

## Japan Strategy and Generals

02/10/2009 19:37 by Manstein

**Strengths 1. Infantry:** Japan has many options when it comes to infantry, and also has the right upgrades for an infantry based build, most notably, [Special Forces](#), [Mortars](#), [Heavy Airborne](#), and [Commandos](#) are all viable options when it comes to Japan.

**2. Economy:** Japan is the only country to earn +30 from every type of HQ (after [Military Surplus](#) upgrade), which leads to a strong late-game \_

[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.](#)

**3. Airborne:** Japanese [Heavy Airborne](#) costs less than any other country, \$75/\$150 instead of \$100/\$200 [ground deployed/air dropped]

**4. Arty Tanks:** The Japanese [Arty Tank](#) regiment is the only one in the game to feature medium tanks as support vehicles, all others only have light tanks.

***"My attack on Singapore was a bluff, a bluff that worked... I was very frightened that all the time the British would discover our numerical weakness and lack of supplies and force me into disastrous street fighting."***  
General Yamashita

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