

# Germany Guide for BICE 8.4

with Fort Busting for Dummies Mk II



# 1 INTRO

Welcome back!

New BICE and as always new version of Germany Guide. I won't list all the things that were changed in recent weeks. Probably everyone knows what is what after more than a month after BICE8 release.

There are few changes (NERFS!) that I will focus on since they were, let's not fear to say that - aimed at our beloved Wehrmacht. Like for example Heavy AA speed nerf or increased cost of MTN divisions. But more on that later.

As usual I'll post info how to make our army and economy as strong as possible and how to achieve quick and painless (for us) victories across Europe and in Soviet Russia. The latter is as always main goal here, so once again main focus will be on this particular front.

Of course all I can help with are division and army compositions, economy etc. Execution is in players hands. For any tips or "how to" on that part go to my Germany LP on YT. Shameless advertising level over 9000! Still, I'll add small AAR-ish part in upcoming days.

All info in this guide will be based on campaign(s) played on Normal difficulty setting for Hearts of Iron and Normal for BICE. AI is set to Hard/Very Hard (for China).

## 1. BASICS

First I'll generally describe what will happen when and why. Detailed explanations will come later.

One thing didn't changed since BICE7 - first 3,5 years are the time when I'll build major part of my army. This time it also includes whole Luftwaffe. And... no navy. At all. I'll also build all INF (LINF to be more precise) before war. So once we start attacking our enemies there will be only two things to build: Panzer Divisions and Infrastructure in Poland. And some random stuff... So yea, three things.

As for economy. It will be less aggressive than in previous versions mainly due to overall, slight but still resources nerf. Also I'll exploit the fact that there is always some resources waiting to be captured in countries in whole Europe which means that there is simply no need to hit 99999 on everything pre war.

Ok, short version done. Let's proceed to details and start with starting decisions and events.

Some of those are annual picks so here I'll describe choices only for 1936. And I'll skip things like Military Academy and difficulty settings. No point in describing those.

## 2 Table of Contents

<b>1</b>	<b>Intro</b>	<b>2</b>
1.	BASICS	2
<b>3</b>	<b>EVENTS AND DECISIONS</b>	<b>7</b>
1.	Game Start	7
1.	Espionage Focus:	7
2.	Extra Spies:	7
3.	Political Spying:	7
4.	Economic Spying:	7
5.	Economic Boost:	7
6.	National Focus:	7
7.	National Recruiting Policy:	8
8.	Create Kriegsmarine/Luftwaffe Command Structure:	8
9.	Airport/Road/Railway Network Level 1:	8
10.	Unique Wehrmacht Units:	8
11.	SS units:	8
12.	Engines/Armor/Plane Types:	9
13.	Planes:	9
14.	Goon Squads/Appease Them:	9
15.	Unique Warships:	9
16.	Revolts:	9
17.	Fascist Militia:	9
18.	Battle Commanders:	10
19.	Leader Backstory:	10
2.	Later Years	10
20.	Sino - German Cooperation:	10
21.	Air Bases:	10
22.	Foreign Wehrmacht and SS Units:	11
23.	Broadcasting:	11
24.	Secretary of Public Information:	11
25.	Monumental Buildings:	11
26.	Giant Infrastructure Projects:	11

27.	“A military hero has emerged!” event:	12
28.	“Reward Our Heroes” event:	12
29.	Resource Rationing events:	12
30.	Unique Submarines:	12
<b>4</b>	<b>DIPLOMACY</b>	<b>13</b>
3.	Trades - Selling	13
4.	Trades - Buying	13
5.	Relations	14
<b>5</b>	<b>PRODUCTION</b>	<b>15</b>
6.	Division Setups	15
1.	Infantry Divisions	15
2.	Light Infantry Divisions	15
3.	Exploitation Divisions	16
4.	Panzer Divisions	17
5.	Fort Buster Divisions	17
6.	Corp/Army HQ Divisions	18
7.	Army Group HQ Divisions	18
7.	Production Goal	18
1.	Our goal here is to hit those numbers:	18
2.	plus units from starting OOB and events during campaign:	19
8.	1936	19
9.	1937	20
10.	1938	21
11.	1939	22
12.	1940	22
13.	1941	23
14.	1942	23
<b>6</b>	<b>RESEARCH</b>	<b>24</b>
1.	Few general rules	24

2.	Time for details,	24
1.	Piercing Soviet HARMs	24
2.	Leadership Overview	25
3.	Tech Tree	25
1.	Nation	25
2.	Land Forces	26
3.	Air Forces	27
4.	Naval Forces	28
5.	Doctrines	28
<b>7</b>	<b>POLITICS</b>	<b>30</b>
1.	Ministers	30
1.	Foreign Minister	30
2.	Armament Minister	30
3.	Minister of Security	30
4.	Head of Intelligence	30
5.	Chief of Staff	30
6.	Chief of the Army	30
7.	Chief of the Navy	30
8.	Chief of the Airforce	30
2.	Laws	31
1.	Civil Laws	31
2.	Conscription Laws	31
3.	Economic Laws	31
4.	Education Investment Laws	31
5.	Industrial Policy Laws	31
6.	Press Laws	31
7.	Training Laws	31
<b>8</b>	<b>INTELLIGENCE</b>	<b>32</b>
1.	Domestic Spies	32
2.	Spies in other countries	32
1.	Austria	32
2.	Italy	32

3.	Russia.	33
4.	Tech Espionage	33
<b>9</b>	<b>GENERAL TIPS</b>	<b>34</b>
1.	Supplies in Soviet Russia.	34
2.	OOB	34
3.	Transport Planes and convoys	34
4.	Moving troops and concentration.	35
5.	Convoy Raiding	35
6.	British Strategic Bombing	36
7.	Strategic Bombing in Russia	37
<b>10</b>	<b>FORT BUSTING FOR DUMMIES Mk II</b>	<b>38</b>
1.	OOB and division composition.	38
5.	Army HQ	38
7.	Corp HQ	39
8.	LSSAH	39
10.	Germania	40
11.	Der Führer	40
13.	Deutschland	41
14.	Generals, Traits and Training.	42
15.	How it works?	45



## 3 EVENTS AND DECISIONS

### 1. GAME START

#### 1. Espionage Focus:

Espionage Focus, Political Focus or Industry Focus - those are 3 picks for now. Why not just one, The Best one? Simply because for 1936 there is no such thing. This has good and bad sides. First of all there is no choice that is somehow terrible... ok, Lower Neutrality or Increase NU are still huge NO! as Germany. But other than that You can pick whatever You want with those three listed above being preferable choices.

