do much damage with it, nor can they afford to build more – with only 10 starting IPCs, the best Italy can manage is either a transport or a destroyer, neither of which is likely to allow them to survive a follow up attack by all of the planes you landed in the Mediterranean. If the Germans invest *very* heavily in the Med by sending the entire Luftwaffe to crush the British navy there, the Italians might manage to eke out a marginal victory and keep a boat in the water...but then Russia will have a much easier time holding its southern flank, and your factory in Persia can send forces west to hold Egypt.

No British opening guide is complete without a few words on whether to scramble your planes to defend the British Home Fleet against a German air attack on turn 1 – and my answer is, yes, scramble if Germany tries to attack both of the major UK fleets (SZ 111 and SZ 110). Statistically, you expect to lose money on that battle, and you might get wiped out quite badly, but you can afford to replace your planes, and Germany can't. A big win for Germany over the skies outside London means that Italy gets off to a slightly more powerful start while still ultimately being contained; a big loss for Germany over the skies outside London means that Germany is toast. You can also scramble if Germany does something weird that makes the German planes vulnerable, like attacking four different smaller fleets, or sending only five planes to attack one large fleet while using the other planes on land. The only time I wouldn't scramble is when Germany concentrates its planes against one large British fleet – if you're going to be outnumbered 10 to 6, then it's not worth throwing your planes away.

In terms of what to build, I'm a fanatical advocate for 2 infantry, 1 fighter in London – it's enough defense for London that if Germany tries to do a Sea Lion, he'll wish he hadn't. Germany might wind up taking London, but not at a price he can afford. Any more defense of London is overkill; any less is too risky. I think you also need to build at least 3 land units in



India, so that you don't wind up giving India away to Japan too cheaply. Other than that, pretty much any purchase can be made to work out – you can spend the remaining money on a destroyer to fight for the Atlantic, on a transport near South Africa to get more efficiency and flexibility in the western Indian Ocean, on mechs and tanks for India to help it stack Yunnan, on artillery for India to help it trade Burma deep into the middlegame, on an additional plane, or even on a first-turn minor factory in Egypt if you're doing a full Taranto attack. You can even get away with saving the extra money – you're not likely to run out of build slots, and you may have a better idea of where to spend the money one turn later.

Finally, I'm not reprinting it here because this is meant as a 'beginner' guide to Global 1940 openings, but check out [@crockett36](#)'s radical new ideas about Operation Richochet in the UK Middle Earth thread – he suggests that the key to victory as the UK might be not to attack anywhere at all, but instead to conserve and position your forces for a glorious comeback on turn 3 or 4.

ANZAC:

Honestly, ANZAC doesn't have a ton of options in the opening, especially if you lose your transport off the coast of Sydney to a J1 attack before you even get to move. Assuming your transport survives, the two most plausible places to attack are Java or Dutch New Guinea. Dutch New Guinea is worth 5 IPCs for your NO, vs. only 4 IPCs for Java's territory – but you can collect the money for Java even when you're not at war, so if there's no J1 declaration of war, I like to get Java first, build an infantry and a transport, and then use that extra transport to take Dutch New Guinea on turn 2.

In rare cases, you may be able to use the stack of fighters that start in New Zealand to reinforce one of the 'money islands' in Indonesia and force Japan to over-commit and/or guard all of its transports if it wants to head south. From, e.g., Java, the fighters can also reach Malaya (if Japan failed to bring enough forces south quickly enough) or India (if Japan is bringing an alarmingly large force south very quickly). That said, most of the time the best use of the ANZAC air force is simply parking it in Queensland so it can protect a US fleet in SZ 54. Because of the Queensland air base, your fighters still threaten to pick off Japanese transports in Indonesia from Queensland, and if you see a chance to trade an ANZAC fighter for a Japanese transport, you should generally take it – you can afford to replace your fighters better than Japan can afford to replace its transports, because every transport killed slows down Japan's economic expansion and reduces the number of territories that it's seriously threatening.

Keep an eye on how many loaded transports Japan has available to crush Sydney with, and how many land units you've left on the Australian mainland – it's easy to get carried away building a transport and a man each turn and shipping them off to the islands, or even a transport and a sub, and the subs can be really useful for convoying Japanese islands and sinking their transports...but if you aren't also building at least some men, then Japan can get the jump on

you. One turn to take Western Australia (or Queensland, if it's underdefended), one turn to land the entire Japanese air force in Western Australia, and one turn to take Sydney means you only get two responsive builds. If you only have one factory, that means you are building something like 4 infantry and 2 fighters, even if you're making bank – but if you only had 6 units left on the mainland to start with, then your total of 12 units won't be able to put up much resistance against, e.g., 6 Japanese infantry and 18 Japanese planes. The USA may or may not be able to save you – the US fleet can usually get to SZ 54 in time to crush the Japanese navy, but that's cold comfort if Japan can take Sydney heavily enough that the US can't take it back.

France:

Yeah, I dunno what to say here. Blame your predecessor? You're going to be crushed and there's nothing at all you can do about it. When the dust clears, you should have a destroyer off Madagascar, an infantry in Syria, some infantry in North Africa, an infantry in French West Africa, and possibly a fighter in London. Usually everything but the destroyer and the FWA infantry is best left in place for defense – the London fighter helps defend against Sea Lion attacks, the Syrian infantry helps stop Italy from casually landing an artillery piece that can walk into and activate Iraq, and the North African infantry forces Italy to chew up its African forces and maybe even commit an airplane for three turns in a row if it wants to take your money. The destroyer in Madagascar usually should go east to harass the Japanese, but if Italy rolls well in Taranto then you may need to send it north to support the (second) British Med fleet. The infantry in French West Africa can and should march east to serve as a roadblock against any surviving Italian units near Ethiopia, and then from there can go north to Egypt and east to Persia to serve as a roadblock against Germans who are headed south from Moscow in the endgame.

Once London is secure, the French fighter can fly south to Gibraltar and/or Morocco, either to guard Gibraltar against Italian counter-attacks, or to join up with any surviving French infantry in French North Africa and slowly start pushing the Italians back toward Tunis.

If the French Med fleet survives Italy's first turn, you can leave it in place to serve as a nuisance, link up with the British Med survivors for protection, or send the fleet west of Gibraltar to help support the British Atlantic fleet – any of these can be good options, depending on the exact tactical situation.

**By - Arogothair - Apr 6, 2019**

Against my better judgment, here are some thoughts on the “meta” or “structure” of an Allied playbook.

With respect to Germany and Japan, the Allies are like the black pieces in chess – they're responding to Axis initiative, so a good Allied player needs a battle plan for each of the most popular German and Japanese openings.

With respect to Italy, the Allies are like the white pieces in chess – the Allies set the initiative, and Italy has to respond. Depending on what the Allies do, Italy could start the game with one transport or three transports, with a big force in East Africa or no units in East Africa with a big stack in Tobruk or no forces in Tobruk, with Vichy control guaranteed, or with Vichy nearly impossible and an Allied landing force in Greece. So a good Allied player doesn't need different plans to use against Italy; they just need one good anti-Italian attack. (A master-class player will need different plans so they can perfectly adapt their play to the situation on the board and keep their opponent off-balance, but that's beyond the scope of a "playbook.")

As I see it, the most popular German openings are:

- Sea Lion (build transports and some surface ships, focus on taking London on G3),
- Barbarossa (build mechs and tanks, focus on taking Moscow G5 - G7 with enough tanks/planes left over to threaten Egypt),
- Dark Skies (build mechs and bombers, focus on holding all Allies at bay with bombers while Germany accumulates income advantages from Norway, Leningrad, Stalingrad, and maybe Egypt and/or Iraq).

The most popular Japanese openings, as far as I can tell, are:

- a J1 attack on the Philippines and Borneo with the idea of taking all of the money islands by J2-J3 and taking India J3-J6 or at least knocking the UK Pacific's income down to near-zero very quickly
- a J1 attack on Pearl Harbor, with or without an invasion of Hawaii, with the idea of tying down US assets to help Germany win in Europe
- a conservative J2 or J3 attack that focuses on knocking out China early and making high-value trades to keep Japan's options wide open so they can threaten Russia, India, or Australia later in the game
- a suicidal attack on Russia, often through China, with planes being sacrificed to airblitz open a path and/or strategically bomb Moscow to weaken Russia for a German win.

So a good Allied playbook needs ways to address all 7 of these Axis openings, as well as one good anti-Italian attack. Personally, I prefer scrambling no planes against the German naval attacks and then launching the Taranto raid every game, combined with moving the Pacific transport to Persia and the Mediterranean transport to either Southern France (if needed to prevent Vichy) or Greece (if Vichy will not be triggered). On turn 1, always, I like to buy a factory in Egypt and 2 inf, 1 fr in London. I like to follow that up with a factory in Persia, build mostly land units until Italy is cleared out of Africa, Iraq, and/or Syria, and then build mostly subs to shut Italy down in Sea Zone 97. It's not a foolproof plan and there are times when something else might be slightly better, but this plan will always work well enough, no matter what your Axis opponents are doing. The Allies have enough to think about in the opening without trying to memorize five different anti-Italian openings.

*Addition added by Arogothair Apr 7, 2019*

We could argue all week about what the exactly right balance is, but I imagine most of us agree in principle that you need to slightly adjust your British opening based off of the G1 attack and purchase. Like, if Germany buys 2 bombers and sinks both British home fleets and the Canadian transport without losing any planes, well, yeah, buy 8 or 9 inf for London and leave the Egypt factory for UK2; it can wait. Conversely, if Germany declares war on Russia G1 or loses half its air force, well, maybe you don't even need the 2 inf, 1 ftr for London on UK1 and you can buy the Egypt factory plus a destroyer or whatever else you want for the Atlantic, instead. In the vast majority of games, though, you wind up with an average result that justifies an average buy to defend London: 3 inf if you're feeling aggressive, or 2 inf, 1 ftr for a moderate position, or 6 inf if you're feeling conservative.

**By - Weddingsinger - Mar 29, 2019**

All I've got so far is a few basic opening notes:

I'll need to playtest my ideas about a mechanized Russia, but obviously Russia moves 6 inf back to Moscow from the Pacific side. I usually retreat the 12 and then on R2 move them back to threaten the Japanese to try and freeze Japanese troops from being able to head south to attack China/UKPac. On German side... not much you can do if Italy is successfully can opening for Germany. If not, you just try to group you inf together and look for a counter attack opening that will delay the German advance an extra turn. If Germany is doing Sea Lion, Russia should try to hit southern Europe. Its much harder for Germany to get rid of them there compared to using their transports to hit you on the coast of the Baltic.

