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## Hearts of iron 4 germany guide 2019

Most Hearts of Iron IV players will agree that Germany is one of the most exciting nations to play because of its unique national tree focus and the benefits it gets compared to neighboring states. In this guide, you will gain basic knowledge of the German Iron Heart Kingdom IV, as well as vital tips that should help you maximize the gaming experience and crush your enemies. Please note that this guide is not for the German Empire of Iron IV Hearts - it is for another guide. Check out my other national guides. I also published France Guide, Communist China Guide, Netherlands Guide, and Soviet Union Guide. Also, let me know what nation you'd like to see in my next guide in the pool below. General Advice As with our guide to the Soviet Union, I will provide you with some general rules that you should follow, even if you choose not to accept my military tactics. By following these rules below, the chances of securing the fruits of war will increase dramatically, and your path to global domination will be one step closer. To have a chance to defeat the Allies (Britain and France), you need to focus on building an impressive navy (battleships, destroyers and submarines) and air force. As for your navy, it is worth making two separate fleets: a battle fleet with battleships and destroyers; subsekt. In addition, make Westwall a national focus so you can have fewer troops on the French border, allowing you to focus on the Belgian invasion. As for your air force, you need to focus more on fighters, close air support and naval bombers (try to have at least 1,500 of each). A strong air force is important because it is important that you ensure air superiority over France and the English Channel. Keep delaying MEFO bills because they give you -20% of consumer goods factories and allow you to build certain buildings like military factories faster to help you build your air force and navy. The only drawback is that if you decide to go to war early with either the Netherlands/Poland, MEFO accounts automatically expire. Consider invading the Netherlands first (once you have had enough political power after completing the focus of the Rhineland). Even if you increase world tensions, you can satellite the Dutch East Indies (be sure to pass enough times at the peace conference to earn points), giving you a larger supply of rubber, which is necessary for the construction of the air force. Alternatively, you can consider invading Poland first, because you can concentrate on the Western Theatre. National focus and political power For playing the German Empire in The Hearts of Iron IV you have to go down the Rhineland focus tree (not against Hitler). With Hitler in power, you get a 25% increase in political power, which gives you a huge advantage over your enemies. Below you will find the recommended list of national focuses: Rhineland (justify to the Netherlands after this is complete) Four-year plan Autarky army Contract with the USSR Hermann Göring-Werke KdF-Wagen Extra Research Slot Naval Rearmament Naval Effort Air Innovations Großraumwirtschaft Reichsautobahn Westwall After completing these, your army (which you should be building during these national focuses) will be enough to go down the anschluss path and eventually go to war with the Allies. For your ground division, try and have 14-16 infantry on the French border; 24 divisions (16 infantry and 8 tanks) at the Belgian border; 24 divisions (16 infantry and 8 tanks) on Poland's main border; and 10 infantry divisions on the Polish border in Ostpreussen (try to build second-tier forts if possible). Despite this order of national focus, which seems to be long, it gives you plenty of time to build your industry before you go to war with the Allies. This will ensure that the German Empire in The Hearts of Iron IV will have a sufficient number of aircraft and ships in your arsenal. When it comes to political power, go with the Industry Concern (IG Farben) and military advisers that come with army innovation and aerospace innovation. Moreover, Heinrich Himmler is worth getting because it slightly increases your workforce, as does the industry captain, war industrialist and Heinz Guderian as a military theorist. However, you need to get to the war economy as quickly as you can; you can do this when your war support is high enough or when the national focus of the German war economy is available (it will also provide you with more military factories). Research in a nutshell With advanced military and industry with Germany in Hearts of Iron IV will give you a fundamental advantage over your enemies with this, you'll find below a brief list of research that you should prioritize: Electronic Engineering (do this part of the tree as you go on as you get research deduction bonuses) Industry (scattered industry and construction over nothing else) Land Doctrine (mobile war – blitzkrieg side) Naval Doctrine (commercial interdiction) Air Doctrine (battlefield support as battlefield support as improved fighter capabilities and CAS) Tanks (medium tanks as soon as possible, bonuses come from the research contract with the Soviet Union) equipment department (reconnaissance company and support of artillery important for the division of templates) Military tactics I'm going to divide this section into two separate parts as the tactics used against the Allies and the Soviet Union are somewhat different. Allies For Allies, you must use your tanks and air force to disorganize the enemy and encircle them. After your capitulation to Belgium, you must get to France as soon as possible and your tanks will act as a breakthrough. I'd rather not start Vichy France, because it's pretty easy to defend the French coast. In addition, consider an alliance with Italy, because it will see a large number of British navy disperse in the Mediterranean and often sees Mussolini capture the Suez Canal - cutting off European allies