#### 2. Extra Spies:

This one simply gives bonus to amount of spies we are recruiting with each LS point. It allows us to create bigger Spy reserves in 1936 since we will spend LS only on research and spies (and very small number on diplo) which translates into less LS needed in that department in later years. And this is basically only benefit here. This was my pick in most of my campaigns for 1936.

#### 3. Political Spying:

+20% to Political Intel and +2% Party Popularity. This second part is important here. Few weeks ago I wrote in one topic that Political Intel might affect espionage mission "Support Our Party" in other countries. Sadly it doesn't. So as bonus to something (?) it's close to useless. 2% bonus to party popularity on the other hand can be quite nice thing to have, It won't automatically make our party worshipped by whole society but it's one small step towards that.

#### 4. Economic Spying:

As You probably figured out we go for that +1% to IC efficiency here. It's not much. Difference with and without that will be minimal but it's something. Especially in this particular campaign with IC buildup. IC ready earlier = more IC available for longer time.

#### 5. Economic Boost:

In 1936 pick Short Term Investment. There are two reasons for that. First one is of course +10% IC for 5 months. This will be helpful mostly because new events in first few months will consume tons of supplies. Second reason is somehow linked to first one - Long Term Investment will cost us 25k supplies once launched. This plus around 40-45k supplies consumed by other events will require quite a lot IC investment to supplies production instead building more IC.

#### 6. National Focus:

In 1936 I'll build only IC and Airplanes and because of that let's pick Achtung Panzer! Here's why. I'll build lots of units from "armored=yes" category. Some of them have very long build times or are available only few months before Barbarossa and I really want to have them ready for final battle. So because of that we will need every Tank Factory that we can get.

Now. Simple trick to get as much as possible from National Focuses. Every National Focus gives us some buildings. Amount of those is based on our effective IC and IC per province. So to get maximum number of factories we will need 600+ IC total and some provinces with 8+ IC. As Germany second one is easy since we start with 2 such provinces. First requirement is just a matter of time. This is if we want to get 10 factories/5 Heavy IC/5 Research Buildings from every focus. Obviously it's impossible to get that in 1936 or 37, but we can maximize gains anyway. Simple rule as Germany: extra buildings will come with every 100 IC above 200. We start with 175 effective IC without bonuses from No Unique Wehrmacht Units, War Economy, Reoccupation of Rhineland event and Short Term Investment. This will spawn 6 Tank Factories if we pick Achtung Panzer. Once those bonuses trigger we will get 7 tank factories. So simple conclusion is: DO NOT LAUNCH IT ON JANUARY 1st! Wait until all +IC bonuses will kick in and only then pick National Focus.

This is as much as we can get in 1936. If by any chance in later years we will be few IC short from next level - for example we have 385 IC and 400 is needed, just switch to Minimal Education Investment for one day. This gives 10% IC bonus which might put us above required number and allow us to build 1 factory more than before.

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#### 7. National Recruiting Policy:

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Middle option, "I prefer more balanced, sane approach" is still way to go 95% of times. +25% MP and +15% XP without any major penalties makes it kinda obvious choice here for the whole game. Last option - Strict Peacetime Recruiting Policy can give some interesting results. Of course if whole build up is adjusted for that -15% IC efficiency penalty.

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#### 8. Create Kriegsmarine/Luftwaffe Command Structure:

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On Normal difficulty settings they may not be so useful at first glance. But they come with one huge bonus: lots of generic Political Leader units. And every single one of them gives 8 Suppression. And those units are free (not counting small supplies cost). This makes suppressing key provinces in conquered countries very easy task. And we don't have to waste IC on building suppression units like SD or MP.

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#### 9. Airport/Road/Railway Network Level 1:

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Ignore Airport for now. It comes with nasty 5% IC penalty. Railway is mandatory because it gives +1% IC efficiency bonus which helps with everything. Roads give small Supply Throughput bonus so picking that one is an option but it's really needed only during Barbarossa.

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#### 10. Unique Wehrmacht Units:

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I have no idea how many people pick those to be honest. But as usual I play without them. I prefer that +10% IC (15% difference if we count -5% penalty for picking them) bonus and total control over my OOB and army buildup. Of course this has huge impact on our effective IC especially later when our base IC will be 300+. And what is more important buildup presented here was done with that bonus, so if You decide to pick that option don't expect to build so many units without effort.

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#### 11. SS units:

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Historical or Ahistorical? If we think only about Russia - it doesn't matter. We will get all SS unique brigades before Barbarossa with both options. Only difference is how core of our Fort Busting divisions will look like before 1941 (more on that later). Basically if You want stronger FB divisions in first stage of war go with Historical SS, if You don't care about that



so much go with Ahistorical SS (plus You can build few SS divs on your own - there will be time and spare IC for that with buildup presented here).

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#### 12. Engines/Armor/Plane Types:

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As Germany we need 2 things: supply bonuses and speed. This makes Gasoline Engines better pick. Our mobile units will be slightly faster and we get small Supply Throughput bonus. Armor - Welded. Some may argue that Cast makes armored units cheaper, AI will always have enough piercing to penetrate our tanks etc. With Cast - yes. With Welded - not always. There are few months long windows when Welded armor can't be pierced. This happens more often after we get Sloped Armour tech.

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#### 13. Planes:

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Now we have choice. Light planes with their increased range are awesome. Those scattered airfields in Russia are not a problem if we choose them. Problems start when we have to fight RAF. In my campaigns I noticed that using Light Planes mostly ends up with my INTs being literally raped by RAF. This was somehow surprising because on paper difference between Light and Heavy planes when it comes to combat stats isn't that big. In reality it felt like huge gap between them. That's why I stick to Heavy Planes. Range might be sometimes an issue in Russia but ability to win air superiority even against UK beats range every time.

