



Axis & Allies

50th Anniversary Edition

1-2-3	2-1-6	3-3-12	3-4-10	0-1-6
2-2-4	0-0-7	1-2-14	1-2-14	1-2-14
3-3-5	2-2-8	4-4-20	4-1-12	15

On G3 your Germans should have about 13 tanks, 3-4 fighters, 1 Bomber and 3 Artillery along with leftover men. Take Karelia first on G2, then drive to Caucasus by turn G4, and make sure Japan is ready to land her 4-5 fighters in Caucasus, along with Italian shadow force. Bomb USSR. If they lose Caucasus, they are done. Italy lands each turn in Black sea and when the opportunity exists they land in Egypt, but not before turn 3.

Soviets have 30 IPC: need offensive assets, so build 1 fighter, 2 tanks, 1 Art, 2 Infantry

Japan has 31 IPC: builds 3 Transports, 3 Infantry. That's way, they will have 4 transports picking up all the Japanese land assets

On turn G2 you will be at 35 IPC. Build 7 tanks. Send them to East Poland

Italy Builds 1 Transport 1 Infantry

The Italians keep 1 tank and 2 Infantry, plus plane in range to retake France if UK goes

Italy is Germany's Turkey elite invasion force. They basically use the navy shore shots and take out Soviet Assets till such time UK leaves Egypt

UK should decide to protect India or protect Africa they prepare to build a factory or shift the Egyptian forces to Trans-Jordan.

Soviets only decent pieces in 1941 nothing to use for any serious attacks on RI

These could go either way, but the Germans are very strong, so most likely they go to Moscow

This transport picks up two Jima infantry and tank

Transport picks up 1 tank and 1 infantry and lands in Philippines

One carrier here to support southern operations

This transport carries 1 infantry from Okinawa to land in Philippines

The Americans are left with just this fleet, plus some British units in SZ #41. The American player adopts a German first strategy after seeing dismal prospects here

Japan: India will be taken on turn 2A. Also, you have 4 transports to take off 8 land units in Japan, plus capacity to take Australia and East Indies on turn 2. Few troops to take Kwangtung

ON J2 you will take 2 more Chinese territories, and China stops building

ON turn 2 you will need more naval units and prepare for a factory in India on J3