from Asia. With this, the British Raj can become a problem as it can often cost a great deal of power, which means that you have to capitulate before the end of the war. Perhaps it would be worth using French Indochina as a place to launch an invasion or consider an alliance with Japan. But the biggest problem is usually Britain. As already mentioned, it is important that you build a large navy and air force. Once you successfully invade France, use your troops as a crew to protect your coastline and do not deploy your navy immediately as they will be completely destroyed by Britain. Instead, try to ensure air superiority over the British and use close air support and naval bombers to destroy British ships. In addition, you should try to prepare a series of naval invasions in Britain (Dover and Bristol seem to work well for me). Once you destroy a large number of British ships, you will place your navy (you should have a separate battle fleet and subtingio) in the English Channel to help ensure naval dominance and safely escort your troops in their naval invasion. Once your troops have landed get your army there and move your troops to Briain as quickly as you can as AI will quickly strengthen (be careful not to surround the troops though). Soviet Union After you have completed your invasion of Poland, start building level three ground fortresses across the border with the Soviet Union. In addition, you should avoid completing the Molotov-Ribbentrop Pact, as this will only make the invasion more difficult. You need at least 180 divisions to make it (250 is ideal) with a mix of infantry and tanks. Once you start the war, you should let the Soviets attack constantly until the manpower falls on the highest conscriptive duties of politics. This will mean that once you start attacking HP Soviet divisions will go down to make capturing Moscow inevitable. Having Japan at war also helps because fewer Soviet troops will be on the border with Germany. Until then, you should own a great empire and be ready to destroy America! And of course, to hear its more Germanic-themed music for you to conquer the world: The final tips of the German Empire in Hearts of Iron IV is a really nice nation to play as. Due to its advantages, it is probably one of the simplest. As long as you have a large air force and navy, the Allies should be fairly straightforward, and building strongholds on the Soviet border in time will ensure your victory against the Red Threat. For more guides on Hearts of Iron IV, check out his game page. Hearts of Iron 4 can be an indecisive ally brutal for new warriors with a full amount of systems involved, especially after several DLC's and patches. Whether it's figuring out how to structure its forces, or what plan of action to take as an Allied state facing imminent destruction in 1936, it can be quite a challenge. Lucky for you, this is where we came from! Now you have a handy guide to help you navigate the turbulent waters of World War II to end all wars. Make sure you're awake with the latest changes from version 1.9.3. Before we talk about the grand strategy that will fuel your world dominating/liberating campaign, it's important to talk about the wheels in your war machine. The level of control you have over the makeup of individual divisions and ships can be daunting, but as long as you follow the rules set for you, you will be conquering away in no time. Arguably the most important part of the ARMY HOI4, most game combat mechanics revolve around divisions that take their evil counterparts on the opposite side. The most striking feature between the two divisions is their makeup in Division Designer. Here you can add and subtract different types of battalions from the division, change its combat statistics and overall performance. One of the most important aspects to consider when designing a division is combat width. Each division takes up a certain amount of space on the battlefield, and having multiple divisions on the side in combat will reduce efficiency or prevent reinforcements from joining the fight altogether. Most battlefields will have a combat width of 80, which means that the optimal division size should be either 20 or 40 if you are looking for a min-max as much as possible (Note: if a province is attacked from multiple directions at the same time, each new province will add 40 to the total allowed combat width, which means that multiple units will be able to fight at once). In general, frontline battalions will be 2 wide, with the most common exceptions being dedicated air and anti-tank battalions. Both cost 1 width because they are not considered frontline fighters. Artillery is another major remote, costing a heavy 3 widths. If you're approaching your comfortable limit, consider adding a supporting artillery company rather than an artillery battalion. These support companies do not bring as much firepower as their larger counterparts, but they add nothing to the overall combat width of the division. As far as support companies are at, the two that are almost necessary to include are an engineering company and an exploratory company. An engineering company increases the amount a division can dock, which means that with sufficient time, one division with a technical team can become a major problem for attacking forces. Through research, the technical team will also increase the overall attack and defense of the division, especially in uneven terrain, i.e. in the area of the division. The exploration company provides simpler advantages: speed and exploration. The reconnaissance team division will move 10% faster in each type of terrain, which means it will get into battle faster. This is extremely important for any division that can expect a fight, but especially for divisions that use vehicles. When your division gets into battle, the survey determines what tactics the party chooses in battle. The higher the The value one side has in combat, the higher the chance that their general will