UK needs to assume Sea Lion. Their margin for being able to stop Germany is pathetically small if Germany can bring 10 transports and its air force to London (to stop that requires having 17+ hit soakers and 5 fighters) This means a UK1 activate Ireland using your mech (its a landing spot for U.S. bombers if London falls) and buy of 6inf and 1 fighter (and if Germany looks Sea Lion, UK2 buy of more inf and any U.S. forces you can bring). If no J1, you can NOT spare a fighter from London for Taranto. No scrambles on G1 unless your fighter can/will kill 2 or more German air but killing the German battleship might be worth the fighter in Scotland. UK also ignores Italy in Ethiopia other than walking 1inf/1art to Anglo-Egypt Sudan. It'll cost you nothing right now. UK cares more about sinking Italian transports and getting Persia. If no J1, I also take Sumatra. Taranto raid and kill Italy's Malta ships. UK's goal is to 1) keep London, 2) keep Italy from getting N.O.s, and to build a factory in Persia on UK2 if no Sea Lion, and send 3 fighters to Moscow every turn you can (UK3-5)

US... if a J1 you need to send a bomber and fighter to London. If transport at Canada sank G1, they'll need 2-4 more bombers purchased US1. If Japan never attacks US and Germany gets London, your 5 bombers can sink the German fleet and land in Ireland (hopefully) on US3 as

consolation. I prefer to build for the Pacific theater after that, and leave Germany for Russia/UK (mostly... other than help from the 3-5 U.S. bombers that join in). The goal against Japan is to get enough U.S. ships/planes to threaten and take sz6 if Japan commits to hitting India. Iwo Jima is nice to have, too, to stage bombers from. Caroline Islands are great, but in range of a LOT of Japanese planes, so can be dicey, so be careful. I prefer a couple of US carriers and a few subs, but mostly destroyers to soak hits from Japanese planes. The goal is to either freeze the Japanese advance or occupy sz 6 around US 5/6 and start convoying and bombing.

UKPac, China, ANZAC's job is to cost Japan planes whenever possible. Slow them down and cost them money if possible. This means sinking transports. Grinding away any Japanese troops being used to take islands. Retaking money Islands if you can keep it for 1 Japanese turn and leave 2 inf there to defend and hopefully cost Japan troops.

**By - GuamSolo - Jan 25, 2019**

I'm thinking of ways to summarize, or outline the overall allied playbook. @crockett36 would you say something like this is a fair representation what you have laid out?

1. Realize Strategic Objectives that will allow you to both nibble at the axis powers and build a shucking system. This can be deciding to station the Pacific fleet in Australia to threaten the money islands or Philippines as opposed to sea zone six. I draw this from your post earlier in this thread:

"The four most plausible targets are, in no particular order:

Queensland / Indonesia / Philippines

Sea Zone 6 / Korea / Manchuria

Southern Italy / Northern Italy

Norway / Denmark / Western Germany / Berlin"

The US can't go all in with units to achieve these objectives at the expense of building a shucking system. It must do both.

2. Engage in economic warfare by taking away territories or national objectives that fuel the economy of the axis war machine.

This must also be guided by the principles you (Crockett) laid out regarding preserving allied units and sometimes allowing the axis to win with a goal of counter attacking.

These principles stated were:

"Therefore the principles that guide this Allied US strategy playbook are:

to preserve the Allied starting units

to give ground where it is hopeless or prudent

to determine the place of the battle when possible"

3. Finish purchasing units needed to shuck troops into the European theater by turn 4 or 5. That guides the U.S. a lot. This also comes from your last point:

“Let me say it again, our logistical system of transferring units over water must be mostly complete by turn 4 or 5 at the latest so that we may match the industrial output of the Axis with our own.”

These are three of the best things said in the thread IMHO. As the thread gets longer I like to summarize the thread this way so that if I am teaching a new player they can see the main points altogether.

**By - GuamSolo - Mar 31, 2019**

Wow - a lot of catching up on this thread for me! I enjoyed the dialogue and see some new approaches for UK. It does seem like the conversation is focused on the opening moves for UK. How would you guys fold your dialogue into the bigger picture of this thread - an allied playbook? I actually think that this recent discussion of UK opening moves dovetails with the more general objectives that [@crockett36](#) has spent a lot of time on. I would see it this way:

1. Defense of London comes 1st. This also involves preserving units you start the game with and trying to destroy enemy units as well. With that the decision to attack the Italian Med fleet piece meal must be weighed against the possibility of a Sea Lion. Watch what the Germans do G1. Maybe a stack in SZ92 is a good option to help save London which is what you guys have been talking about.
2. Defense of the Atlantic is 2nd. This sets up the UK to pose some threat to “nibble at Germany” and work toward a main objective of the allies—Destroying the Axis’ ability to wage war. If the Axis own the Med, or the waters around London this is really difficult. Maybe the stack in SZ92 also helps with this?
3. Defense of Egypt is 3rd (most important). I think that the consolidation of the Italian Med fleet makes this difficult. Especially if UK have to swing their fleet from SZ92 up to help defend Sea Lion. The allies have left the Italians with a strong presence to take Egypt. In the game I used as an example earlier in this thread the UK lost their Med fleet and Germany owned the waters around London. Italy kept slowly building their navy up (with few troops in Italy to defend any invasion). But an aircraft carrier, destroyer, etc later it eventually led to the allies loss.

So, Taranto is a fairly certain/safer way to neuter Italy’s Med Naval presence and North African ambitions. I would like to hear from Aldo or whoever has used the SZ92 stack what happens when there is no Sea Lion and the UK fleet is left in SZ92. Do they engage the combined Italian fleet for a mutually assured destructive battle?

And, more importantly, how that fits into the meta strategy for this allied playbook? How do opening moves play into the allied decision regarding order of importance for defending positions on the map? How does this set the allies up in the early game to nibble at and debilitate the axis war machine.

**By - Crockett36 - Feb 10, 2019 - \*Italicized Section was revised from original by Crockett36 on July 8th 2019\***

### *United States Playbook*

*We do not play chess. The sides do not start off equal, and by the end of the first turn and even into the second, the ability of the Axis to destroy units within close proximity is enormous. The Allied situation is dire from the start and gets worse. Most games played online, even with bids, end with Axis victory.*

*Therefore the principles that guide this Allied US strategy playbook are:*

- 1. to preserve the Allied starting units*
- 2. to give ground where it is hopeless or prudent*
- 3. to determine the place of the battle when possible*

*The options we have are many and dependent. On the other hand they are not entirely reactionary. The strategic defensive objectives remain the same. We must save the Atlantic, Moscow, Egypt, London, India, and the Pacific. In that order in my view. The strategic offensive objectives are perhaps a little different than the Axis powers. Whereas they are going for either early London, Middle Moscow, middle or late London and an economy that is at parity with the United States at war, the Allies are going for Berlin. The Allies are ultimately going for a radical dashing of the economic ambitions of the Axis and a capitulation. Keeping the Germans contained on the Russian front to the gates of Moscow and no further, kicking the Italians out of Africa and keeping them out of the Middle East, containing the Japanese to a fight for China and southeast Asia and perhaps the Middle East should give the edge to the Allies.*

*Accomplishing the suppression of Axis ambitions is achieved in two ways*

*eliminate units on the board and his ability to make war:*

*The former is obvious, the latter may not be. Destroying an enemy's ability to make war boils down to economics. Economics in this game is represented on the board by the cash values of the territories and the convoy zones on the map. In order to reduce your opponent's income, you can do one of three things:*

*take possession of his territory, disrupt his convoys, strategically bomb his factories.*

*Conversely, it means not losing your own territories to the aggressors. These factors determine our strategic offensive objectives.*

*Destroying an enemy's ability to make war by disrupting his convoys can be a devastating strategy. In fact in several sea zones on the map, it is catastrophic if done in numbers. Parking your navies in the Sea of Japan and in sea zone 97 to the east of Rome are prime examples of this endgame tactic. Likewise, two strategic bombers will shut down minor factories and cost the enemy double to restore them to full capacity. Five bombers will almost guarantee shutting down a major factory. Losses will be high and costly to the ally who pursues this course of action but worth it. Be aware that Germany has two major factories so he can ignore the loss of one of them. Also be aware that German itself cannot be reached from London. A point in Scandinavia or Russia must be secured or maintained in order to thoroughly execute this strategy against the Huns.*

*In the East, you must get very close to the Island of Japan in order to bomb her. Iwo Jima or the Soviet Far East seem the best candidates. Some have even suggested Korea. Allied planes and tactical fighters can reinforcement Korea from Hawaii if the Soviets were to capture it. A strategy that keeps Russian troops on the east coast of Russia must be used in coordination with these plans. Be careful of the kamikazes. You can non-combat move into a K-zone without triggering their wrath. An attack on a navy in Sz 6 with subs and air will not provoke Kamikazes.*

*Having discussed how to destroy the enemies ability to make war, we move on to how to eliminate the units on the board. How to do this with the resources on the board and the limited time before a catastrophe like the fall of Moscow occurs is the crux of the game. Historically it was agreed upon by the Allies that stopping Germany took primacy over stopping Japan. Victor Davis Hanson says that for all that kind of talk, a bifurcation developed that the West Coast produce goods for the Pacific.*

Therefore kill Japan first strategy or kill Germany first strategies have been developed. I prefer the KGF strategy, and it was the agreed upon Allied strategy historically. The big question is can I pop Germany's balloon before Japan's expands beyond control. This question has validity. However, mathematically it is nonsensical. If Japan's economy grows to 70 or 80, it would still be dwarfed by the combined Allied income that would result from the shriveling of the German Reich.

In light of these encouraging thoughts, let's look at KJF strategies. I have mentioned bombing Japan from either Iwo Jima or Soviet Far East. This can be done in two ways. Russian troops can move to SFE and be reinforced with American fighters and troops. That could be done very early in the game, even T1, assuming a J1 attack. Alternatively, the Russians could be gathered in Sahka on T1 and a subsequent move to SFE could be arranged by T3 with impressive results. Alternatively, an Iwo Jima assault would need to be a tour de force. It might take 2 or 3 rounds of navy and air builds before you could attempt it. If one takes the same meat grinder approach as seen on the Eastern front, US waves of ships cannot help but overcome the Japanese. You must be willing to bleed. A substantial number of subs in your fleet can directly impact the enemy's



capital ships. Bombers can be used against the fleet and turn around and impact the struggle for Eurasian.

Another strong option for the American player executing a KJF strategy is to begin a naval arms race with the Japanese. This can have an indirect effect on Eurasia. The fear of losing possession of Sz 6 will motivate the Japanese to keep up. Too many times, though, the ships just threaten and engage too late to affect the “land war in Asia”.

Another option is to make a move on the “money islands”. This can be affected by either securing the Caroline Islands or traveling to Queensland and then springing into action. There is a great deal of fear surrounding this strategy. The loss of a fleet would be understandably discouraging. However, to draw the bulk of the enemy’s fleet so far out of position is itself (two turns from sz6) a feat worth considering, especially if there is a second, albeit smaller fleet threatening the Japanese homeland. You can afford this. He can too, but not without injuring his continental ambitions.

It should also be noted that, should America be left out of the war until turn 4, a great deal of marshaling and posturing can be done far away from the US coast that will influence the enemy’s decision making, drawing his attention away from Bombay.

