

WAW Strategies

Basics: Germany in World at War has an extremely difficult job. It will take a little bit of luck and a lot of thought to turn out the victor over the allies. Being on a gigantic peninsula and within striking distance of all three allies, you must not only defend yourself at all times, but also capture Africa and Russia as quickly as possible. You should control Moscow by the 4th turn that America is in the war, otherwise the might of her industry will begin to overcome you.

Anti-Normandy:

By Master Sergeant Beutin

The key to surviving as Germany is to keep the British from Invading France or Germany from the sea. Defending Germany is usually easy, since most of your equipment is built there. But, how does one keep France safe when it is the same sea-zone as Great Britain? The first thing to do is keep a minimum of 6 infantry in France at all times. Do this by investing heavily in infantry the first and second turns. Also, on the second turn, buy one or two AA/AT guns. This forces any invasion to risk Britains tanks and Aircraft . . . the more he brings, the more shots you get at his equipment. Finally, keep a fighter in France at all times and when available, a panzer tank. The two combined make a wonderful team. In the sea, create a sub pen and invest in subs each turn. Keep these subs attacking the British fleet so that any build-up is slow and expensive. Remember that in order to afford all these things and attack Russia successfully, you'll need most of Africa under your control. A factory in Egypt and 2 armor units produced there should be more then the Allies can handle, unless you're playing against a talented Ally player.

Japanese Strategies for World at War

Serpent's Head

By Master Sergeant Beutin

Japan can make life easy for itself in the first move by defeating China in one swift blow. Begin Japan's first turn of the game by using the Surprise Attack. On Japan's first turn, purchase infantry and maybe a tank. Attack the factory territory near you by ground and air and a naval assault on Hopeh. In attacking Hopeh use ALL of your ships for support and you will always come out victorious. At the end of the first impulse, place your equipment in such a manner as to be able to finish China off. On your second impulse attack, go after Kwangtung by sea, once again using ALL of your ships for support. Attack Tsinghai and Kwaitung by ground. You will not be able to take Sinkiang, but you will be able to next turn and you have gained an immense amount of IPC's and piece of mind. Also, you now hold India, Russia, and Burma in a perfect position from which to attack with your Serpent's Head. In 5 tries, I have never seen this fail.

British Strategies for World at War To Go to the French Strategy Page, [CLICK](#) [HERE](#)

Basics: The British in World at War have the worst job of all three of the allies. They and the French must fight the Germans alone, usually for 5 turns, if not 6. It can be extremely difficult and lonely to fight the might of the Third Reich for so long without help. Britains job for those first few turns is to act as a sort of "Speed Bump" until help arrives. Britain and France usually can't beat Germany until the allies arrive, but slowing them down will make your job easier once help does arrive. The best two ways to do this are to retain Africa and Strategic Bombing of Germany. By keeping Africa, you deprive Germany of needed resources and force him to fight a miniaature 2nd front for a few turns. After the allies enter, keep the Japanese at bay and defeat Germany.

Old Britannia

By General Beutin

Britain's oldest and best ally is the sea. Maintain control of the waves around England and the rest of the Atlantic. Do this in the first turn by massing as much firepower as possible in the sea-zones around Great Britain. ON turns two and three, spend as much effort as you can to maintain control of the Indian Ocean. Historically, this was vitally important to Britain to maintain their supply of oil, but it holds a different importance in this game: boxing Germany into the mediterranean and holding Japan at bay. By controlling the Med., you prevent Germany from slipping her Med. navy out the back into the Indian Ocean. Once Germany is loose on the Indian Ocean, not only can the German player attain control of all of Africa, but can seriously hurt the Ally's ability to hold off Japan in the Pacific and can even take countries in South America! With regards to Japan, a japanese player does not want to fight two navies at once. If you can control the Indian Ocean, not only will you stall either an attack on the American or your navy, but will also have him caught between your two navies, making any extreme moves East or West a dangerous move. By holding the oceans, you can truly act as a speed bump against the Axis in order to give your allies time to build up for war.

