



Take a look at this start for the Allies in Japanese Counter-Attack.

Given the hand I have, and all other battlefield considerations, what is the best move here?



Normally, you will want to soften up the enemy first thing with an AirPower Card. I was about to do that, when I remembered this:



No AirPower is allowed with only a 2 of night vision. This also excludes using the artillery for any section cards.

And without artillery, all of the center section cards are pretty unusable, as I only have one infantry in the center, which cannot attack alone.

And at this stage of the game, using Their Finest Hour, would be wasted.

So what to do?