A floating bridge strategy in the Pacific is difficult for several reasons, but not without merit. Naval superiority is the most obvious challenge. I have mentioned the value of capturing the Caroline Islands. The most tantalizing of options might be a 12 transport shuck between North America and Russia. Four would leave San Fran and go to Soviet Far East, four from Alaska to sz 1, four from sz 1 to San Fran. The drawback is that the land units have so much ground to cover before they affect serious change. It should be noted, however, that this must draw the enemy’s eye north, potentially saving Indian lives. A naval base in Alaska would even threaten the Japanese homeland. An airbase there would make any attempt to destroy the shuck costly, though the SFE transports are vulnerable.

#### KGF

As to KGF strategies, the saving of the Atlantic takes priority because of the logistical needs of the Allies, particularly the Americans and the British. We must transverse waters. The Russians, Chinese, Italians and Germans don’t. We do. In fact, we can’t win without doing so. Aircraft would not be sufficient. Therefore safe passage must be guaranteed. London must be saved. It may be lost, but it must be saved. Loss of any capital is a huge problem. The number of spaces on the board between Moscow and Washington is staggering. London is a necessary way station. Of course, without control of London, one ally is out of the game and is no longer producing combatants.

If Moscow falls, Eurasia is in danger of being swallowed up. There is probably nothing between the panzers and the Pacific ocean. The economic situation is very dire. If the Russians were able

to retreat some of their units, if there is a strong British presence in the Middle East and North Africa, if the Chinese are still on the board and if the Americans have already put boots on the ground in Eurasia, then there is hope. Better it does not come to this.

However, Napoleon did take Moscow. And then his army starved to death. The German troops that make it that far are probably not coming back any time soon. They are an expeditionary force that will not return to Europe until around turn eight or nine at best. There is an opportunity here. He will have to stack soldiers for defense. This usually leaves his perimeter exposed. His perimeter includes an often naked Scandinavia and an exposed underbelly. Greece is particularly interesting because it is usually empty of enemies as well.

As before we need to begin with the end. What structure do we want to set up to deal a death blow to Germany? One obvious answer is to overwhelm him by putting more boots on the ground than he can. Therefore we need an efficient transport shuck enabled by naval supremacy. Traditionally this has meant leaving the East Coast and pausing in sz91 and then proceeding from there to either Scandinavia or S. France or even Italy or Normandy. The other option is to take a longer voyage directly to England. This option is generally safer. The problem with 91 is that it can usually be reached by air units and any residual Atlantic fleet and Axis subs from the Med that can somehow slip through Gibraltar. Italians and Germans can tag team the zone if need be. Thus you need twice the fleet to protect the shuck. You need a formidable fleet at your destination and one at 91. Let me say that a fleet that draws the enemy's air to attack it is self evidently going to draw units away from Moscow. Sometimes, presenting yourself as a tantalizing target is strategically shrewd. The question that should be asked is, how many of his units might he lose and can he replace them without ruining his ground game.

### The Canadian Two Step

A shuck alternative that is extremely safe and effective, but slow is walking your troops into Canada (sz106) and shucking troops to sz109 and landing them in England. This is a 12 transport shuck, four transversing the Atlantic, four back to Canada and four landing troops wherever. Sz109 can still be hit by bombers but has the protection of scrambling fighters, six if you have them.

Now the most important thing about any shuck or even an assault on a large scale is the \*\*\*\*wave effect. They can see it coming or not coming. A large assault on Normandy will be handled differently by the enemy if he looks at way stations like sz 91 or Halifax and sees them empty. He can afford to throw everything at the invaders because they have no backup. He will have a breather, time to rebuild.

What will we do with the shucked troops? Normandy is right there for you to land them at your discretion. Normandy is also right there, two spaces away from W Germany. There are two ways to approach this landing. One would be a constant drip of 8 units landing every round. Another

would be a significant build up, say double or triple that number. (more transports) Either way, they are threatening and must cause the German and Italian players to marshal soldiers toward the West.

What was true for Normandy is also true for S France, unless you captured Northern Italy previously or capture it simultaneously. General Hand Grenade is a proponent of this location because it requires so few transports to maintain the shuck. It will require two large navies to protect two vulnerable sea zones.

Greece is a sixteen transport shuck for the Americans and requires protecting three different sea zones. It is the most obvious blind spot in the Third Reich and could even be a one-off, sending four transports to their doom to accomplish the spectacular feat of placing eight units behind enemy lines. Fun, at least, though probably not sustainable for the Americans.

Scandinavia has many advantages. You can capture it and then build a minor factory. You can bomb Germany and W Germany back into the stone age. It will probably never be contested unless the Axis' balloon is mammoth or he left a force behind in Karelia. The navies have to move together. New builds for England and our reinforcements might be vulnerable. Keep those planes at the ready for scrambling.

The big question that looms over Scandinavia is is this landing a "rescue of Moscow" or a second front? Aside from a lone tank, sent to liberate territories and aircraft meant to help defend, the answer is a second front. You are right there. Across the water is Berlin. Don't take your eyes off the prize. And pressure on Berlin will force Germany to abandon its perimeter. You may have successfully peeled the onion one more layer. Normandy might be yours for cheap.

#### Nibbling and Sandbagging

From an optical standpoint, attacking Western Europe would seem to be the needed action. From an economic vantage point, however, keeping Germany contained to around 55 IPCs might be enough to prolong the war until the disparity widens in our favor. Therefore, we begin a section of the US playbook on nibbling the edges and laying down sandbags that will hold back the flood and economically support what has been called Operation Ricochet.

Moscow will be attempted. It is the crown jewel for the Axis. If America enters the war early, fighters can make their way to Russia by turn 5 or 6. If every allied surviving aircraft that begins on the board t1 were to do so it would provide a strong dike. Planes built by the English can launch from Scotland and make their way there. Planes in the middle of the board can fight the good fight, make a difference and still make it to Moscow by five or six. Anzac and Indian fighters can battle in Southeast Asia and still make it. A factory in Persia built on t2 can produce units that can assist in the sandbagging of the Russian capital.

Alternatively, seventeen American bombers can make it to Moscow by turn 6. They could act as fodder, but more likely they would deter the enemy from ever attempting the assault. They could also be used to attack any lagging mechanized column that was supposed to ensure the success of the venture. This, however, makes establishing your shuck by turn six impossible.

Other sandbagging areas include Yunnan and by extension Bombay, Egypt, London, New South Wales, and Hawaii. These are all Axis targets, assuming one is playing with the OOB victory city conditions. Of these, Hawaii rests almost entirely in our hands. In the early game, it is easy enough to get three transport's worth of troops to the island and a token destroyer blocker or two. If we were to see Calcutta or Sidney about to fall, prudence demands an entire build or two be put toward securing the waters around the island, complete with destroyer blockers. This is more effective than turtling there. One could assume that the bulk of the IJN would be in the Indian ocean. To get from there to Hawaii would take several turns. An air force and navy comparable to the enemy must be produced. Defensively, loaded carriers, battleships and destroyers are amazing. Offensively, a fleet of subs and bombers can do incredible damage on the cheap with versatility for later asymmetrical warfare. Probably the most effective defense for the island proper would be a round of air power builds that could not be blocked from landing and be used for the offensive against the blockaders and the approaching fleet.

We can give New South Wales aid. We may be able to create a better sandbag there than in Hawaii, combining our naval might with the Australian ground forces. This should make Sidney nearly impregnable until turn seven at the earliest. This is a worst case scenario if and only if Bombay is in danger of falling or does fall. This could be made untenable if the enemy chooses Australia first. In such an event, however, Calcutta should become nearly impossible to capture, assuming an infusion of British units into the region via a factory in Persia, victory in North Africa or even aircraft from South Africa. Hawaii must become Japan's final victory city. That should prove easy to defend, given our industrial output and the strategies listed above.

London may be sandbagged by some obvious and some oblique methods. The less obvious method is to draw the Pac fleet into the Atlantic, letting Germany know that any Operation Sealion victory will be pyrrhic. We can punctuate this by adding to the fleet immediately. Such a fleet needs additional aircraft carriers, aircraft, destroyers, and transports. If kept out of the war, one might stage the fleet in sz102. Given the green light, American aircraft could be launched from 102 and land in London during non-combat. As soon as America is brought into the war, ground units may do the Canadian Two-step. Move them to Canada and then shuttled your ground forces to London either in the combat phase for the recapture of the British capital or in the non-combat phase for reinforcement.

The other sandbagging will have to be done by the British, specifically Egypt and Yunnan or where ever you draw the line in China.

As to nibbling the edges, I am calling this Operation Ricochet. The Axis flood rises high. Many areas might be covered. Hopefully temporarily. For the enemy to reach the Middle East is no easy feat. With proper maintenance and investment, it should be an excellent area to begin taking back. For America's part, parking a fleet next to Gibraltar can aid the English effort there by instilling a sense of fear in the Italians. A build or two will need be devoted to the potential defense of Rome. Those forces may never move for the rest of the game, nor be transported to North Africa nor can-open for Germany in the East. Meanwhile, you are free to choose from several edges where you might land: S. France, Greece, Yugoslavia, and Albania.

Scandinavia is another area that may be easily nibbled. Economically, it could be called the money peninsula, given the gain/loss of IPC and bonus income. It can even be the sight of an American minor complex.

#### Fade and Strike

If some of the sandbagged areas are lost, a reserve force in the rear might easily retake the territory after the fighters have headed for friendly bases and the ships quieted their guns. This I call a fade and strike maneuver. Bombay is the classic case for this (unless the Japanese are willing to lose an airforce to gain a victory city with a minor complex on it). Such trades will most likely lead to short-term losses for you, but long-term gains.

In the Pac, the Caroline make for an interesting get for naval operations. Iwo Jima or the Soviet Far East is more intriguing for air operations. Iwo Jima, however, is not an edge, nor a nibble. Many like to move to coastal Australia and subsequently take back the money islands. Coordination with the Anzac navy can tip the scale defensively in our favor, particularly when Japan is clawing for the quick capture of the Jewel of the Empire. This action might as well be called a naval showdown with the IJN. Planes could be launched like spears from carriers and land in the thick of the Asian campaign. If planned properly, planes leaving can be replaced the same turn with planes arriving.

I began with the end. The goals of the strategic objectives that I've laid out has been to destroy the enemies ability to make war and eliminate the units on the board. The work of laying down a "floating bridge" GHG by creating an efficient shuck sets the Americans up to devastate the enemy by asymmetrical warfare while matching boots on the ground or planes in the sky with the Axis powers.

The enemy's floodwaters might overcome a sandbagged territory or two. Hopefully, instead of profiting by these conquests they are spent and easily mopped up by reserves that don't have to contend with the air force or naval bombardments when they attack the weary defenders. Operation Ricochet depends on this. We have begun to nibble at the edges. The question then presents itself. Which edges should we nibble? The short answer is the valuable ones. Remember that we are mainly attempting to dash the economic ambition of the Axis. By my count, the Germans are making 47 pre-Barbarossa, with 10 IPCs of National Objectives. When they flood

the Soviet Union they can grab around 16 easily and stand at the gates of Moscow, with 5 more IPC from another NO. This is around 78 IPCs. The Allies can not survive long if this endures. Robbing the Huns of Scandinavia reduces that income down by 10 and forces them to sandbag or risk losing 8 more PDQ. Greece might be a stretch, but there are nine IPCs in the vicinity. Most of them are near sz 97. A fleet there would ensure the Italians stay home to defend and places the responsibility for recapture squarely on the Germans' shoulders.

