

Japan Strategy and Generals

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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](#)

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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. 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](#)