

Russia Strategy and Generals

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Strengths **1. Snipers:** Snipers can take out enemy infantry faster than any other type of infantry. Not worth making snipers unless you deploy at least 8 or more regiments, as the sniper units of these regiments can easily kill an entire enemy regiment very quickly (since most regiments have 8 or less units). Keep your snipers in trees and cities to help avoid being "bombed".

2. Armor: Whether [Heavy Tank](#) or [Arty Tank](#), Russia has some of the finest armor in the game. Russian armor has a higher health than the other countries, and in most cases a higher defense value as well, which can be seen in the following unit comparisons: [\[ARTY TANKS\]](#) [\[LIGHT TANKS\]](#) [\[MEDIUM TANKS\]](#) [\[HEAVY TANKS\]](#) [\[COMMAND TANKS\]](#)

"This war is not an ordinary war. It is the war of the entire Russian people. Not only to eliminate the danger hanging over our heads, but to aid all people groaning under the yoke of Fascism."

Josef Stalin 1941

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