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#### 14. Goon Squads/Appease Them:

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There is really one option here: Appease Them. That -5 to RR is game changer. It helps with absolutely everything. We get more MP, we don't need to waste IC and MP on suppression units, we have more resources and we have much lower Supply Tax which has huge impact on combat in Russia, Spain and in other low infrastructure countries.

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#### 15. Unique Warships:

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Scharnhorst, Gneisenau, Bismarck and Tiripitz. I ignore those 4. Always. Only reason for that is that without major investment there is almost no way of building fleet strong enough to deal with Royal Navy in first stage of the war. From my point of view it qualifies as wasted IC. What's even bigger argument against building those ships is the fact that on Normal it's perfectly possible to start building modern CV fleet in middle of 1940 without worrying about other branches of our army.

We also have 2 additional events for Hannover and Hessen. Those once are very helpful. First of all they don't cost us IC only some supplies, metal and MP. And what is much more important they come with 3 Transport Ships. Not much, but it's enough to move our troops around the world before war.

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#### 16. Revolts:

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Technically it's decision (ok, event) from "Difficulty Setting" category. Turning those off makes the game much easier in almost every aspect. It's players choice but it's also only one affecting difficulty for which I'll encourage You to go with more difficult option. Turning revolts off simply makes game too easy and too close to Arcade Mode.

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#### 17. Fascist Militia:

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Take them. It's not like we gonna build any, but who knows?

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## 18. Battle Commanders:

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Take all of them. Always. No questions here. They are necessary to make effective Fort Buster divisions. Officers recruitment penalty can be completely ignored simply because we won't put even single point of LS into that in 1936.

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## 19. Leader Backstory:

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New feature so few problems with that. First of all I wasn't able to test all combinations in game. I mean, we all can see what bonuses they give etc. but long term impact may be sometimes slightly less obvious than those bonuses. That's why here I'll post my currently favourite setup.

Mother: Political Negotiator. -5% Daily Dissent Change (lower CG demand) which translates into more IC. This comes with small penalty: -1% Territorial Pride which as Germany can be completely ignored since we will be fighting 99,9% battles outside of our country.

Father: Left Home When You Were Young. +1% IC efficiency for -10% money. IC efficiency is priceless. And money won't be a problem.

Childhood: Military School. Resource penalties are small and % based which with low domestic production is almost no penalty for Germany. 2% bonus to HA and SA isn't much neither but at least it's a bonus. All other options give some kind of penalties that may (and probably will) have impact on all our battles.

Childhood Hero: Businessman. Again +1% IC efficiency for -10% money.

Young Adult: Peace Activist... Ok, I know, -1% MP is penalty to our manpower. But it's very small and we get -2 to Revolt Risk for that. More than fair trade in my opinion.

With those choices we will get very nice IC bonuses but in return "You!" brigade will be political leader - not a battle commander. But to cheer everyone up it has 22 Suppression.

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## 2. LATER YEARS

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### 20. Sino - German Cooperation:

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I prefer to ignore it. Main reason for that is that it increases Metal and Rares production by % based value. It looks nice at first glance, but when we check how much rares per day exactly we get from that it becomes obvious that it isn't good deal for 10% Money and Supplies. Only problem here is the fact that Germany has very low Rares production on its own. Increasing it by 20% doesn't change much. And as for Metal. With Appease Them there is no need to buy even 1 piece of Metal to stay in green. And in 1938 we will get "Swedish Steel" strategic effect which will put Germany in huge "+" when it comes to Metal.

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### 21. Air Bases:

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Two options here. If You decide to follow my approach which I admit might be considered "little" exploitive do not agree to build any airfields before IC is completed. I'll explain details later in Production part.

And if You decide to ignore my way - build all airfields. Eventually the ones in Austria and Southern Germany can be ignored since those two locations are most of the time one-timers used only against France, Romania and Balkans.

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## 22. Foreign Wehrmacht and SS Units:

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I merged those two to save space and time. Take both. We get +10% MP and some extra units along the way for -2,5% IC and -10% supplies. And since MP is only problem as Germany at any point choice is pretty simple here.

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## 23. Broadcasting:

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Entertainment Shows as first three picks. Simple explanation. Other two give things that we don't need (Heroic Tales = bonus to territorial pride) or will be handled differently (News & Politics = bonus to party popularity). Entertainment Shows on the other hand give us little extra IC by reducing consumer goods demand.

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## 24. Secretary of Public Information:

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Since this guide is based on Normal campaign best choice here will be same as in previous versions: Nationalization of Private Sector. With this tech on lvl1 we have 60% of getting "failure" with each pick. In this one case "failure" is actually win because it reduces consumer goods demand by 1,2%. Not much, but it's still more than we get from other choices and we save some LS since we won't be researching this tech to not reduce that 60% "failure" chance.

On higher difficulty settings my preferred option is "Illegal Printing" + researching this tech. It gives us chance to reduce Revolt Risk by 2%. Still random, but once we hit 70% success chance it gives almost constant RR reduction.

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## 25. Monumental Buildings:

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From all possible option I've tried on different difficulty levels one is the best as first pick: University. 5% LS and 5% Research Efficiency bonuses plus access to Research Centers from 1936 isn't something that can be ignored. On Normal there are no better options for first pick. Same with higher difficulty settings but this is up to everyone to decide. Second pick though is whole another story. Right now plan is to build ~80% of our army before war starts so we need IC. This leaves only Major Movie Studio. It reduces CG demand by 3% which combined with Entertainment Shows is 7-9% less CG (depending on ES level). That is a lot of IC. Also once the war starts we will get all those Food, Metal etc. Rationing events, Propaganda Fails and so on. Every single one of them increases Consumer Goods demand. Thanks to Entertainment Shows, Secretary and Major Movie Studio our IC needed for CG should stay below 25 most of the time. With almost 800 available in 1941 it's quite nice score.

Third pick? Feared Police HQ for that -3% RR. On higher difficulty settings I often pick that earlier (sometimes even in 1936). As I mentioned earlier RR is very potent modifier to almost everything so having it as low as possible is always good thing.