Here we see the value of multiple fleets surrounding the enemy. He might be able to wipe out our troops in the Balkans, but he has to fear landings in so many areas that he must defend the capital and place the rest of his forces in a reactionary position.

In the Pac, from an economic standpoint, nothing jumps out at the American. However, if one assumes the responsibility for annihilating the IJN, the possibilities open like a flower in May. Easily the best get is the Philippines, with the NO. Malaya would be next in value for money made by the Allies via income and bonuses. As to theft and gain, stealing one of the money islands disrupts 8 plus dollars of the enemy's revenue stream and puts some in your side's as well.

Economic area values:

Americas 68,Europe 62,Soviet Union 37,Africa 21,Middle East 6,China and Korea 30,Southeast Asia 13,Pac islands 20,Aus 10=267

In addition, the starting values:

SU 37,Ger 30,Jap 26,US 52,GB 28,UK 17,Italy 10,Aus 10,Fr 19,Allies=163,Axis=66,Neutrals Pro=

End of turn 1: Not counting National Objectives

Ger 39-47,Rus 35-37,Jap 30-42,US 50-52,China 7-11,GB 25-31,UK 14-21,IT 10-18,Anz 10,Fr 8-13 no income,Allies=141-162,Axis=82-107

End of turn 1: with National Objectives....,Ger +44-57,Rus 35-42,Jap 30-52,US 55-87,Chi 13-17,Bri 30-36,UK -19-26,Ita 20-28,Anz 10-20,Fra -

The question is: how much do the Axis have to earn in order to be unstoppable? This wouldn't account for the use of the pieces on the board at that moment, but the growing sense of inevitability for future rounds. Obviously greater than half or 51 percent makes sense. 134 is that number, without adding National Objectives. This also does not factor in the ebb and flow of income as territories are captured and lost every round. Young Grasshopper has a victory token that crystallizes this concept. I think his number is 144, though I think his includes NOs. If we assume Italy has been chased back to the continent and has 8, Germany and Japan must split the 126 between them or 63 a piece. With all of China, SE Asia, the money islands and the Philippines, Japan would earn 62. This must be the waterline for Japan. One can easily see how

important it is to nibble early. The loss of Bombay has to be countered with a gain elsewhere or immediately retaken. A doomed transport must retake an island or a territory at this crucial juncture in the game.

Germany before Operation B, hovers around 54. They can quickly shoot to 67 at the gates of Moscow. However, neither Germany's nor Japan's strategic objectives are easy, particularly all of China and Bombay by turn five or six. In addition, we have four turns of builds, around 240 IPCs to create the structure we will need to stop the Axis from ruling over the world. This is one of the reasons America's actions must be somewhat independent of what is transpiring elsewhere. We are building a superpower from nearly scratch. Let me say it again, our logistical system of transferring units over water must be mostly complete by turn 4 or 5 at the latest so that we may match the industrial output of the Axis with our own. If the Axis and the Allies are receiving about the same income and we need to spend more on transports while they are buying tanks, we will lose.

In addition, the United States must be able to affect the enemy's income by turn 6, 7 at the latest. By affecting his income, I mean that it must be a permanent decrease. He gains the Caucasus but loses Norway. And then the Caucasus is recaptured. He gains Bombay but loses Korea. And then Bombay is retaken. These pressures preclude many of the options that I have earlier mentioned as possibilities. Any nibbling at these malignant empires must move the Axis further away from earning 134.

One of the factors that I've skirted around in discussing nibbling the edges is the problem of dispersion. Unless you are on a flotilla crossing the channel with a ton of other guys, the Allies generally will suffer from being too few in number to face any serious segment of the enemy's ground machine.

On the one hand, it is Russia's job to do that. On the other hand, the call for the second front is real and urgent. Factories give you a hope of producing troops right there where they are needed. Scandinavia or Greece for instance. These factories are often disappointing. However, a minor factory can produce enough units to nibble the edges. Doing so can keep our adversaries from earning more than the red zone 64 ipc's mentioned previously. These, though, cannot be relied upon to produce a death blow.

Let me say it again for clarity, the US needs to be putting 8 units or more in Eurasia every turn, without interruption after turn 7. They need to be a cohesive fighting force that will achieve victory, defend with its British allies and cause the enemy to bleed. This cannot be accomplished by several minor US factories sprinkled around the periphery. That strategy is good for sandbagging, but is a bandage and cannot achieve the critical mass needed for victory. It merely staves off defeat.

The Death Blow: the Grand Strategy of the Allies and where America fits in  
Victory in Europe probably requires a naval shuck. You could just build planes or bombers and put 7 or 5 onto Eurasia per turn, but you risk losing the Atlantic, London, the Med and every other strategic objective to minor investments in naval power by the Axis. As a reminder, you need to be adding to your navy regularly in order to stay ahead of any attempt at breaking the blockade, normally in the late game by an air strike.

Let's turn to a thumbnail sketch of our individual nations and their strengths. Russia is supposed to have the strength of a horde. Three out of every four German casualties occurred on the Eastern front. If the allies have saved Russia by flying in a ton of planes, she can fight her way back toward Berlin. Not to Berlin, but toward it. Usually, by this time, Russia is needed to assist with a neglected Japan. Hopefully, she still has forces in Scandinavia; Russia can now scrape with the Jerrys over Nov.

Russia should attempt to retake the south as soon as possible. There is a swath of 2s that runs around the Black Sea to south past Persia. Tangle with the enemy over these with the help of the British. Russia should let the middle—the area around the Pippett Marshes be the battleground where Ger and Rus can trade territories and bleed out. Meanwhile the British should push back on the Japanese from SE Asia as well as launch from Russia into China to whittle away at that Japanese economy.

The Americans have a complex fighting force, with mobility. Stay mobile. Historically we pushed in and liberated Paris. This game rewards being in Fr, not Paris. Stay near your coast, your transports. Secure Normandy and buttress it. Make it impregnable. Meanwhile, new recruits are arriving. Keep them mobile. Move together with the English from one territory to the next. For instance, a drop of soldiers into Denmark sees the Ger drive them out with soldiers. This puts those soldiers out of place. They can assist with W Ger, but cannot help with Paris or Ger.

It is essential to create a growing sense of doom. The enemy is being nibbled from the edges by the British and the Russians. You are locked in an existential fight with the Hun. Grow, expand, having secured your base, don't lose it without causing him to incur a great loss. Europe is yours to lose. Avoid going for it! Do not throw away your fighters or bombers to secure anything, but the capital. If the Axis are sub 124 at this point in time, life is good. Stay the course. Don't make the big mistake. You might be winning.

I've attempted to lay out a comprehensive strategy guide for America. Obviously, the way the Allies are currently being played is not effective. The game may be slanted. This playbook has always assumed that that may not be the case. I have not yet given up hope that with an economically driven strategy the allies can emerge victorious. It will not be round 8 unless you are either superior in skill or lucky. Against a skilled opponent, you are looking at nosing them out in the 11th to 15th rounds. I know this is beyond most real-time players, but friends, we do not play chess. We play Axis and Allies!



Crockett36 out.

PS a note about attacking neutrals

i have never thought about it seriously, but three things have caused me to rethink my opinion. America can reach Spain and have room to breathe. If Germany captures it, but doesn't destroy the shuck, those troops are seriously out of position. Secondly, England can simultaneously grab Turkey and Saudi Arabia, gaining cash and access to Europe. Thirdly, Russia can grab Sweden if it took Scandinavia as I recommend.

Obviously, you need to kill the resistance with minimal casualties by using air, artillery and bombardment if possible.

**The following are derived from, "Allied Global Strategy." forum on axisandallies.org - Forum started by the spaceman**

**By - the spaceman - Jun 2, 2023**

I've ironed some of the wrinkles out of my strategy with some of the feedback and a few more games. Any feedback appreciated.

Russia.

T1

Pull back to Industry centres and the area around Smolensk, Bryansk, Novgorod.

Build combos of Artillery/Infantry sprinkled with a few tanks and mech.

T1 Declare War on Japan but retreat forces back leaving 1 guy on the border (hoping to trigger Mongolian Rule) and letting the Japanese player a bit confused about whats going on.

T2-3

Units from Novgorod + Tank + Mech Builds + Aircraft drive to Norway. This are is worth 5 IPC + 6 Bonus and cancels the German bonus for Sweden. Don't worry about losing Leningrad. This can actually work in your favour later on when you are counterattacking and the Germans end up splitting their forces. At this stage we are also setting up an outpost in Ukraine. So we are deliberately leaving the North empty to entice the German legions this way. Eventually the survivors from the attack on Norway will come back (with British friends) and retake Novgorod.

The same goes for Korea/Manchuria in the East. Avoid battles that can be dominated by axis air power. If the Japanese are heading North we begin a game of cat and mouse trying to force them to commit more forces than they want to and staying out of range of their Bombers if possible. Eventually the Japs will catch us if they are paying attention so we want to cause as much problems for them while our garrison remains intact. This will give a chance for the Chinese and Brits to build up in the South.

Other Optional goals include:

Sinking the German ships with your own ships in the Baltic Sea and your planes.

Moving the Northern sub to escort British shipping or even convoy raiding at Normandy.

T4-6

Eventually the Germans will bring their main body of troops East and force us to retreat.

Consider sniping attacks if you can come out equal or slightly ahead.

This is why artillery and tanks are important. If all you have is infantry you cant do much. At some point things might start to look grim with Germans Italians and Japanese advancing from all directions. Just hang on! Help is on the way. Consider flying in some Allied fighters if extra defence is needed in Moscow.

T7-10

Your Troops from Norway should be ready to take back Leningrad by now. The British should be advancing from the North and South and the Americans coming from Siberia. This is where the fun begins. Use the turn sequence to your advantage. So the Russians attack somewhere and then either the Americans or British move infantry or planes in to reinforce the position.

Typical Builds

Turn 1-3: 30+ IPC = 4 Inf, 2 Art, 1 Mech, 1 Arm.

Turn 4-6: 24 IPC = 8 INF

Turn 6-10: 20 IPCs 4 Inf 2 Art

Turn 10+ 30 IPC = 5 Tanks

US.

T1-4

Europe. A lot of the strategy depends on the DOW. So the first few turns are quite flexible.

Priority 1 is to build a decent enough fleet and invasion force to secure Gibraltar and Morocco. This will cost the Italians dearly. (11+ per turn). If an early DOW happens the US can just send a single artillery to activate Brazil. Then you have 4 units to land in Gibraltar and Morocco without really spending much. If no DOW happens then the British can do this with the Canadian troops. If the Italians come hard for Gibraltar Morocco and even bring German planes to help, just be patient, build up your fleet a bit more then teach them a lesson.

