



Panzer General & Allied General

Hints & Tips & Strategy

Compiled by Wendy

1. All Pioniere and Engineer units ignore terrain and rugged defense when attacking any unit.
2. A 15 strength Pioniere or Engineer unit can take out almost any city in a single assault, never more than 2 and usually never take casualties.
3. Tracked or Trucked Artillery , can fire then load up and move on, in the same turn.
4. A 15 strength fighter is better than 4 or even 5 regular strength fighters,if you have the time to acquire.
5. A 15 strength fighter can wipe out another plane in a single attack.
6. An Axis HE177 can decimate an Allied Warship in 1-3 turns.
7. Leave a Bomber within sight range of an enemy fighter, then have an AA unit and fighter ready to ambush them.
8. Infantry entrenched in mountains backed by Artillery, are almost impossible to take out with a single tank unit.
9. Tanks cause higher casualties, and take fewer losses , when attacking in an empty open terrain hex, no water or roads in the hex, it must be completely open for best results in the assault.
10. Tiger II's & Panzer's can withstand almost any naval assault.
11. Panther tanks are more susceptible to naval and air assaults than Tigers.
12. The unit with the most experience usually fires first, so try to gain as much experience as possible. They also cause more casualties and take fewer losses.
13. Use all terrain for defense when possible, put anti-tank units and artillery behind rivers, in mountains, behind mountains or between 2 rough terrain hexes if a road runs between them.
14. To slow down enemy subs from attacking large surface ships, when you are out of destroyers or other sub hunters, just use any subs you have and block there way, it slows them down tremendously.

15. Any units with at least a 2 star experience should be given elite replacements or they stay green but only if these units figure in your assault plans if in reserve or mopup duty, then leave as they are.
16. The U.S. M-26 is the best American tank in the game, but still can't go 1 on 1 with Tigers and Panthers.
17. The U.S. M-36 is an excellent American Anti-tank unit.
18. An Allied Mosquito fighter/bomber can usually wipe out an enemy fighter, that is weakened, usually 6 or lower.
19. Allied Matilda II tanks are very, very tough to assault unless you have a combined arms attack on them, like say a level bomber then a Stuka and then a couple ground units to follow up.
20. The Axis fighter FW190d is one of the very best fighters in the game, especially in Italy.
21. Axis Komet Jet fighters at over strength levels above 12 or more are one of the most awesome fighters in the game.
22. The Axis Italian anti-tank L-47 is one of the best priced units for its ability in the game.
23. Always surround enemy planes with 1 of your fighters on top and 1 on the bottom, the enemy fighter without help cannot fly away on its next turn.
24. Early in the War Axis Pz IVd tanks are excellent all-around tanks for assault and defense.
25. Axis Stuka Dive bombers make excellent anti-tank weapons.
26. Allies T/34 tanks make excellent defensive units and also an all-around good unit to have.
27. Try to use combined assault tactics when attacking any entrenched units or cities, if available, assault with bomber then Artillery then a cheap infantry then 1 of your best Tank or infantry units.
28. Level Bombers reduce all units ammo and fuel, so attack with level bomber, then on your next turn use a tactical bomber, Stukas are excellent for Axis.
- 28: Here's a hint for the rookie who's tired of Stuka/level bombers taking out their air defense guns--build them side by side.
29. An Engineer unit on a river will build and provide a bridge for easy access and crossing. This is very useful when taking a city adjacent to a river, one can purchase an engineer unit and place it on the river allowing other units to cross the river that same turn.
30. HE162 is Best all-around Axis fighter.

31. Use your Level Bomber to attack heavy German armor until its ammo and fuel is at zero. Then, send in your antitank guns and tac bombers. Even infantry can take points off a defenseless tank.

32. Use your Level Bomber to attack Objective cities. This will reduce your opponents prestige level.

33. Use terrain initiative caps to your advantage when defending with low initiative armor.

Terrain	Initiative Cap	
City	1	
Forest	3	
Swamp	4	
Rough	5	Great for 5 init. T34 Tanks
Mountains	8	

34. Tanks and ATG have to use their CLOSE DEFENSE against attacking Infantry when defending from a City or Forest hex.

35. Never buy German Hvy Inf. Get either the Pioneers or the Bridge Eng in place of Hvy Inf.

36. Early on, use Pz IID's. They are the best early units against Infantry and they have longer movement range.

37. The PzJager-IB is good weapon to buy in the early scenarios. It's cheap(only 24 points) and mobile and does well offensively against Infantry, AA and defensively against tanks and Infantry.

38. Attack the Matilda II only with infantry and Tac. Bombers. Early tanks will suffer heavy losses.

39. *Attack Anti-tanks with Anti-tanks, and tanks with tanks. Simple rule but very effective.

40. *When defending, make most use of artillery by planting tanks, AA and infantry around it like a 'flower', thus every defending unit has artillery backup.

41. *It is worth to over strength your artillery, because they usually don't engage in close combat, and thus keep up their over strength.

42. The Axis 8.8 Flak gun is the best Axis Air Defense gun, it can destroy Aircraft in 1-2 turns, and also has strong ground defense.

43. The Jadtiger is the best Axis Anti-tank gun, best ground defense, it has Air defense and at over strength nearly impossible to kill.