Another decent option is Global (or Central) Intelligence HQ. 20% to Counterintelligence and Counterespionage and 5% bonus to research efficiency which is probably most rare thing to get right now.

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## 26. Giant Infrastructure Projects:

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During whole game we will build 3 of those: Agriculture Industry, Railroad Tycoon and Autobahns. In that order starting from 1937 (1936 will be Short Term Investment same as 1938). Agriculture first every time only because as Germany MP is only problem and this one is huge boost here. As second one best choice will be Railroads - that 2% IC efficiency bonus is nice thing to have. And what is much more important taking that one unlocks Supply/Troops Trains decisions during Barbarossa which gives extra supply throughput. It simply can't be ignored. And Autobahns as last option. Just remember to take it before war in Russia starts because it also gives small supply throughput bonus.

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#### 27. “A military hero has emerged!” event:

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in theory we have 4 options here: more xp, more money, more org. or more MP. As I stated earlier MP is only problem as Germany. And that means every time when this events triggers “Help with Recruitment Drives” should be picked. It gives 25 -100 MP which is too much to trade for little more xp or slightly higher org. of our units. Keep in mind that every level of this event has 365 days cooldown so don’t count on extra MP after every major battle.

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#### 28. “Reward Our Heroes” event:

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Small bonus to party popularity and NU for some money vs penalty to arty popularity for free... Pretty obvious choice here. Party popularity gives more LS, NU and TP so there is no discussion here which one should be picked. Always.

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#### 29. Resource Rationing events:

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Once we are at war one per year events about saving resources will pop. Before Barbarossa there’s only one worth taking - the one for metal because it also gives small bonus to rare materials. Others should be used to reduce Dissent.

Once Barbarossa starts situation is little different. Due to quirks of supply system we might be left with 0 supplies or fuel in capital. This would be nice moment to launch event for fuel or supplies. If they happen to fire somewhere around that time that is.

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#### 30. Unique Submarines:

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Those will be only subs that I’m using. And since I won’t be building any then deploying them on map is only option here. Practicals won’t be needed here.

## 4 DIPLOMACY

In BICE8 we had to face small rebalance when it comes to resources. I won't call it a nerf because in some cases it turned out to be small buff. For example German situation with Metal. Unless we spam lots of IC there will be no need to it at all. Still, in most countries we will notice noticeable drop in amount of starting resources. Apart from those changes everything else is same as always.

### 3. TRADES - SELLING

First and most important rules: DO NOT MAKE ANY TRADES ON JANUARY 1st! This is first day of campaign. All countries have all possible starting penalties and no bonuses from AI Difficulty Settings picks. That means they have lowest possible amount of resources and money to trade with. Launch all starting decisions, select difficulty levels and wait to 2nd day of January. And only now start trading with all possible countries.

Now, who buys and sells what? I have core set of trades working on almost every difficulty setting. First two trades are made with Soviets and USA. I sell 50 fuel to both countries. This leaves around 20-30 fuel more available for sell. Leave that for a second and check what countries will buy Supplies. Few countries are more likely to accept such trades: UK, Japan, Canada, Poland, Czechoslovakia and few smaller countries. Long story short: sell as much supplies as possible and stop if Your IC demand for Supplies reach 35-40. At least that's my limit. It's hard to reach in first wave of trades so after 7 days just look for countries that will buy more. USA is always willing to buy Supplies. Same with UK and Soviets if they still have some spare money. Of course try other countries too. On top of supply trades remember about that small fuel reserve we have. If some countries will stop accepting offers for supplies try selling them fuel. Keep in mind it will work only in first few weeks of the game.

Also remember two more things: do not trade with France and Nat. China. France will run out of money pretty fast and will cancel all trades which can seriously mess up financial situation. Similar thing with Nat.China. Those guy are at least canceling trades because Japanese are conquering their country.

Second one will be avoiding huge trades with Brazil, Hungary and Romania. I'll explain that in a minute.

Once all of that is done all is left when it comes to selling things is keeping our money income steady. So compensate for cancelled trades, our own money penalties etc. There is simple trick that makes this very easy. As I stated before USA is always willing to buy supplies. So once we secure our oil trades with them cancel every small trade that is going on between Germany and USA. Of course leave those that give us lots of money! This will lower our relations with them to 50-60 which will bump prices by a lot. Now You can sell them supplies for sweet 20+ money per 50.

In my latest campaign I played as preparation for this guide I sold exactly 133 fuel and 363 supplies. This gives around +300 \$/day which will be enough to move to Stage 2 of trading...

### 4. TRADES - BUYING

Again. Not much changed here. Main goal is rising relations with those countries: USA, Soviets, Brazil, Hungary, Romania and Sweden. USA and Soviets will be our resource providers. First rise relations with them to 200 by buying 1 energy from them. Once it's maxed out buy rares from Russia and oil from USA. 100 rares and 170-190 oil is sweet spot which will put us in huge +/day and will still leave lots of spare money for other things. Later (after building IC and after Anschluss) it may be necessary to buy little more rares. With still ~50 \$/day it shouldn't be a problem.

## 5. RELATIONS

As for Brazil and Hungary. Do everything possible to rise relation with them but avoid huge trades (mentioned earlier). They won't be our main trade partners. All we care about here is aligning them to Axis. Brazil is little problematic here so it will require 200 relations. For Hungary 150-160 will be enough. With those values (and lowering neutrality) both should be ready to join us before 1938.

Brazil when it comes to trades itself shouldn't be problem. They will buy lots of supplies and sell lots of metal and rares. Hungary can sometimes run into money problems which might force us to buy some fuel from them. It isn't anything dramatic tough so don't be afraid to spend some money here.

Romania and Sweden on the other hand are listed here only because resource events. We need at least 50 relation with both. Few small trades will do the trick. From Romania we will get Romanian Oil effect which is one time event giving us oil. From Sweden it will be Swedish Steel strategic effect increasing our home production of metal by 30% but it triggers in 1938.

Now quick explanation about Brazil and Hungary and why I want both in the Axis.

Brazil gives Rubber strategic resource which increases mobile units speed by 15% and supply throughput by 5%. As I said more than once every supply bonus is helpful. Brazil is also perfect almost base for our submarines and convoy raiders once Gibraltar is ours.