Basics: The French have a difficult task. They are stripped of their only valuable territory in the first attack and can lose almost everything with out hardly firing a shot. The French job is to help Britain control Africa, so that Britain can focus on beggining an offensive on Europe. Also, do not give anything up in the Pacific. Make Japan work hard for those extra IPC's.

French Tiger

By General Beutin

The French can benefit from their Dutch colonies in a magnificent way. Save your money for the first turn and on the second turn purchase a factory and place it in the Dutch East Indies. Use this factory to create a French empire in the Pacific, thus creating a serious problem for the Japanese, that they ignore at their own peril. Even if they destroy you, you will most likely raw enough strength out of them by spreading them out that your US allies can put the screws to the Japanese.

Basics: The USA must economically conquest as much of South America as possible. Since the US is a liberator, it will probably be a long time before it can conquer any enemy territories, therefore making other resources necessary. Added to this problem, the US has to buy lots of expensive ships and transports in order to move its expensive equipment. Try and get an enemy territory in an area that you can bring the war to them from. In this way, you will be able to devote your immense resources to defeating your enemy on the ground, rather than on equipment to move across the seas.

The Arsenal of Democracy

By General Beutin

As America, you are the last one to be seriously affected by losses in territory and therefore have a large amount of money to spend on a steady basis. First turn, economically conquest with your 7 IPC's and Lend-Lease the other 10 IPC's to Britain. As you begin making your real money over the next few turns, Lend Lease as much as possible to Britain and Economically Conquest a lot of South America, espescially a straight line from Mexico to Brazil. When you enter the war, always produce a transport and a plane every turn. Work on technology and continue funding the other allies. Be the arsenal of democracy.

Basics: Russia needs to take as many Neutral IPC's as possible beofre going to war. These come in handy at the beggining of the war for Russia. Use tanks and infantry to throw back the Germans and move those factories out of striking distance. Watch out for the Japanese from behind.

Dragon's Teeth

by Master Sergeant Beutin

The soviets generally have about 5 turns to acheive 2 things: gain as many neutral territories as possible and build defenses. Both of these can prove quite difficult, since Russia is limited to 16 IPC's a turn. I feel the best way to

go about defending Russia is to take Norway, Finland, and/or (usually or) Persia. Taking Finland on the first turn is difficult, but I've seen it done and in the end it pays off, since it usually leads to the capture of Sweden. But, taking Norway can yield the same results. As far as defenses go, I like to set up what I call the Dragon's Teeth. The Dragon's Teeth is deadly when utilized properly and I have found it to be very effective. On your turn's leading up to the German invasion, purchase as many AA/AT guns as you want (I usually go for a total of 8, which includes the 3 I already start with). Also, buy plenty of infantry and at least one tank. Place your AA/AT guns either evenly spread over the Western front with Germany or send one to each Western territory and the rest to Russia. Personally, I like the latter option because by the time anyone reaches Russia, an assault on it will be extremely costly, if not impossible, for the attacker. The option of spreading the AA/AT guns evenly over the front ensures the German player must go through heck to get to you, but he has less AA/AT guns to worry about and can pick you apart. Let me illustrate this tactic in numbers: if the German player attacks your 5 infantry and 5 AA/AT guns in, let's say Karelia, with 5 tanks, 5 aircraft and 10 infantry, you can make 25 rolls at 1 on a d6 for the tanks or the aircraft. Assume you hit 3-4 tanks in this case. On the next phase, you go after the aircraft with another 25 at 1! Not only this, but you can absorb the hits you take into the AA/AT's and the hits you make with them cannot attack in that round, saving the lives of your troops. Finally, the AA/AT's can also be used as artillery in any assault, so you have extra equipment for attacks. If Japan is very strong by turn 5, this is the only tactic I have found that will keep them and the Germans out of Russia if you put the AA/AT guns in Russia. Combine those AA/AT's with the horde of Russian infantry and your two aircraft and you have a powerful defense.