

German Strategy and Generals

30/09/2009 14:16 by Manstein

Strengths **1. AT Mech:** Arguably the strongest [Anti Tank Mech](#) regiment in the game. The Jagdpanther and it's 88mm Gun inflict a punishing 100 attack value when fully upgraded, making it the best Tank Destroyer in the game hands down. Good available upgrades, only missing [Mechanical Reliability](#), but Germany also has a couple of unique upgrades, [Advanced Armor Training](#) and [Schurzen](#) which help make up for this. Decent halftracks that possess the important [Improved Machine Guns](#) upgrade. The challenge with Germany is surviving the infantry stage of the game, and deploying enough of them with their weak economy. Played correctly, Germany can be a dominate force during the Mech Stage of the game.

2. Armor: Whether [Heavy Tank](#), [King Tiger Tank](#), or the underrated German [Arty Tank](#), Germany has some of the finest armor in the game. The challenge with Germany is to get to the armor stage of the game, due to their weak [After upgrades, income per minute 7 TENTS](#)

—
[\(1\) | \(4\) | \(2\) 15 TENTS](#)

—
[\(1\) | \(10\) | \(4\) 20 TENTS*](#)

—
[\(1\) | \(14\) | \(5\)](#)
[+175 +375 +475](#)
[+210 +450 +575](#)
[+210 +450 +600](#)
[+210 +450 +575](#)
[+210 +430 +600](#)

[* 20 Tents: You will need at least one tech building, such as motor pool, arty brigade, or both \(Japan\).\]](#)
[singleclickstop=\[On\]">economy.](#)

"Which would your men rather be, tired, or dead?"

General Rommel - Said to an Officer while building Hitler's Atlantic Wall

For more see: [Generals of Germany](#)