Priority 2 is to build at least 2 subs per turn to blockade Normandy/Southern France/ Italy/ Yugoslavia/Greece This will cost Axis another 10-15 per turn. The blockade of Italy should be in place by around turn 6 and will consist of 8 Submarines and 2-4 Bombers. (depending on which axis powers control places like Normandy Yugoslavia etc this can reduce Italy to basically nothing)

Approx Total Spend over 5 turns = 100 IPCs

Submarines  $6 \times 10 = 60$

Bombers  $2 \times 12 = 24$

Destroyers  $2 \times 8 = 16$

By the time the blockade is up and running it will be costing the Axis around 20 IPCs a turn.

There is also very little they can do to stop its effect. If Italy tries to build some destroyers they just get jumped every turn by 5 submarines and 2 bombers.

Compare this to other strategies including building a massive invasion force

2 loaded carriers Carriers 72

5 Destroyers for escorts = 40

6 Transports = 42

12 Ground Units = 40

Total = 194 IPCs which will hold France for exactly 1 turn before Germany smashes it, and then possibly sinks your fleet with the 5 bombers 5 TAC 5 FTRs and 5 subs they have. The thing is it's easy for Germany to counter an invasion force. The resources committed to this path starve other areas of needed war materials.

So that's pretty much it for US European Strategy. Once the Italian Economy is wrecked they won't be sending tanks to fight the Russians. That's 20 IPC less stuff the Russians have to worry about. The US can then switch its bombing targets to Germany. Build 1-2 Bombers a turn for that.

Pacific

Turns 1-3.

In the Pacific there are 2 main strategies.

Priority 1 is to secure the South Pacific. For this I will send Carriers Subs and destroyers to Queensland and see how the Japanese player reacts. Depending on the DOW and where the Jap fleet is, this might include a stopover in the Caroline Islands to secure the Naval Base there. I won't be sending many US troops there. The Anzac forces are enough to get the job done and more easy to replace in the majority of situations. 1st turn fleet build for Pacific is always 2 CV Which head south and absorb all the starting fighters such as Hawaii and Philippines if they have survived.

By turn 4-5, my Typical southern Fleet will typically consist of something like 4 Loaded CVs 5 DD 2 SS 2CA 1BB. This is big enough that can stand up to Japanese expansion by teaming up with the Anzac Fleet on defence (say the ANZAC have 3 FTR, 2 SS, 2 DD, 1CA) and is capable of striking from a naval base if the Japanese split their forces. From Queensland this covers all of Indonesia and the Philippines. The only real threat is Japanese land based aircraft. This is where the Russian Siberian strategy ties in. With the Russians and Chinese withdrawing into central

Asia the Jap navy will lose its air-cover. It might only happen for 1 turn but that is when the US strikes. Even if they lose 100% of their fleet the Anzac will follow up with as second strike.

Priority 2 is to threaten to land in Siberia. This forces the Japanese to leave at least half their fleet on defence. The goal is to relieve the pressure on Russia/China by forcing the Japs to send the land based aircraft and ground forces East instead of West. This force will consist of 2 CTF and aim to get into Siberia around turn 5-6. This depends on Japanese Strategy but if they are engaging in the Naval arms race they will run out of infantry quicker and the American can drop the Atlantic Raiding Force (see below) into the Pacific to counter

Typical builds breakdown for turns 2-5

30 IPC = Pacific Carrier Task Force (CTF): CV + Sub + (Destroyer or Fighter)

20 IPC = Atlantic Raiding Force 2 Sub + Destroyer (or Bomber)

20 IPC = US Marine Corps 3 inf 1 Art + TRN (if needed)

70

(77 if Brazil and or Philippines)

Once I have 5-6 CTF, I will switch to more ground units and subs (depending on losses).

By around turn 7-8 the Italians will be totally shut down and the 20 IPCs will switch from the Atlantic Raiders to cranking out Tanks +Mech to liberate China/Russia. By turn 10, I want to be in or around Buryatia/Korea/Manchuria.

Builds

20 IPC = 2 ARM divisions (2 MECH + 2 ARM)

20 IPC = 2 Inf DIVISIONS (4 INF + 2 ART)

24 IPC = 2 BOMBERS (or fighters to replace losses on CVs)

7- 10 Leftover = extra inf or TRN...

If the Japanese player tries to block the Naval force landing in Siberia, the Norther navy can easily move to other regions of the map including linking up with the Southern Navy for one combined battle.

China.

Retreat slowly while trying to keep Burma road open. Keep most of the troops together around Yunnan/Shensi or Sechwan. Try to attrit as many Japanese infantry singles as you can to teach Japanese player the danger of advancing too quickly. Hopefully you wont take too many losses and will end up with a stack of 20 INF and maybe some Artillery as well and the FTR. Try to get them to Yunnan and link up with 10 or so British coming up from India. This will produce a kill stack that the Japanese will struggle to deal with. You can then start to push back against the Japanese player.

A sneaky tactic is a China/UK 1-2 punch if the British has any Arm + mech infantry and planes. The Chinese can move the kill stack from Yunnan to Kwangsi allowing the British to drive straight into Hong Kong.

It important to coordinate the Chines moves with the British and American.

IF America can keep the Japanese Fleet away from Malaysia / Sumatra, this stops them hitting India on the next turn. This allows Britain to be much more aggressive with builds and attacks. (but not stupidly aggressive) Especially if they still have some of their planes left. The more aggressive UK becomes the less the chance Japan will be Bombing India. If UK is being more aggressive chances are the Burma road will still be open and China will be in a much better position. A 1 to 1 trade for Infantry is a win for the Allies since China can just rebuild them but Japan has to protect factories and Transports if it wants to replace its losses.

So by About turn 7, China should have at least 1 decent kill stack of 20 INF secure in Yunnan and be able to send out raiding parties to anywhere the Japs have left weakly defended.

UK

The main focus of the UK player is to dominate Africa and South Asia. The goal is to have 2- 3 factories up and running by turn 3 in South Africa, Egypt and/or Iraq. Use the available transports to shuttle troops around in order to secure the neutrals in Persia/Iraq and take out the Italians in Somalia/Ethiopia.

Turn 1-2

Option 1

Destruction of the Italian fleet is the best way to stop them dropping more units into Africa. For this I usually try to take out as much as possible on round 1 by taking as many planes as possible from London and also bringing the Indian planes over as well. This will leave Italy without much of a fleet which will make it impossible for them to challenge your expansion in Africa.

Option 2

Another option is to concentrate more on the German threat. This might involve scrambling planes to intercept German turn 1 raids on your fleet and then in turn using your Planes and ships to hunt down surviving German Subs. This option delays the showdown with the Italians but there is little long term cost involved. The British Fleet can sail into the Indian Ocean to protect the transports and live to fight another day.

Africa

Turn 1: I like to hit Iraq with TAC +FTR+ MEC +INF and ART using Indian forces and naval bombardment. I also hit Italian Somalia with an INF ART from Egypt. The planes then land in Syria. We can then activate Iran on the next turn. The planes join the Desert Air Force to help clear Italian troops from Africa or fly east to join the India garrison.

The South African Factory dutifully cranks out 1 Infantry division each turn (2 INF 1 ART = 10 IPCs). The guys normally catch the closes transport to Egypt. Typically you need 3 transports operating along the African coast for maximum efficiency. Alternatively build 1 faster unit like a mech inf and 2 slower units like 1 inf 1 art each turn.

A factory in Iraq or Egypt (or possibly both) goes next. These crank out ground units to clear

northern Africa first. Once this is settled we start to move North. UK should be collecting 39 IPC by around turn 5. By the time you are dropping 6 or 9 units a turn into Africa, the Italians will be in full retreat and then you can swing North East to help the Chinese or Northwest to help the Russians, or even rescue the Indian situation.

Consider the following (Normal IPC + Bonus)

Volgograd = 2 + 5 IPC

Caucasus = 2 + 5 IPC

Persia = 2 + 2 IPC

NW Persia = 0 + 2 IPC

Iraq = 2 + 2 IPC

If Germany can hold these areas that is 24 IPC. This is where the game is won or lost. This is what could jump Germany from 50 to 74. Even though it only equals 4 IPC for the Russians and 4 for the Brits, it is a massive boost for the Germans. The forces UK can produce from there factories will eventually be able to build a solid wall from Egypt to India securing these resources.

Northern Front

We will make it a priority to hunt down any German subs then gradually build up a small fleet to send a force to Norway/ Finland. Hopefully the Russians have managed to capture these and we are just reinforcing their gains. Otherwise a more substantial force may be needed. A typical turn might see a standard Marine Corp (3 inf 1 art) dropped onto Norway. A lot of this part of the strategy depends on German AIR/SEA builds. If Germany has a decent Sub force or Airforce sitting in Western Germany it will probably be impossible to sneak past it. These resources would be better spent as part of the Africa force. The Alternative is sinking huge amounts of IPCs into CV and DD to protect the shipping. Easier to Build unsinkable transports in IRAQ and EGYPT.

Typical Build Turns 3-7

SAF 2 Inf 1 Art = 10 (possibly an extra TRN)

Iraq 2 Inf 1 Art = 10

or 1 MEC/1 ART/1 FTR)

3rd Factory Optional

Egy 2 Inf 1 Art = 10

Whatever left to London= 9 or 19

1 Destroyer or 4 Inf 1 TRN

India

The India garrison must keep a careful watch on the Japanese fleet. If it looks like they are grouping for an attack, the Garrison pulls back into India. If they have been chased away by the Americans we can send aid to China.

1. First we must keep the Burma road open.

2. Then we clear the Malaysian Peninsula.

3. Then head to Hong Kong.

This has a snowball effect too because we will be giving the ANZAC and extra 5 and China an extra 6 and India and extra 5 by completing these bonuses. To do this you need a decent kill stack. Its no use sending 3-4 inf. You need 10 or 20 to put a dent in the Japanese airforce.

Builds India 3 inf 1 Art = 13 or whatever works

## ANZAC

Priority 1 is to grab New Guinea ASAP. Hopefully you might get a turn or two before Malaysia falls to collect 20 a turn. Use this to build up enough DD +SS+ TRNs +ART and INF to both prevent a Japanese attack and be ready for the fightback.

A typical build might be TRN + Inf + Art for 15 or 2 DD + ART for 20

The goal is just to keep grabbing an Indonesian island here and there to force the Japanese player to become frustrated by having to come back and retake them. Eventually (T3-4) enough US ships arrive that this could turn into a major campaign to grab all 4, Which will put the ANZACs on 31 IPC!

Use subs and fighters to take out stray Japanese transports.

If your income gets to 28 on a regular basis its time to build a factory in Queensland. This allows 2 INF + 2 ART + 2 TRN each turn. Don't worry about TRN losses. Firstly you have enough IPC to rebuild them every turn. Even with 10 IPC that's 1 inf and 1 TRN and 1 island captured per turn. Secondly its a lot of IPCs you can pick up and up to 20 you are stopping Japan from collecting. Thirdly it might force the Japanese player to split the fleet. This is when the US can strike hardest.

