

Japanese Mortars or Heavy Airborne?

31/07/2008 01:12 by Manstein

Japanese Mortars or Heavy Airborne? [Japan](#) has many options when it comes to [Infantry](#), and good upgrades as well, such as [Special Forces](#), [Improved Mortars](#), [Foraging](#), [Plentiful Ammunition](#), and more.. While [Commandos](#) certainly have their place in the game, many experienced players can't seem to agree on which is better, Japanese [Mortar Infantry](#) or [Heavy Airborne](#). So we thought we would take a moment to profile these two commonly seen regiments, and maybe you can decide for yourself..

First, let's take a look at the regimental level, with the most obvious differences being that the [Mortar Infantry regiment](#) has [2] [Mortar Infantry Units](#) and [1] [MG Unit](#), while the [Heavy Airborne regiment](#) has exactly the opposite. The [Mortar Infantry regiment](#) costs a little less at \$65, and of course these two regiments are deployed from different HQ's. There are differences between airborne and infantry units as well, but we will cover those in a moment.

Mortar Infantry Regiment \$65 [2] [MORTAR INFANTRY](#)

[1] [MACHINE GUN INFANTRY](#)

[5] [INFANTRY](#)

[1] [INFANTRY OFFICER](#)

[Japan](#) has the strongest [Mortar Infantry Units](#) in the game, offering the best blast damage [+35] and morale loss effect [1.00], which makes both the [Mortar Infantry](#) and [Heavy Airborne](#) regiments quite popular.

Heavy Airborne Regiment \$75 [1] [AIRBORNE MORTAR INFANTRY](#)

[2] [AIRBORNE MACHINE GUN INFANTRY](#)

[5] [AIRBORNE INFANTRY](#)

[1] [AIRBORNE INFANTRY OFFICER](#)

[Japan](#) enjoys the benefit of being the only country capable of earning +\$30 from all their HQ's (after [military surplus](#) upgrade), so their economy isn't harmed by deploying [Airborne HQ's](#) as it would be with other countries. [Japan](#) is also the only country that can purchase the [Heavy Airborne](#) regiment for \$75, all others cost \$100 (ground deployed version)

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infantry mortar unit

health = 150

defense = 1

speed-max = 2

BlastDamageEffect = 35

MoraleLossEffect = 1

airborne mortar unit

health = 150

defense = 2

speed-max = 2.5

BlastDamageEffect = 35

MoraleLossEffect = 1

UNITS: Mortars The [Heavy Airborne](#) mortar unit has a couple of advantages over its infantry counterpart. A regiment will only move as fast as it's slowest unit, and in this case that happens to be the mortar unit. So this means the [Heavy Airborne](#) regiment has a 25% faster max speed when compared to the [Mortar Infantry](#) regiment. The [Heavy Airborne](#) mortar unit also enjoys a [defense value](#) advantage of 2 to 1.

Most of the stats seem to favor the [Heavy Airborne](#) regiment, but the [Mortar Infantry](#) regiment holds the most important advantage here, numbers.. The [Mortar Infantry regiment](#) has [2] [Mortar Infantry Units](#), while the [Heavy Airborne regiment](#) has only [1] [Airborne Mortar Unit](#). For this reason, the [Mortar Infantry](#) regiment will always be better at [bombarding](#) and routing enemy troops.

infantry machine gun unit

health = 150

defense = 1

speed-max = 2.5

PierceDamageEffect = 12

airborne machine gun unit

health = 150

defense = 2

speed-max = 2.5

PierceDamageEffect = 12

UNITS: Machine Gun [Heavy Airborne](#) have [2] [MG Units](#) and also have a [defense value](#) advantage of 2 to 1.. Although [Japan](#) has the weakest [MG Units](#) and also lack the [Improved Machine Guns](#) upgrade. NOTE: [Russian](#) and [US Airborne MG Units](#) have 200 health.

infantry unit

health = 200

defense = 1

recharge-time = 3

Grenade = 20

PierceDamageEffect = 10

airborne unit

health = 200

defense = 2

recharge-time = 2

Grenade = 25

PierceDamageEffect = 12

UNITS: Infantry [Heavy Airborne](#) has the decided advantage, thanks in part to the [Type 100 Submachinegun](#), with better attack speed [33%], better defense value [2], better grenades [25], and better Pierce Damage Effect [12].

infantry commanding officer

health = 200

defense = 1

PierceDamageEffect = 10

Grenade = 20

airborne commanding officer

health = 250

defense = 2

PierceDamageEffect = 12

Grenade = 25

UNITS: Officers Once again [Heavy Airborne](#) has the decided advantage, thanks in part to the [Type 100 Submachinegun](#), with better defense value [2], better grenades [25], and better Pierce Damage Effect [12]

Conclusion Well there you have it, all the info you need to decide for yourself which regiment you prefer.. Make sure to vote in the poll, and contribute to the discussion in our [Mortars or Heavy Airborne Thread](#)

zling comments: First of all, as the article says, this is a question mainly for [Japan](#). other countries will be better off with different units, well [Germany](#), especially with [Kesselring](#) can also put both [mortars](#) and [heavy airbornes](#) to pretty good use.

Imho the question boils down to the following: are you facing enemy infantry([SAS](#), [Snipers](#), [Commandos](#), etc) or early [mechs](#). if facing infantry than the additional mortar troop per regiment is more valuable than the overall increased strength per soldier of the heavy airbornes. however when facing mechs the heavy airbornes shine, being the strongest infantry/airborne regiment available, and that the mortar itself doesn't do that much damage against mechs, as opposed to other infantries.

another thing to note is that mortars are a lot easier to spam, being produced from a 5 unit tent([infantry](#)) as opposed to a 3 unit tent([airborne](#)), so in any type of fast build mortars are superior.

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