Hungary gives few smaller benefits. First of all it's perfect base for attacking Romania and Yugoslavia. Of course we can annex Hungary but to be honest there is not much IC or LS. And it's also waste of time and MP. So it's better to use them as allies. Plus we will get few divisions from them when Barbarossa starts and ~8 fascist militias few weeks later which are great help when it comes to killing partisans in Russia.



## 5 PRODUCTION

















Probably my favourite part. This time I'll throw here something else. In last campaign I build core army up until end of 1939. Basically everything that is necessary to win against Russia and last 18 months are free for all. What does that means exactly? Let's go step by step.

### 6. DIVISION SETUPS

Despite huge movement bonus nerf I'm still gonna use Heavy AA in most of my divisions. First of all for INF/LINF divisions % based penalties aren't that terrible. their base speed is still only 4 kph so in the end having -10% or +10% here won't change much. Ability to fight against anything that Soviets can throw at us changes everything. Only issue here will be panzer divisions. Here that problem will be solved simply by using halftracks instead of trucks. Ok, setups...

#### 1. Infantry Divisions

As always, classic setup here. Old, well known and without any surprises. And still decent at almost every job. No point in changing anything here. Maybe, just maybe if You have spare IC upgrade Rec.Cav to AC.

1939	1941
Brigades: 7      Allowed: 8	Brigades: 8      Allowed: 8
 Infantry <input type="checkbox"/>	 Infantry <input type="checkbox"/>
 Artillery <input type="checkbox"/>	 Artillery <input type="checkbox"/>
 Anti-tank <input type="checkbox"/>	 Anti-tank <input type="checkbox"/>
 Recon Cavalry <input type="checkbox"/>	 Armoured Car <input type="checkbox"/>
 Engineer <input type="checkbox"/>	 Heavy AA <input type="checkbox"/>
 Horse Transport <input type="checkbox"/>	 Engineer <input type="checkbox"/>
 Division Headquarters <input type="checkbox"/>	 Horse Transport <input type="checkbox"/>
 <input type="checkbox"/>	 Division Headquarters <input type="checkbox"/>
IC:	MP:      Days:

#### 2. Light Infantry Divisions

As usual LINF divisions will be bulk of my army. Lower cost than standard INF, less supplies required, faster with overall better terrain bonuses and cheaper.

Artillery is replaced with Pack Art. for extra terrain bonuses especially in northern part of Russia where most provinces are either woods or forests.

AC is there for that extra toughness and quite good other stats. It also provides small armor value which sometimes might help if by any chance we run into units without dedicated AT brigade.

Light Transport of course for that Mobile CA bonus.

### TABLE OF CONTENTS













1939		1941	
Brigades: 7      Allowed: 8		Brigades: 8      Allowed: 8	
 Light Infantry	<input type="checkbox"/>	 Light Infantry	<input type="checkbox"/>
 Pack Artillery	<input type="checkbox"/>	 Pack Artillery	<input type="checkbox"/>
 Anti-tank	<input type="checkbox"/>	 Anti-tank	<input type="checkbox"/>
 Armoured Car	<input type="checkbox"/>	 Armoured Car	<input type="checkbox"/>
 Engineer	<input type="checkbox"/>	 Heavy AA	<input type="checkbox"/>
 Light Vehicle Transport	<input type="checkbox"/>	 Engineer	<input type="checkbox"/>
 Division Headquarters	<input type="checkbox"/>	 Light Vehicle Transport	<input type="checkbox"/>
		 Division Headquarters	<input type="checkbox"/>
IC:	MP:	Days:	

### 3. Exploitation Divisions

Relatively cheap, extremely fast and still decent combat unit. Building Expl.Div. around LARM is cheaper MP-wise and with our focus on tank factories (explained later) it's will cost us less IC to build than similar units based on Mot.Inf. as main brigade.

At first division will be build with Mot.Inf.Att and Trucks which later will be upgraded to Mech.Inf.Att and Halftracks. Both upgrades are kinda obvious. Mech.Inf is simply better in every possible way than Mot.Inf and Halftracks give much bigger terrain movement bonuses than Trucks so it's nice addition to a division that only focus is speed.

What's surprising this division is also quite decent at combat. It will be our main panzer force in first weeks of the war and even during Barbarossa it will be strong enough to deal with commies 1 vs 1. Yes, even against tank divisions with little air support. Of course don't count on winning battles against full HARM divisions.

1939		1941	
Brigades: 6      Allowed: 8		Brigades: 6      Allowed: 8	
 Light Armor	<input type="checkbox"/>	 Light Armor	<input type="checkbox"/>
 Motorised Inf Attachment	<input type="checkbox"/>	 Mechanized Inf Attachment	<input type="checkbox"/>
 Tank Destroyer	<input type="checkbox"/>	 Tank Destroyer	<input type="checkbox"/>
 Armoured Car	<input type="checkbox"/>	 Armoured Car	<input type="checkbox"/>
 Truck transport	<input type="checkbox"/>	 Half-Track Transport	<input type="checkbox"/>
 Division Headquarters	<input type="checkbox"/>	 Division Headquarters	<input type="checkbox"/>
IC:	MP:	Days:	

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



#### 4. Panzer Divisions

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When we will start building those divisions we won't even have access to Mot.Eng so stick to 4 combat brigades for now. No point in using normal ENG with their low speed and Heavy AA with its movement penalties. .

Setup is pretty simple and without any surprises - Mot. to Mech.Inf upgrade in 1941 and Trucks to Halftracks to deal with Heavy AA terrain movement penalties.

During war build ENG+Heavy AA and keep them somewhere safe. Those will be later attached to our divisions. Why waste IC on building ENG at all? Upgrading them later to Arm.ENG will be cheaper and faster than building them from scratch.