## Typical Builds

10 IPC = 2 INF 1 ART or 1 DD or 1 FTR

20 IPC = 2 SS 1 DD

28 IPC = 2TRN 2 INF 2 ART or 2 SS + 2DD

## France:

Use your remaining ships to guard the UK fleets where possible. Evacuate your troops in Africa to just Morocco. This is the only place you don't really want to lose. Allowing the Italians to momentarily capture Northern Africa territories allows them to flip when the UK takes them back.

Results.

Typically The Italian Africa income collapses quickly, followed a stack of convoy raiding making their contributions insignificant. (5-10 per turn)

The Germans will be limited to between 40-50 as by the time they are threatening Moscow, UK troops are grinding from the North and South.

The Japs might crush China but will run into a stack of British troops around Caucasus and Yunnan. They will also need a major effort to penetrate India. This would leave the north open to attack from USA and their fleet will be over-tasked, leading to further losses of territory in Indonesia and Philippines.

The Back and forth in Indonesia will hopefully mean Japan must act defensively to protect its gains while also defending against USA landings in the North. Eventually the Japanese will succumb to the combined fleets of USA and ANZAC.

**The following are derived from, “A Nameless but Effective China Strategy” forum on axisandallies.org - Forum started by TheDesertFox**

**By - AndrewAAGamer - Apr 3, 2023**

Works for me.

So, the Allied strategy in the Pacific. BIG Topic! Let's start high and work our way down.

10,000 foot view: Japan has the initiative and more firepower and can take out any one target (India, China, Hawaii or Sydney). However, with less money than her four opponents combined, the Allies quickly catch up so the goal of the Allies is to slow Japan down so she cannot take two areas, force her to spend money on retaking already captured territory and then overwhelm her with a superior US fleet. Japan's Achilles Heel is that her capital is in the North and her main money is in the South. As you say, Japan cannot be everywhere at once. To win in the Pacific the Allies must get a larger fleet into the Ocean to force Japan to sit in SZ6. If the US fleet cannot be blown up, and the Allied Fleet is in The Caroline's, than Japan has no choice but to move to SZ 6 and then the Allies retake all the Money Islands and Japan's dream of conquest is dashed.

Japan Plan: We can assume Japan is gong to go for either India or China as those are the more logical areas to take. Reason being even though Japan can take Sydney or Hawaii with the US so close she cannot leave those possessions to go get the winning area without probably losing them to the US. Whereas, if Japan takes China or India the IJN protects those possessions from the US. Japan wants to take India and clear or stalemate China, so her coastal Victory Cities are safe, then turn to the Ocean to get Hawaii or Sydney for the win.



Roles of each Allied Power: There are three minor Powers (UK Pacific, China and ANZAC) plus one major Power (USA) to fight Japan. Since, the ultimate goal of the Allies is to have a superior fleet and we know the US is the only one that can achieve that due to money, the one and only goal of the US is to build a bigger and badder fleet than the Japanese.

US Step 1: Get to The Caroline Islands. From the Caroline's the Allied fleet can send transports to Java, The Philippines, Celebes and threatens the China Coast. This gives the Allies more money to spend and forces Japan to spend valuable ground troops and transports retaking those already captured islands/areas. This game of attrition should be played by ANZAC if at all possible, with the exception of The Philippines for the US.

US Step 2: Have a fleet that can survive if it moves to SZ6. It requires a significantly larger fleet to move to SZ6 safely than it does to move to The Caroline's safely.

ANZAC: ANZAC is the one nation you want to use to trade the Money Islands with. As they can hit Java with any newly built transport and tucked out of the way they need to assume the cannon fodder role. With a large enough US fleet protecting Sydney ANZAC can go all out in costing Japan money. Nothing is more frustrating to Japan then having to retake the same islands over and over again and losing transports and ground troops too boot. Therefore, ANZAC wants to build transports and ground troops to trade islands and maybe some destroyers if the US needs assistance.

China: China's one and only goal is to kill Japanese ground troops. There is a fine balance they have to achieve as they do not want to allow their stack to get over powered by a few Japanese ground troops and a ton of planes but they need to stay close enough to the front lines that Japan is forced to deal with them. As you already determined, they can trade or even hold Yunnan for 2-4 Turns depending on the Japanese strategy. Trading Yunnan denies Japan a much needed landing zone and the lynch pin for Japan is it is difficult for them to get enough ground troops consolidated to move next to the China stack without getting mauled. Once Japan can do that China must pull back.

UK Pacific: Like China UK Pacific's goal is to kill Japanese ground troops. Having 2-3 mechs helps this greatly so UK firepower can still reach out to Shan State even when sitting in Burma is untenable. You don't want Japan getting Shan State or Yunnan for as long as possible to deny them a cheap airport. Once Japan builds up a force large enough to take India cheaply UK needs to retreat to West India and trade India for as long as possible. Some reinforcements from the Middle East may be needed to extend this trading as long as possible. While it provides Japan with probably \$3-\$6 more IPCs per Turn the loss of troops, the inability to build in India and most importantly the pinning of Japan air power is well worth it.

So, there it is. That is how you contain Japan. The faster the US can build it's fleet the faster the Allies gain control in the Pacific which is why I disagree with spending too much money on the Europe side of the board.

**By - TheDesertFox - Apr 3, 2023 - Responding to AndrewAAGamer's post above**

Really nice analysis here, there are a few things however that I'd like to add and get your opinion on as well.

One thing that neither of us have mentioned is the concept of the Soviet presence in Siberia (not the territory, just the general map location). One thing that I've tried recently is to leave the 2 AA guns as well as 9 infantry on Amur. That means that Japan will not only have to keep troops in Manchuria but also Korea as well. Granted, some might say that "Oh well you need those troops to defend Moscow", and granted, that could be so, but that won't be a problem for the Soviets if the UK and the US can get the Germans to start spending their money on both sides of Europe, hence the whole concept of Floating Bridge.

Another thing that I think is worth mentioning is that window that I was telling you about earlier. The Pacific Allies have a window of opportunity in the early/mid game where they can really square off with Japan before they start making lots of money. Aside from holding Yunnan, one thing that I've opted to do is send the transport with 2 infantry from India and take Sumatra with it. This will not only recover the 3 IPCs you lost from Kwangtung but give you a bonus IPC, meaning you're now making more than what you originally were. On top of that, you've put down 2 infantry on the island which essentially means that Japan won't be able to just transport blitz the island with a single infantry like they would've wanted to. Granted, 2 infantry isn't a lot, either a cruiser/battleship landing shot or a few planes/artillery will do the trick, however that's the idea. To get Japan to pull their fleet/airforce/important heavy weapons away from the mainland.

The most important thing to remember is that Japan can spend their money to get ALOT of ground units or ALOT of ships, but never both. As you said in your Warfare thread, ships are expensive. This is ultimately what the Allies have to take advantage of. Now, in regards to Japan threatening Calcutta, I feel that the most common way they would take the city is by Amphibious Assault instead of trying to force their way through Burma and Shan State. Now, this one's gonna be a longshot, but hear me out: If Japan has no viable transports or ground units poised to attack Calcutta, then why keep ground troops there? I think that if the UK Pacific can build up a large enough airforce (courtesy partially to the UK Europe), then they can prevent Japan from just leaving transports out in the open for the taking. In the Good Captain's J1 video, he moves 3 of his transports that he purchased on J1 down to Indochina on J2 and put an airbase there with no other ships protecting them. In my test run, I was able to bomb the airbase, then destroy the transports with no worry of a scramble happening. But tell me what you think before I move to the next stage of planning first.

**By - AndrewAAGamer - Apr 4, 2023 - Responding to TheDesertFox's post above**

Yes, I forgot to cover the Russians. The Eastern Russian Troops are a huge topic all by themselves.

Personally, I like to leave all 18 infantry and 2 AA guns in the East. At a minimum I think you should leave 12 infantries plus the 2 AA guns. Let's discuss why.

I think we can all agree if we leave 12 to 18 (plus 2 AA) Russian troops in the east then Japan is most likely not going to be able to roll up the Russian flank. In addition, having those Russian troops in the east threatens the northern flank of Japan forcing Japan to leave some ground troops behind in Manchuria/Korea instead of rushing off to attack China.

The most often used options I see are:

- All 20 to Moscow
- 6 to Moscow and 14 left behind
- All 20 stay in the east

Option 1 - All 20 Russians to Moscow: There are 20 ground troops worth \$64 TUV that can go to Moscow. Six of them can make it on R6 which, is one Turn before the normal G7 attack of Moscow. Assuming Moscow holds on G7 the other 14 make it on R7. These 20 extra troops obviously can assist in defending Moscow but... at what cost?

If Russia abandons their eastern flank, then most likely Japan is going to land 2 infantries in Siberia on J2. On J3 they take Sakha and Soviet Far East followed by Amur and Buryatia on J4. Japan will probably wait till J4 to hit Amur and Buryatia because they do not want to give Moscow two more infantry in defense coming from Olgiy. On J5 they are probably stalled one Turn, due to the converting Mongolians, and then on J6 take Yakut and finally on J7 Yenisy. So, what does this do?

Loss of Russian Income, assuming holds against a G7 and/or G8 attack:

- Siberia = R3, R4, R5, R6, R7 = -5
- Sakha + Soviet Far East = R4, R5, R6, R7 = -8
- Amur + Buryatia = R5, R6, R7 = -6
- Yakut = R7 = -1
- Yenisy = 0
- Total loss of income through R7 = \$20
- From R8 on each Turn's loss of income = \$7

So, immediately, we can see that Russia did not really gain \$64 in the defense of Moscow. They gained \$44 due to the loss of income. Also, every additional Turn that goes by they lose \$7 more

income so that by Turn 13 they have less money than they would have if, and this is a big if, they could have held to R13 without those eastern troops. Without those eastern troops they are probably going to lose Moscow by R10 or R11 even with drastic help from UK so if the only factor we are looking at is the defense of Moscow, then YES, it makes sense to send all the eastern troops back to Moscow.

Income Gain by Japan: As we already see from above by J7 Japan collects \$20 more income from capturing Russian territories. If we consider the world view, and not just the Moscow view, that means by Turn 9 we are slightly ahead based on the below calculations and on Turn 10 we are slightly behind.

- Gain of 20 Eastern troops = + 64
- Loss of Russian income = - 34
- Gain of Japan income = - 34
- Gain of 3 Mongolians that survive = + 9
- Loss of 1 Jap infantry to kill 3 Mongolians that do not service = + 3

Based on this world view perspective it now does not make as much sense to send all the troops to Moscow as we are hurting ourselves in the long run. And we have not even taken into consideration that by leaving troops in the east we can pin Japanese ground troops making life more difficult for Japan.

So out the window goes Option 1 - All 20 Russians to Moscow.

Option 2 – 6 to Moscow and 14 left behind AND Option 3 – All 20 stay in the east:

I think we can safely assume that we can protect the bulk our eastern flank with both option 2 and option 3. With 14 units we can be pushed back into Buryatia which means Siberia and Soviet Far East would be in Jeopardy. With 20, except for Turn 1, we can probably safely sit in Amur and thus only Soviet Far East is at stake. However, with a lot of targets I would think the Japanese are not going to send a transport just for Soviet Far East so the comparison is more likely \$2 (for 14) or \$0 for 20. So, we are looking at a \$2 difference per Turn by sending 6 infantry towards Moscow. Those 6 infantry are worth \$18 TUV so it would take 9 Turns to lose money on that scenario.