choose favorable or against pick on enemy forces of choice. When creating a division, you need to consider other considerations, such as what your enemies' divisions look like and where you will fight them. For example, a division designed to fight tanks on European plains will suffer severely if it fights infantry in the African jungles. As such, here are some general tips to keep in mind when building divisions: The more battalions a division has, the more supplies it will need, so heavier divisions will often suffer from wear and field. Try using smaller divisions or adding logistics companies to reduce negative environmental impacts. All divisions that use trucks, dirt roads or tanks should invest in a maintenance company. These companies will increase the reliability of vehicles, which means that less are lost to wear, and they will also capture the percentage of enemy equipment for you to use. Air companies/battalions increase your air superiority in the province, but will only target nearby air support aircraft, not aircraft with strategic bombing missions (they probably fly too high for air weapons to shoot them down). Standard infantry foot divisions are the most reliable and cost effective divisions you could hope for. You can create a 20-width infantry division, add the support companies you need, and then copy the template to change it to suit your specific needs. Most of your divisions should be infantry divisions. Motorized divisions are faster than mechanized divisions until a third halftrack is available, keep this in mind when searching for speed. The division travels only as fast as its slowest part, so it may be wise to pair one battalion of a super heavy tank with an infantry division because they move at the same speed. A single anti-tank company with state-of-the-art guns can allow most divisions to pierce enemy armour. Naturally, infantry have a higher organization than tank battalions and support battalions of weapons. As such, for campaigns that see troops are in repeated battles, divisions with a higher infantry ratio will be able to stay on the front lines longer. For more information about divisions, I recommend looking at the Hearts of Iron 4 wiki page on division designer &mp; land combat statistics. Editor's note: Grand (Strategy) Master T.J. Hafer also wrote a division build guide for us that you can try, even if it's a tad obsolete at the moment – part of the reason we decided to launch a new, more comprehensive tips guide for the game. Navy mechanics have had a major overhaul thanks to the Man the Guns expansion, so you don't have to feel alone if you haven't played for a while and are confused about what's new. Ships that had a similar improvement structure to armoured land vehicles and aircraft (which we will cover along this section) specific ship, ship, could be improved by spending experience. Now hull types can be explored rather than entire ships, as well as individual modules for ships. Each ship has a number of slots that can be filled with these modules, but the catch is that the ships will take longer to build with advanced modules and an overall larger number of modules. There are also restrictions on what types of ships can equip certain modules. There's not much point in putting a plane hangar on a submarine, even if you really want to! There are 5 main types of hulls: destroyer, cruiser, heavy, aircraft and submarine. There is a sixth type of hull, a super heavy hull, but it exists only as a change of heavy ship from 1936. These ships can vary widely in their roles based on what modules are located on them, so let's look at the distribution of general capabilities of specific hull types. Destroyers are light and fast ships that are some of the fastest to produce. They may be equipped with some modest main guns, but the 2 main uses of destroyers are as destroyers and submarine hunters. Due to its speed, a large number of destroyers can swarm enemy heavy ships and cause severe torpedo damage. These fleets are relatively easy to build due to the short build time of destroyers, and everything but destroyers can be removed from the ship to speed up construction time even more, even if it renders them ineffective in any other situation. Destroyers can also be equipped with sonar and deep-sea charges, which is the only way surface vessels can attack submarines. Oddly enough, given naval battle AI, submarines flee almost all battles with depth fee-equipped destroyers, is that destroyers can actually hurt. This means that since the current repair (1.6.2), destroyers can actually function better as convoy raiders than submarines, because destroyers don't automatically escape a second small enemy force (Note: thanks to Rimmy for showing it in his HOI4!). Hopefully this won't be true forever, but keep this in mind for the near future. Cruisers are the most versatile of hull types and are able to perform almost any necessary role. Cruisers can be equipped with heavy guns and armour and classify them as heavy cruisers that can function reasonably well as capital ships. Alternatively, they can have lighter guns mounted with a stronger engine and can track marauding destroyers, or they can have several anti-aircraft batteries bolted to the deck as a means of creating a floating no-fly zone. But although cruisers can cover many different bases, they do not excel as much as the types of ships that are designed to perform in these roles. Cruisers take longer than destroyers and are not as fast and the heaviest cruiser will most likely lose long-term engagement with an enemy battleship. Even so, they can be a multi-tool for any situation, and can be equipped to change their role in the seas. Heavy ships are Kings of the Sea in the first few years of the game. They have access to the fat armour and largest guns of all types of ships, but are generally slower than other ships and take longer to build. Large guns on battleships are excellent at killing cruisers and other main ships, but