

Great Britian Strategy and Generals

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Strengths **1. SaS:** They are the strongest infantry against all infantry and the second strongest infantry against mechs. Along with having 2 sniper units in their squad, [SAS](#) has a 2 defense, which differs from the typical 1 defense of most infantry. Their armor can even be upgraded to 3 defense with [Special Forces](#) for even more durability. This upgrade is a must have when going against mechs.

2. Economy: British HQ's cost less than those of any other country, which allows players to produce more buildings in less time, and in turn helps to bolster their _

[After upgrades, income per minute 7 TENTS](#)

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[\(1\) | \(4\) | \(2\) 15 TENTS](#)

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

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[\(1\) | \(14\) | \(5\)](#)

[+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.](#)

3. Airpower: Second best [airpower](#) in the game, only missing the Napalm upgrade available exclusively to the USA.

"The U.S. has broken the second rule of war. That is, don't go fighting with your land army on the mainland of Asia. Rule One is don't march on Moscow. I developed these two rules myself."

General Montgomery - regarding US approach to the Vietnam War

For more see: [Generals of Great Britian](#)