The other difference is how many Japanese troops do you pin in Manchuria/Korea.

- 12 infantry probably pins 9 infantry and an AA gun
- 18 infantry probably pins 11 infantry, 1 fighter and an AA gun

So 18 gives us most likely no loss of income and pins 3 more units that are not making there way to China, which by the way protects Russia's right flank and hastens how quickly Japan is stalemated and allows the US to send more forces to Europe earlier.

So based on this analysis I would say do not send all 20 Russians back, it is okay to send 6 back (Option 2) but I think it is slightly better to keep them all in the east (Option 3).

## **The following are derived from, “UK Strategy - “Middle Earth”,” forum on axisandallies.org - Forum started by GeneralHandGrenade**

**By - GeneralHandGrenade - Mar 23, 2017**

tambo had started a thread on Aggressive UK Pacific Strategies and I had suggested trying my strategy that is up on Youtube. I don't want to hijack his thread so I'm starting this one to lay out my “Middle Earth” strategy.

The first 3 turns are in my video;

[https://www.youtube.com/watch?v=B4vpY\\_DGQJY](https://www.youtube.com/watch?v=B4vpY_DGQJY)

You can substitute moves around (like taking artillery to Iraq instead of a tank, moving the tank to Anglo Egypt Sudan along with 1 infantry from Egypt to stall the Italian forces on Ethiopia). What is really important is to take Persia and Iraq on UK1. The reason for this is so that you can place your IC on Persia on UK2. You need to get it there as soon as possible because you only have a limited amount of time before Japan assaults Calcutta and/or Germany assaults Moscow.

Once you've started your 3 transport shuck as detailed in the video, don't waver from your plan or your strategy will fail. The whole point of this strategy is to put as many units smack dab in the middle of the board so the axis will never be able to take them out. Hence the name “Middle Earth.” Your unit purchases should look like this;

Turn A- 30 IPC's

Persia- 1 fighter, 1 mech, 1 tank

South Africa- 2 infantry, 1 artillery

Turn B- 31 IPC's

Persia- 1 fighter, 1 mech, 1 tank

South Africa- 1 infantry, 2 artillery

Alternate between A and B every second turn. Stay the course on these purchases and don't be tempted to build a navy instead.

simon asked me why not just build an IC on Iraq instead of a Naval Base on Persia. The answer is that if you put the IC there, you will be further from India and your Middle Earth force will not be as mobile and able react anywhere. Shucking troops from SA means you can land them on Egypt, Iraq, Persia, and Eastern Persia in one move. You would need to purchase fast movers which are more expensive to move them around like that from an IC in Iraq. Putting the Naval Base on Persia also means you can move your troops to Egypt from Persia, Iraq, or Eastern Persia. Think of it as an inverted triangle where your forces can all move around the triangle in one move. One other benefit is that it is almost impossible for the Axis to take over SA, whereas

if they bust into the Middle East they will get 2 IC's. By bringing one of the transports down from the Atlantic you will not have to purchase any. He also asked why I didn't stop in Brazil and activate them with the Atlantic transport. You need to start your 3 transport shuck as soon as possible so you can't stop to smell the roses. Also, you don't want to be taking any of your units from London and inviting Sealion. The US can use those extra 3 infantry in their assault on Europe.

You will be getting more money than what I showed in your buys. Here are some ways you can spend it;

1. Place units on London
2. Upscale purchases like fighter instead of mech or tank instead of artillery
3. Purchase the odd transport in Persia and move it to Sea Zone 81
4. An airbase on Egypt wouldn't hurt but not a priority

What you don't want to spend your money on;

1. Paying down damage on facilities in London unless Germany is building for a Sealion attack
2. Purchasing a bunch of boats and sailing them to the Pacific or the Money Islands. Stay away from Sea Zone 39. If Japan comes after your boats lead him away to the South Atlantic and then send in the Americans and ANZAC against their depleted navy.
3. Don't be tempted to attack Turkey!!! This is a barrier that keeps the Axis away from Middle Earth.

As far as the UK Pacific goes, don't purchase anything except infantry. Everything else will be coming from Middle Earth. Once Calcutta gets bombed don't pay down the damage until you save up enough money to pay down and purchase units. Japan will just keep bombing if you keep paying down the damage. Make sure you spend all of the money before they attack Calcutta though, you don't want to hand them all that money.

As far as Russia goes, purchase mechs and tanks and move them to Northwest Persia. Don't cross the border into Russia until the last minute so that Russia can continue to collect their N.O. If they are not collecting it then go ahead and move units in. I don't care what anyone says, if Germany can take Russia in 5 or 6 turns, then you're playing Russia wrong. Despite what popular opinion says, turtling as Russia and waiting for the assault on Moscow is the wrong thing to do. Buy yourself a tactical bomber on turn 1 and learn how to counter-attack like a boss and you'll hold on for much longer than 5 or 6 turns. This is an example of what I mean;  
<https://www.youtube.com/watch?v=Bq17jkmkuHc>

As far as Africa goes, don't worry about losing Egypt early in the game. I actually prefer it if Italy takes them out because then I can get rid of them faster by using transports to counter-attack instead of chasing them across north Africa. After you clear out the Axis forces from Africa, build a garrison of units in Egypt and a garrison in Libya along with some air power. Keep your warships in SZ 81 in case you need to go into the Med to take out any Italian or German boats.

Slowly build up transports in SZ 81. When the US makes it to Europe (hopefully the Med), you will be able to gang up on Italy. Let the Americans soften up the Germans first if you haven't built up enough in Calcutta and Africa. You don't have to rush through the game like the Axis does. Have just enough units in Egypt and Libya so that you will be able to transport them to Rome/Greece from Egypt and a second wave from Libya. The US can take Northern Italy and UK can take Rome or if Italy has built up send them both to Rome. They will have their boats in the same SZ so it's unlikely that the Germans/Italians can eliminate them. Build up on Europe side as the Americans first so you can make up for the lack of UK in the Atlantic. Don't worry about Japan, just keeping shucking 2 infantry to Honolulu so they can't capture it. Of course you might have to change that strategy if Japan does go after the US. If they do then they will never get Calcutta with the Middle Earth troops building up there. Japan has to commit every resource to get Calcutta and even then they might fail if you send almost everything from Middle Earth there. Here is the American "Floating Bridge" strategy that works well with Middle Earth; <https://www.youtube.com/watch?v=RHkjC0E42d0&t=1198s>

I've been perfecting this strategy for quite a while now. At this point the Axis can't beat me no matter what they do. I never use a bid either. If you can beat this strategy then by all means tell me how so I can start winning games as the Axis again. Don't just speculate either, play it out and try to beat it. Play it on the tabletop or on Triple A. Make sure you stick to the plan though so you can give it an honest test. The only thing I haven't tried is using Sealion against it. Obviously that would mean you couldn't start building there on the third turn, but at the same time you would be turning Russia into a superpower. Go get Berlin, Comrade, don't hold back.

One thing is for sure, with that many tan units in the Middle East you will take away all hope of them attacking the strict neutrals. If they do, blow them a kiss from across the table and thank them profusely for paving the road to Berlin for you. Pick up the free infantry in the Middle East and Africa and make them pay for kicking the hornet's nest in Middle Earth.

## **The following are derived from, "Allied Playbook Draft v1.0" forum on axisandallies.org - Forum started by taamvan**

**By - taamvan - Nov 7, 2019**

Welcome to the Allied Playbook v1.0

This article is a compilation of the best Allied strategies, as proposed by Crockett36. These ideas are gambits and strategems that the community developed for the original ruleset, though most of them are useful for modified games. I present the moves and buys and an overall plan. Then, I briefly lay out the problems with that plan.

These are not "how to win the game/beat the axis" plans—that would be too complex and conditional. When plans were developed by others, I've tried to give credit, and most of the

plans have been fleshed out by the [Axa.org](http://Axa.org) community. My version of another contributor's plan may depart from theirs, for the sake of simplicity.

### Russia Armored Mobility

Buy/Moves: R1 Buy 6 armor. R2 Buy more armor, and mechs. Move everything to Bryansk/Belarus so that it threatens any German Stacks.

Plan: Instead of building a bastion of infantry, this plan uses mobility troops to threaten the Germans as they approach. If Germany declares war early, the Russians force them to stack up in East Poland and stick together, slowing the offensive down. If Germany doesn't declare war on G1-2 and doesn't move everything east, these units can stack up on the border along with everything else the Russians have and force Germany into a risky early battle. Infantry and artillery produce too little threat and so this plan gives Russia more options.

Problems; Without a giant mass of infantry to protect them, the tanks and factories are vulnerable. Germany has so many infantry, armor, and air units that even if you put everything Russia has in the West onto one territory, they can still destroy it.

### Russia NO Gambit;

Moves; Keep the 1 Armor and 1 Mech from Stalingrad in Caucasus. When Russia enters the war, liberate NW Persia. Build 1-3 more mechs and 1 armor. R 3-5 Liberate Persia and Iraq. R 6+ Liberate Ethiopia and Somalia. R 8+ Liberate Sicily and Sardinia using friendly allied transports.

Plan: Russia exploits its special NO for taking Axis and Pro Axis territory, gaining more income.

Problems; This diverts crucial Russian mobility pieces away from the defense of the homeland. UK can't take out the Italians in Ethiopia if Russia wants it. Russia can't afford IC and units in Iraq and Persia and so the opportunity to build there with the richer Allies is lost. This plan is complex and takes a long time to execute so Russia may die in the meantime.

### Spanish Beachhead

Moves; US 1-4 plenty of transports and fighters. UK same.

Plan; Violate Spanish neutrality to establish a beachhead early in the game. Build a factory in Spain, then use Gibraltar port to move back and forth from the US East coast in a shuck-shuck. This is the best way to attack Axis-held France directly on land.

Problems; Germany can take advantage of neutrality breach to get a boost in troops and income, especially if UK doesn't demolish Turkey the same turn US takes Spain. Germany can also build



at the French factories to block you, and if they see your plan, potentially overwhelm the Allies before they can build in force and take the factory away from you.

### Allied Dark Skies

Buys/Moves; US 1-5 build primarily strategic bombers.

Plan; Strategic bombers are the only US unit with enough mobility to get over to the center of the map before the Axis own most of that territory. Fly the bombers to UK, then onto Moscow. Use the massive threat of the bombers to demolish any German fleet hiding in the Baltic or Med. Use their mobility to zap whichever land or sea units that are exposed. Fly the bombers to Moscow to act as casualties or alpha-strike Axis blockers and exposed units.

Problems; The US cant build much else when it is spending its money on bombers, and planes cannot take or hold territory. Many of the potential attacks will be made without other US units, so only high-value bombers can be taken as casualties. Germany has access to so many factories (2 major, 5 minor by G4) it is difficult to suppress them all. Allied units in Russia ruin a Russian NO.