1939		1941	
Brigades: 6	Allowed: 8	Brigades: 8	Allowed: 8
 Armor	<input type="checkbox"/>	 Armor	<input type="checkbox"/>
 Motorised Inf Attachment	<input type="checkbox"/>	 Mechanized Inf Attachment	<input type="checkbox"/>
 Tank Destroyer	<input type="checkbox"/>	 Tank Destroyer	<input type="checkbox"/>
 Armoured Car	<input type="checkbox"/>	 Armoured Car	<input type="checkbox"/>
 Truck transport	<input type="checkbox"/>	 Heavy AA	<input type="checkbox"/>
 Division Headquarters	<input type="checkbox"/>	 Armoured Engineer	<input type="checkbox"/>
		 Half-Track Transport	<input type="checkbox"/>
		 Division Headquarters	<input type="checkbox"/>
IC:	MP:	Days:	

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#### 5. Fort Buster Divisions

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Go to FORT BUSTING FOR DUMMIES Mk II

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










## 6. Corp/Army HQ Divisions

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This time those will be slightly less powerful than in previous versions. Yes, because Heavy AA nerf. Still, only unit that they may struggle against are HARMs. AT with rushed techs will provide enough punch to deal all other units.

Those divisions are best used as support - they can be quite good as exploitation units and with some help work as something close to Panzer Divisions even despite the fact that they're made from attachments only.

Here only Mot.Inf will be upgraded later and since there is no Heavy AA stick to trucks to save some supplies and fuel. Having 60+ units with Halftracks WILL cause supply issues most likely.

1939		1941	
Brigades: 5      Allowed: 8		Brigades: 6      Allowed: 8	
	Armor Attachment <input type="checkbox"/>		Armor Attachment <input type="checkbox"/>
	Motorised Inf Attachment <input type="checkbox"/>		Mechanized Inf Attachment <input type="checkbox"/>
	Anti-tank <input type="checkbox"/>		Anti-tank <input type="checkbox"/>
	Truck transport <input type="checkbox"/>		Assault Gun <input type="checkbox"/>
	Division Headquarters <input type="checkbox"/>		Truck transport <input type="checkbox"/>
			Division Headquarters <input type="checkbox"/>
IC:		MP:	
		Days:	

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## 7. Army Group HQ Divisions

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You may ask why? Why not. First of all on Normal we have enough IC to afford some fancy stuff. Second of all despite not having something like Corp/Army HQs for Army Group level it's good to have those available as combat units. Only to increase experience gain for our generals. And since Army Group commander reduces supply consumption of all units under his command by 5% per skill level having them on level 6 or even 7 would be great help during Soviet campaign.

As for setup - HARM. Except our FB divisions there will be no HARM so use few here to make sure that our important generals can stay in combat as long as possible.

## 7. PRODUCTION GOAL

Time to move to build up and actual production.

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### 1. Our goal here is to hit those numbers:

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- 28 Panzer Divisions
- 16 Exploitation Divisions
- 60 LINF Divisions
- 6 Fort Buster Divisions

TABLE OF CONTENTS

- 15 Corp/Army HQ Divisions
- 3 Army Group HQ Divisions

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## 2. plus units from starting OOB and events during campaign:

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- 35 INF Divisions
- 3 Panzer Divisions
- 2 Semi-Mot.Inf. Divisions
- 2 Leichte Divisions
- 2 Paratrooper Divisions
- 2 Mountain Divisions

Total of 174 divisions. Let's start.

## 8. 1936

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This year is total mess when it comes to building stuff. Pick Achtung Panzer! and build factories (remember to pull off that trick described earlier: [National Focus](#)!).

So what we will build now? IC and planes. Yes. IC first, but just one full run. First add IC to provinces with Heavy IC - there are 12 of them after You pick first Reoccupation of Rhineland decision. Next step will be adding more to fill whole que. Two things here.

First is adding so many IC that planes won't be build right now. Leave them for later. Finishing them now would be waste of practicals. During those few months spend on building IC they would drop a bit making next batch of planes more expensive.

Second: look for provinces with AA already in them. This way You can build IC and make it safe without any effort.

Now let's maximize our IC efficiency. Simple way would be waiting to 2nd January to remove Great Depression Effect, appointing Schacht as Armament Minister with his +5% IC eff bonus, switching to Mixed Industry and State Press. This would be 11%. Remember that value. Nice bonus but there is something better...

This can be (and probably will) considered exploit. Depending on definition and what player is allowing himself to do. For me for example exploiting game mechanics is fine as long as I don't do that during combat. So I'll allow myself to exploit game mechanics affecting production but I won't use let's say Mot.Recons to make AI go crazy. Anyway what I want to show is simply doing things in certain order to make our IC build up finish sooner.

Do everything in order described below.

January 1st

Take those starting decisions: Railway Level 1 and create both Kriegsmarine and Luftwaffe Command Structures. For Leader Backstory go with options described earlier. DO NOT TAKE: National Recruiting Policy and of course Annual National Focus.

Go to Diplomacy tab and switch to Mixed Industry and State Press. Appoint Schacht as Armament Minister.

Fast forward to January 2nd

There will be 3 pop ups. End of Great Depression Effect, Rail Network Level 1 and we will lose Regional Land Power strategic effect and along with it: 1,5% penalty to IC efficiency.

Now we can add IC to the que - before picking recruiting policy and national focus. Both of those give IC efficiency penalties.

Next step is simply not allowing anything to be completed before IC is done and not changing any laws for the next months. Changing laws recalculates practicals impact on units/buildings in production que and IC efficiency. That means Two Year Draft will have to stay as our conscription law for the next few months.

IC added. Now switch from Schacht to Thyssen as Armament Minister. The thing is that changing ministers doesn't recalculates IC efficiency so we have total freedom here. And Thyssen with his -5% to consumer goods is basically flat IC bonus for construction purposes.

Ok, let's see what are exact bonuses from this:

1936 July 7	100%	4.65IC	⬇️⬇️⬆️⬆️		Industrial Capacity (Suhl)	ⓧ
1936 August 3	100%	5.34IC	⬇️⬇️⬆️⬆️		Industrial Capacity (Müh ...	ⓧ

First one is IC build with that exploit (?), second one is build with picking everything as soon as it's available. First one is build with 11% IC efficiency bonuses and without -4% IC efficiency penalty from National Focus Organising, -1,5% from Regional Land Power and -5% from Normal Peacetime Recruitment. This means 10,5% higher IC efficiency than with normal approach. There is also another bonus. That IC build up won't be affected by Appear Them IC efficiency penalty.