44. The Axis SPW-25011 is the best all-around Axis Transport.

45. The Axis PSW-234/2-8R is the best all-around Axis Recon vehicle.

46. The Axis SIG38 and Axis 15-SFH are the best Axis Artillery.

47. The Axis JU188A and HE177A are the best Axis Level Bombers.

Sometimes the best may depend on the situation you have at the time, this is an overall opinion.

48. Use Paratroops to assault targets behind enemy lines.

49. Ignore any enemy cities or units that may waste unnecessary time you need to attack, if they are too strong, and won't threaten your rear.

50. Always form your units into combined arms battle groups, never assault or send units out alone.

51. You can load a cheap unit into a paratroop plane and use the plane for scouting, usually best when you have control of the Air, unless you can protect the plane, it has great scouting ability and is cheap.

52. Keeping a "tame" enemy city. I used to make sure that I did not occupy one of the enemy victory cities after I have destroyed all the defenders. Instead, I stationed an infantry next to it and each turn I bombed it with my Ju 88s. If I use two bombers I can knock off 40 to 80 prestige points a turn.

53. Trucks are terrible transport units, too vulnerable.

54. Use Level Bombers when you assault main objective cities, then artillery, then ground unit assault, the level bombers suppress the city for easier attack.

55. Attack Enemy heavy Tanks with a level bomber, it usually won't take a hit, and the tank will be suppressed the whole turn. Then attack it with anything without threat.

56. I found that killing a unit helps your prestige from 1 to 4 times more than damaging the unit (badly).

57. Here's a neat trick that only works in the campaign games. If you purchase a new unit but don't place it anywhere and then save your games (I used the save as command) you can place that unit anywhere on the map that you have spotted. Just buy units and place them next to the objective cities that you spot with your planes.

51. I attempt to attack the Washington in four directions. But in the end, only three of them are successful.

1. First of all, I make use of the high budget given on the first turn and I upgrade my following core units:

1. Infantry - 8 Bridge-Eng and 2 43-Luftw-FJ. Although 43-Wehr-HW seems to have higher hard attack value than the Bridge-Eng, I did not find them as effective as Bridge-Eng in attacking heavy entrenched infantry unit in the city.
2. Artillery - 2 15-SFH, I find the tow artillery is still the best. Equip Bridge-Eng and Artillery with SPW-250/1 Land Transport. Fast track movement provides good manoeuvre is more critical than fuel capacity in this scenario.
3. Fighters - 7 best fighters and 2 tac bombers FW190g.
4. Tactical bombers - 7 JU87d.
5. Level bomber - 1 HE177A (This is not necessary actually).

6. 6.Tank - Panther-G has proved to be more effective than Tiger-II because of fast moving pace. I upgrade my 5 tanks into 2 Panther-G and 3 Tiger-II. My best two tanks are Panther-G which are playing the keys role in bring my main attacking forces advancing form South-East towards Washington.
2. Now you can buy another 17 units to make up 50 core units in your first turn, I buy the following. I would rather buy the units in earlier scenarios so that they have a chance of building up some experience.
 1. Fighters - 6 fighters and 4 tac bombers FW190g. It is good to have a combination of both, Fighters are very important initially but become redundant once all the enemies air units are gone. All these fighters must position at the two airfields nearer to the enemies. The enemy air units are flying southwards, then eastwards. All enemies air units should be eliminated in three turns if possible.
 2. Tank - 4 Tiger-II and 3 Panther-G. These 7 tanks form a battle group advancing from the North-East direction towards the Washington. I have always found Tiger IIs a waste. They are too slow to keep up with the fast moving columns. That is why I like Panthers so much. However Panthers aren't all that great for soft targets so I buy some Tiger Is for infantry killing. The Panther's speed is 6, the Tiger I, 5, the Tiger II, 4. These tanks are placed at the Northern harbor and ship over westwards. There is a perfect landing zone there where no enemy troop and ship are around.
 3. My third and fourth line of attacks consist of only one paratroop 43-LuftW-FJ each , one of them lands at the North-West direction to the Washington and the other lands at the South-West direction to the Washington. The top paratroop fails to land at the city exactly and the enemies place their Anti-tanks there immediately. Fortunately the bottom paratroop lands into a city and I disband my two submarines since I have navy and air superiority. I then buy an artillery unit, tank, etc. This line of attack has played a key role in accelerating the process of capture the whole city since my artillery is at the best position there to shoot down the enemy air-defence unit which then allows my bombers to clear away the two Artillery there.
3. Time is very crucial in this game, the priority to clear goes this way:
 1. Fighter - using over strength fighters and finish off with fighter or FW190g.
 2. Bomber - use fighter or over strength tac bomber.
 3. Anti-aircraft vehicle - use Panther-G to chase.
 4. Air defence unit - use artillery if possible or Tiger-II which [is] not afraid of artillery.
 5. Artillery - use tac bomber or fighters.
4. For navy, not very critical:
 1. Submarine - use destroyer or [tactical] bomber.
 2. Destroyer - use level bomber.
 3. Battleship - use submarine or level bomber.
 4. Crusier - use submarine or level bomber (Submarine is superb against battleship and Crusier, but slow moving, I disband them to make room to buy units for another line of attack).

In anyway, besides strategy, you still need a lot of luck and don't forget to set the level of difficulty to the easiest. Visit our website www.zona-oscuroa.net where we can play by email in English and Spanish.