### Northlock

Moves; R1 Move 20 Russian units to Sahka. R 2-4 Move 20 Russian Units to Amur. US 1-3 Buy 4-5 Strategic bombers. US 4-6 more bombers and fleet.

Plan; The US can threaten SZ 6 with newly built strategic bombers and land in Amur. Along with a threatening US fleet, SZ 6 isn't safe and Japan must protect it or lose its ability to place new units. The Japanese will often attack Russian units left on the coast, but as they move south to take the money territories, the Russians step up and the US has a safe landing zone. Once the Bombers are safe in Amur, they can Stratbomb Japan proper.

Problems; The Russian troops can't help in the defense of Moscow. Since Russia goes before Japan, the Allies would have to guess about when Japan intends to declare war and step up to the coast. The Strategic bombers don't add defense and Amur is too far away for US fighters to help.

### Southlock

Moves; UK1 Transport with 2 units + 3 planes land on Java. Z1 Transport with 2 units + 3 planes land on Java.

Plan: Block the spice islands bonus for as long as possible, and fly away to safety if Japan comes at this node in force. This is a way to get the planes to India without the threat of destruction. With 3 sacrificial allied ships, this node can be screened out (37, 43, 44) even when Japan has control of a port.

Problems: You cant use the planes and ships to do other useful things, and the UK cant take Sumatra and/or Persia.

Northlock and Southlock can be used as a combined strategy.

US “Over the Top”

Moves; US 1-4 Build transports and a fleet with at least 14 hits. US 4-6 Liberate Norway. US 5-8 Liberate Finland and build Industrial complexes in both Norway and Finland. Liberate Leningrad. Uk builds fighters.

Plan; Once the US enters the war, the US takes Norway. It can attack from SZ 91, though that leaves it in the more vulnerable SZ 112. It can approach from above, landing in SZ 125. This ruins a German Bonus. Once the Germany Baltic fleet is dead, there isn't anything they can do to recover the lost income or stop these factories pouring out aid to Russia.

Problems; The US fleet and ground forces are vulnerable to interdiction as long as the German navy is hiding in the Baltic and the German Luftwaffe is on West Germany. This plan takes a long time to come to fruition. UK and Russia can't liberate either territory and still have the USA build factories there.

Yunnan Stack

Moves; R1 Declare war on Japan. Move 1 Fig and 1 TB from Moscow to Yunnan, and 1 Armor and 1 Mech to Sikang. Use Russian pieces to keep China alive.

Plan; Make it harder for Japan to cut the Burma Road bonus and smash China.

Problems: This diverts crucial Russian mobility pieces away from the defense of the homeland. Without extra China bid infantry, the Japanese can still easily crush Yunnan. The stack is difficult to move forward because Russia goes before Japan and the other Allies, after Japan. This plan does cause Japan some headaches, but doesn't help Russia survive.

The Berlin Bank Job

Moves: US takes Denmark. UK transits Danish Straits to capture Germany.

Plan: The Allies take advantage of a German player who leaves Denmark and Germany lightly (or un-) defended. In a one-two punch, the US captures Denmark, opening the door for the UK to sail into the Baltic and amphibious assault into Germany, capturing Berlin and stealing Germany's money. Executed at the right time, this move can save Moscow by preventing Germany from purchasing new units for at least one turn. Also, the UK gets a huge one-time income boost.

Problems: In order to keep the German player from becoming alarmed and reinforcing Denmark and Germany, the Allies can't have a huge troop buildup in advance of the operation. This means that minimal force must be used, which means that those units committed to Denmark and Germany are essentially on a suicide mission. This includes any British naval units which enter the Baltic, as they'll be trapped there until Denmark is again liberated or they're killed by the Luftwaffe, whichever comes first. This plan forces the Germans to try and defend 3 separate territories (Denmark, W. Germany, Germany) which can leave them vulnerable.

#### Taranto Raid

Moves; UK 1 SB 2-3 Fig 1 TB 1 CV 1 CA 1 DD attack the Italian 1 BB 1 CA 1 TT (3 Fig) SZ 97.

Plan; Destroy most of Italy's transports before they rage. Italy is obligated to counterattack the survivors, leaving Italy with virtually nothing left on I2. Helps ensure the survival of Egypt and keeps Italy away from the Oil money.

Problems; The UK fleet is lost and the Med is ripe to be cleared. If the CA in SZ 91 is dead, a ship has to be diverted to kill the Italian 1 DD 1 TT in SZ 95.

#### Tobruk Raid

Moves; Use the UK units in Alexandria and the UK Transport to smash the 6 Italian units in Tobruk.

Plan: Eliminate the land threat to Egypt

Problems; The Italian units are stuck there and can be whittled down with less risk over time. May divert forces from Taranto, which destroys more TUV and Italy's best units.

Taranto and Tobruk Raids can be combined in to one strategy, though the risk increases since every UK unit in the region has a job to do and is on the line.

#### The Gibbasion

Moves; UK 1 buy an airbase for Gibraltar. Move 3 fighters to Gibraltar. UK destroys the Italian blockers in SZ 95, then moves everything it can into SZ 92 1 CV 2 Fig (1 TB, +2 Fig) 2 CA 1-2 DD etc.

Plan; Keep a powerful UK fleet alive, that can form the nucleus of a new Home Fleet even when SZ 110/111 were annihilated. Block the Italian clear med bonus. Keep Gibraltar safe all game. Fly fighters direct to Egypt.

Problems; This is an alternative to Taranto and you can't do both. The Italians can attack SZ 92 with everything they have if Southern France was taken by Germany, and potentially destroy the fleet. Spending on the airbase and moving the fighters to Gibraltar means UK Home Islands are vulnerable to a Sea Lion.

“Middle Earth”

Moves: UK1 Liberate Persia. UK2 Build IC in Persia and Liberate Iraq UK3 Build IC in Iraq

Plan; This is the most powerful way to bring UK Atl's resources to aid UK Pac and Russia. Persia is the only space where you can fly newly built fighters direct to Moscow. Mechanized units can help UK Pac survive.

Problems; UK can't take Sumatra and UK Pac has less income. UK Atl has to be careful that it doesn't overspend in the ME and leave the Home Islands vulnerable. Best paired with Taranto to ensure Italy doesn't threaten the factories before they can produce enough units to defend themselves. Entering Russia with Allied units ruins one of their national objectives.

The Sneaky Karl

Moves; UK 2-3 move a DD among the Japanese fleet at peace in SZ 36, then declare war on Japan with ANZAC.

Plan; Japan can't load their transports in a hostile SZ. They will often set up for DoW by placing a big pile of ships and men on Kwangsi. This prevents them from taking the spice islands and ruins their war plans.

Problems; Can't be used during J1 DoW. Decouples the US declaration of war from the other Allies, so the US sits out with minimum income for the maximum time. Japan can prevent the entire plan by leaving its ground units on the transports during the interturn.

UK/ANZAC Pre-emptive Declaration of War

Moves: Z1 take Dutch New Guinea, UK 1 take Sumatra. UK 2-3 declare war with UK/ANZAC before Japan does.

Plan; Get the NO for Hong Kong, and both NO for ANZAC, giving them maximum early income.

Problems; Can't be used during J1 DoW. Decouples the US declaration of war from the other Allies, so the US sits out with minimum income for the maximum time.

ANZAC on Deck

Moves: Z 1-2 build 1 fighter. Z 3-5 build more fighters, and/or subs.

Plan: The US will use its might to provide 2-3 extra empty CV at SZ 26 to accommodate up to 6 extra fighters from ANZAC. This increases the sea defense of the US fleet so that the US concentrates on subs or airplanes that increase striking power. Because US and Z both go after Japan, the US can initiate a strike and then ANZAC can use its fighters and subs to finish off any survivors.

Problems; The ANZAC fighters cant help India or Moscow. The Fighters are stuck on allied carriers in some situations and take up space that could be used to get US fighters/TB in position.

Credits;

Overall Concept: Crockett36

Northlock, Southlock, ANZAC on Deck: Taamvan and Maphead

Spanish Beachead: Young Grasshopper

Russian Mobility: Gargantua/Weddingsinger

Middle Earth: General Hand Grenade

Allied Dark Skies: Cow

Sneaky Karl; Karl

**By - JDOW - Dec 13, 2019**

To be more specific: There is no such thing as long term plans with detailed explanations what to do. There are abstract objectives that one should try to achieve.

Most of those objectives are situation-based, I go into more detail later.

So an Allied playbook could start like:

As Allies there are a couple of “all-time” objectives

- Do not lose Moscow (cheaply)
- Do not lose Egypt (cheaply)
- Do not lose India (cheaply)
- Keep an economic lead

So before anybody starts like “but I lose Egypt/Moscow/India often and still win” the answer is “you won DESPITE you lost it”. The key word is the “cheaply” at the end. Allies usually cannot do anything about it if one power wants to take one of these cities no matter the costs. So the question is not “Did they get it” but “At what price”? If the price is too high, those achievements are pyrrhus victories

Ok, so “how to not lose Moscow”?

Again, it does not make any sense to determine a strategy before you saw the G1. The G1

HEAVILY influences the way Russia is to play, so as Allies, lean back wait for the German turn 1 to complete and then ask the following questions:

- What did Germans buy? Naval or ground or air?
- How many planes did the Germans lose?
- Did any fast mover die on French soil?
- How many inf did the Germans lose at Yugo?

Based on the answers, the overall strategy can be determined as:

- If the Germans played all against Russia (ground buy, no planes lost, good dice Yugo and France) --> Turtle with Russia!  
Against well-played Anti-Russian Germans the Russians CANNOT go offensive. They won't be able to stop the Germans if supported by Italian can openers.  
Thus, buy 11 inf 1 art and turtle.  
By the way, I could write pages full of considerations on "How to turtle correctly", playing Russia correctly is some kind of art to me which is underestimated by many players (my personal opinion) but let's keep it simple for now.

IF the Germans lost a lot of planes/fast movers/inf at Yugo and IF they went Naval G1 -> Then Russians can create more attacking power. I would still advise against 6 armor and rather buy like 7 art, 3 inf, or 4 art and 7 inf.

What about the Siberians? I do not have a clear answer on that but I usually keep 12-15 dudes close to the Japanese. I do not like keeping all 18 there because it has value to have a few dudes that can back up the Chinese in the Eastern China.

Also I do not like to move all 18 guys home. This leaves Japan too much freedom to focus on India and to achieve a major Axis objective: Get India cheaply!

Also, I am not a fan of sending lots of Russians into China. I wouldn't way it cannot be good but this imo exploits players that play too slowly against Russia.

Well played Axis keep the pressure on Russia early and I believe they need their full force to face this. But this is certainly up for discussion.

So this is how I would teach someone to play the Allies and it is just 1 out of maybe 30-50 lessons I am afraid.

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**Oh hello, congratulations for reading all of this, I know it was a doozy! Glad you enjoyed it and I hope you can win some games as the Allies now!**

- jacobgeo24 - Nov 19, 2023