Now it's Your choice 😊

Let's move forward few months. Our IC is ready. It's time to start building planes. This part is very simple. Because we finished building things our bonuses and penalties to IC efficiency were recalculated so from now on we can stop worrying about that. It's time to switch to Three Year Draft and Minimal Training.

Add planes in wings, so: 6xINT, 4xCAS, 4xL.Bomb. Rinse and repeat. Once we get some spare IC add next 6+4+4 batch to the que. No magic or mystery here. By the end of the year Light and Medium Aircraft Practicals should be maxed out.

As requested I'm adding 1936 events and decisions part here. Will be hidden as spoiler to not annoy anyone who doesn't want it here.

## 9. 1937

Right on January 1st we Luftwaffe and Boost Existing Factories option. Do not build new factories. There is no need for them. During this year it is possible to build 95%-100% of what we gonna need during war thanks to that -10% build time bonus. In 1937 we would get 7 factories max if we decide to build them which is only 3,5% build time reduction. And above that we have -5% IC penalty.

Also pick Long Term Investment and choose Farm Mechanisation. 15% MP bonus is very nice thing to have from early years.

As for other settings. Use Minimal or Basic Training for that small officer recruitment bonus and of course Three Year Draft. And Thyssen as Armament Minister.

As for building itself stick to same method as in 1936: 6xINT, 4xCAS, 4xL.Bomb. Of course You can adjust it to build whatever You prefer. In campaign from which I uploaded saves I pushed that build up a bit and I still had few INTs and one Transport Plane in the que at the end of the year, but...

## TABLE OF CONTENTS



### 1. What I also had was:

117 INT  
63 CAS  
76 L.Bomb  
8 M.Bomb  
22 TRA

When it comes to bombers it was everything that I build for the rest of the game. Not counting CAGs here of course. Later I build some INTs just to be 100% sure that I'll have enough to destroy Soviet air force and in case of RAF being overly aggressive over Germany. Same with TRA - having around 30 for Barbarossa was my goal so when I had some spare IC available and nothing else to build I added those.

Starting from December You can start adding LINF divisions to the que. Once You do that switch to Volunteer Army to minimize their build cost. I build 60 of those, so I just added 60 to the que and that's all. And remember: all units should be build as reserves.

## 10. 1938

Once again pick Achtung Panzer! and build more factories. On top of that Volunteer Army and Basic Training for the whole year.

This time go with Short Term Investment. 10% IC bonus will be more useful right now.

And of course we will get some extra IC from annexing Sudetenland.

I added LINF to the que in December. From somewhere around end of the July some LINFs were already completed and freed some IC so this allowed me to start building first mobile divisions.

First little explanation why I don't do that earlier to use those decent starting practicals. There are few reasons for that. First on is stacking Tank Factories as high as possible. In 1938 we are already after second Achtung Panzer! focus, we have some tank factories from events and our techs giving bonuses to IC efficiency are already on decent levels. Next reason is the fact that from October we have Automotive Industry from Czechoslovakia which reduced build time of all armored units by 10%. This means that in each division 2 out of 5 brigades - including main one will be cheaper. And this is huge boost. Last reason would be availability of units. We need everything: LARM, HARM and ARM. First one is available right from the start, HARM around middle of 37 and ARM from February/March. It would be pointless to start building all that in 1936, add ARM and HARM in 1937... without enough tank factories, Automotive Industry and better IC efficiency from techs those divisions would be much more expensive.

Ok, but back on main topic. From May/June start adding Exploitation Divisions and Mobile HQ Divisions to the que. I do it in 2+2 system. 2xExpl. Div. + 2xHQ Div. All I'll need is 16 Exploitation Divisions and before war only 8-10 Mobile HQ Divisions are needed so once You add 5 such "teams" add 6x Exploitation Divisions to the que and just wait. Once they will be getting done add 6x HARM+ENG to the que - this will core of our Fort Buster Divisions.

With everything done in right time starting from October You should have spare IC. Yes, Expl.Divisions should be mostly done, same with HQ Divs and HARM most likely in January or February of 1939. From now on focus on Panzer Divisions. We need to build 28 of them.

## 11. 1939

And again Achtung Panzer! with building factories. During first few weeks we will finally max out our armour practical so building Panzer Divisions will become even easier.

Only hiccup here will be the fact that we need to switch to Specialised Training as a part of replenishing our officers pool. This will increase build time of our units a bit but we already have everything that is needed to conquer everything except Russia. Now all is left to do is adding Panzer Divisions to hit sweet amount of 28. There is no need to build all of them in 1939. They won't be needed before Barbarossa. This means we will have lots of spare IC to build other stuff. And one thing is mandatory before war starts: AA. Build 8 AA in 4 provinces. Dresden, Essen, Dusseldorf and Schweinfurt. Why there and this particular amount? Go to General Tips and British Strategic Bombing for detailed explanation.

One more thing that is worth adding to the que after few months is Infrastructure. There are few provinces on border with Poland that have lower level than 10 so max them out. At least start doing that before war. This won't bump up our construction practical but will at least stop it from decaying completely. And as always after Poland is our go all out with that build up. Of course there is no need to fill whole que with infra. Just be sure to have it completed before 22.VI.1941.

It's also perfect time to fill in gaps in whatever You may need: build extra planes, maybe some submarines... basically whatever You need or just want. Just prioritise things described above.

In current campaign before end of the year I had so much spare IC that I started to build CVs. And first will be ready in August 1942. This means that by the end of 1943 Royal navy will be most likely long gone.

I almost forgot! Appoint Jodl for that +15% starting XP bonus!

## 12. 1940

Yes, Achtung Panzer! and more factories again. Stick to Specialised Training all the time. We will be doing some fighting all the time so it is necessary to keep our reinforcements well trained.

It's good moment to hit Long Term Investment and pick Autobahns. This way we will be able to go with Short Term Investment in 1941 which might be needed to build all Mech.Inf and Arm.ENG.

This year is focused on one thing: preparing our army for Barbarossa. We still have infrastructure build up going on which will last most likely until the end of the year depending on how we approach to this subject.

Apart from that there are other things we need to build.

