

## United States Strategy and Generals

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**Strengths1. Economy:** When it comes to the strengths of the United States, first and foremost it is their economy, which will offer benefits for the entire game. Common for players to "[eco whore](#)" during the infantry stage of the game, spamming alot of [infantry hq's](#) to bolster their economy (stay away from [airborne hq's](#) as they don't generate as much money for USA).

**2. AT Mech:** One of the strongest [Anti Tank Mech](#) regiments in the game. [Mechanized Production](#), [Mechanical Reliability](#), and the special ops of [Eisenhower](#) and [Patton](#) make them that much stronger.

**3. Arty Tanks:** USA also has one of the strongest [Arty Tank](#) regiments. Use your superior [economy](#) to produce more units in less time, and back those arties with the best [airpower](#) in the game for a truly devastating offensive push.

**4. Airpower:** Best [airpower](#) in the game. Napalm very effective against enemy structures as buildings have no resistance to fire damage. Although the exact damage inflicted by napalm isnt very well documented, we have seen it add up to +70% to total damage.

*"When I want my men to remember something important, to really make it stick, I give it to them double dirty. It may not sound nice to some bunch of little old ladies at an afternoon tea party, but it helps my soldiers to remember. You can't run an army without profanity; and it has to be eloquent profanity. An army without profanity couldn't fight its way out of a piss-soaked paper bag. ... As for the types of comments I make, sometimes I just, By God, get carried away with my own eloquence. "*

General Patton

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