they are less accurate against destroyers. Battleships can swap part of their module space for smaller guns designed specifically to target smaller ships, but this reduces the effectiveness of the battleship in its primary role of fighting enemy main ships. It also takes a very long time to build battleships compared to smaller ships, which means that the ships you start building on are likely to be equipped with below-average technologies by the time they start. However, the old battleship is still a battleship and can be very useful in working with a capable fleet. Carriers are very straightforward as far as ships go: their only purpose is to launch aircraft that will assist in combat. Aircraft are very effective against enemy fleets in large numbers, but a fleet with a fixed air cover can seriously hinder the carrier's ability to do its job. In addition to fighting specific anti-fortification fleets, carriers are probably the strongest type of ships in the game for the ability to project air power not only in battle, but in the marine area in which the carrier operates, or even in a neighboring land province. Like battleships, aircraft carriers are built for a long time, but battleships and some cruisers can make up for this time by making up for this time by making transfers of aircraft carriers that bump into the flight deck after the guns have been removed. They do not have the same capacity of full carriers to do, but they can be sufficient as carriers. Aircraft carriers are vital to hold fleets: if you don't want to build your own, you should still plan how to specifically target and kill enemy aircraft carriers. As of the last repair, fleets with the advantage of Carrier Air impose placement penalties on enemy fleets as well! Saying the killing of enemy carriers, submarines excel in hunting enemy capital ships and shipping. They are also very, very cheap compared to other ships, so a fleet of submarines can be quickly assembled to threaten unprotected enemy ships. General navy building tips: Submarines, destroyers, light cruisers, and finally bombers can lay mines in maritime areas if they have mine-mine modules. It can be beneficial to build cheap ships that just have minelaying/minysweeping capabilities so you can quickly build defenses or clear them out as needed. Do not be afraid to launch the ship and immediately send it to be re-equipped with newer technology, the advantage of newer technology may be worth the wait. Air superiority will affect the effectiveness of naval missions, so if possible, provide air cover for your fleets. Build your fleet to face the enemy fleet. If the enemy is focused on building capital ships in particular, invest in Technology. If the enemy likes swarms of smaller ships, build ships with many light cannons that are more effective against these ships. Engine research early is faster than the enemy fleet will give your ships a huge advantage. The bigger the ship, the more fuel it consumes. Ships with more advanced engines use more fuel, so keep in mind that when your fuel runs on a sod. The Air Force Air Force part of the combat trifecta is undoubtedly the most abstract, and has fewer moving parts than one of the other two dimensions. However, it is air power that can be a determining factor in land or sea battles, so it is important in detail. The planes are divided into 2 main trees, which I will refer to as light and heavy trees. The light tree has narrow air supports (CAS), fighter jets and naval bombers. These aircraft are generally more agile and faster than those in the other tree, but have less heavy armament and have a shorter range than heavy aircraft. These aircraft also have carrier variants, which are generally slightly slower than their ground counterparts, along with another reduced range. Light aircraft are supposed to be deployed tactically or attached to the military, so they're tracked along the front as support. The heavy aircraft consists of a heavy fighter, a tactical bomber and a strategic bomber. These aircraft have longer range and more armament than light aircraft, but consume more manpower and are not as good at targeting specific units. Heavy aircraft, given their range and intended objectives, are generally better at a strategic level. All aircraft can have variants that are upgraded in 4 categories: reliability, range, attack and engine. In general, when advating an aircraft variant, it is advantageous to modernize the category in which the aircraft is already dominant in order to increase their strengths. The fighter's strength, for example, comes from its high agility, which helps them attempt attacks on enemy aircraft and avoid enemy attacks. Improving the agility of fighters would give them an even greater advantage over the enemy. However, other categories may not be neglected for the preferred category, but every point sunk into the upgrade makes it more costly in experience points, so spend carefully! General air composition tips: Heavy fighters perform better in larger provinces due to their increased range, while regular fighters perform better in smaller areas. Increasing aircraft reliability is always a smart move because it will reduce the amount of aircraft lost as a result of accidents. A strategic bomber is relatively expensive compared to a tactical bomber. It may be wise to build more or less effective tactical bombers for strategic bombing, so that there are enough aircraft to bomb enemy factories. Heavy fighters are more expensive than regular fighters, but heavy fighters are more concerned with your side's air superiority. Invest in a more agile heavy fighter in order to make more use of this effect. If you have multiple air bases in the aviation area, investing in longer-range aircraft is less important, so you can skip the aircraft where you need it. What other instructions would you like to see? Let us know your top Heart of Iron 4 tips in the comments! Comments!

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