First of all we need to build remaining brigades for our Panzer Divisions. This means we need to build 28x Heavy AA + ENG. I decided to build it in 2 runs of 14 each. Relatively cheap and still doesn't take that much time. Why build ENG and not wait for Arm.ENG? Because upgrading is cheaper than building them from scratch. And in those first few months of 1941 we will need lots of IC so reduce build costs of our units in that period as much as we can.

And since we are already on topic of completing our divisions it's the time to build all necessary Heavy AA brigades, AGs or any other brigades You decided to build.

Next step of Barbarossa preparations would be building airfields in Poland. We have event for that but it won't be enough to base all our 200 planes. We need to build some air bases manually. Try to spread them out as much as possible to help with supplies distribution and build few on the border so we won't be bothered with redeploying our planes too soon (assuming that Heavy Planes were picked).

If those three things are done or are scheduled properly You should have lots of spare IC. I simply added more CVs, CLs, CAGs and Transport Planes. And some convoys.

## 13. 1941

One small change here. We pick Achtung Panzer! again but this time with Boost Existing Factories option.

Specialised Training and lowest possible recruitment laws are still way to go. Especially the latter because starting from late January we will be upgrading our Mot.Inf. Attachments to Mech.Inf. Attachments, some Trucks to Halftracks and ENG to ARM.ENG few weeks later. This will take few weeks and will require our whole IC. Of course order those new units as soon as techs for them are researched. Once upgrades are done there is nothing more left to do beside focusing entirely on Kriegsmarine.

One thing that should be done before launching Barbarossa: now it's time to take all possible Road/Railway decisions. As I stated more than once (and will repeat this few more times) - every point of supply throughput is important. There is no such thing as overkill in that matter.

Once our greatest operation starts it's time to reduce our IC. I tend to do this always simply because I don't like having huge -resources/day and without trades with Soviets it will happen. Also times when lots of IC is required are gone once Russia is no more. Assuming that it's defeated in 1941. Simply switch back to War Economy, pick lower occupation law for France, waste some IC if needed.

Now. If You are not sure that You can win in 1941 build slightly more divisions instead of navy. Those will be Your strategic reserve. Just remember to have lots of spare MP.

## 14. 1942

What our focus is in this year depends solely on our progress in Russia. If it's defeated You are obviously capable of building anything You want. Navy? Sure. Upgrading whole land army to best possible units? Not a problem. You want it, You build it.

But if Soviets are alive and kicking focus on upgrades and reinforcements. Those two thing will be priority now. On production use only IC that isn't necessary for those two things.

I'll probably update this part with info about 1943, 1944 once I get to those years. Probably is key word here though.

## 6 RESEARCH

I won't say anything new if I say that Germany is one of the 3 countries that have enough LS to do absolutely everything. Just for example in one of the test campaigns I started to build up to date CVs in March of 1940. And everything else was already researched up to date - tanks, planes, You name it.

### 1. FEW GENERAL RULES

As always avoid researching 2 years ahead (there is one exception from this rule which I'll explain later). Researching 1 year ahead is often necessary mostly because once we conquer Europe we will have lots of LS which will allow us to keep officers at 110% all the time and research every crucial tech plus some techs that we simply want to have. Also doing that allows us to actually keep up with AI research speed especially if it's set to Hard which gives it huge research efficiency bonuses. Our only advantage here will be ability to prioritise important techs over those with much smaller impact on the game. In a minute I'll point out techs that can (or even should) be researched even if they're 1 year ahead. Obviously for all others - which is still majority - stick to same year.

### 2. TIME FOR DETAILS,

but let's start with few more or less obvious things.

First two years of researching anything are easy and without any surprises or traps. This happens later when we have to decide which way of dealing with Soviet tanks we choose. As Germany biggest pain is mentioned earlier Heavy AA speed nerf. In 1938/39 will come time to decide which path we are going: Heavy AA, AT only or AT+Arm.Support.

#### 1. Piercing Soviet HARMs

##### 1. Heavy AA

is simple. You have Dual Purpose AA/AT Guns tech available, You research it and once it's done You can pierce Soviet HARMs. And if You tech rush Medium Velocity Guns anyway it will bump Heavy AA piercing to 42 - enough to deal with Guard HARM. Despite all movement penalties this is still by far the best option. But if You feel confident You may want to use one of the other two.

##### 2. As for simple AT guns

from 1939 we need to tech rush. If we want to deal with at least Soviet T-34s and AG we need to research 1942 level of Medium Velocity Guns before Barbarossa starts. It's doable just keep this tech researched even if You have "Researching ahead of time" tooltip all the time. Also remember that even with that they won't have enough piercing to kill HARMs. This is cheapest approach from all three in every possible way.

##### 3. There is also AT+Arm.Support

As I explained earlier this setup looks great on paper. It requires huge LS investment and keeping close eye to our LS. AT isn't a problem here. Just remember to tech rush it. Arm.Support on the other hand requires 4 or 5 techs to be able to pierce Soviet AG/ARM. First of all it doesn't get any piercing from Whatever Velocity Guns techs. Medium Armor tech is important here and to reach piercing high enough to be effective we need 1941 lvl tanks researched. And to even unlock that we will need to research Gasoline Engines, Small Calibre Tank Cannons and Extra Wide Tank Tracks.

And only after all that it won't be strong enough to deal with SOV HARM. As I said earlier: pure firepower vs speed tradeoff in this version. Also what is problematic is the fact that it requires lots of tech rushing. Most of techs required to keep Arm.Supp on decent level will have to be researched one year ahead of time which is obviously not as efficient but in return we will have one of the strongest brigades in game.

Ok, terrible part covered. Let's move to basic things and things that are far less problematic.

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## 2. Leadership Overview

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1936 will be only year when we will suffer from some kind of LS shortage. At the start of the game we will suffer from 50% officers recruitment penalty (Battle commanders) so do not invest any LS here. Diplomacy requires minimal LS - enough to provide us with 0.3 diplomacy points per day. It should be enough to allow us to make new trades with most important countries every 7 days.

Espionage is at the moment very important since we need to get Austria and Italy as soon as possible. Recruiting 1,2-1,5 spies per day should allow us to max out our spies amount in those countries in less than a month. All that will leave us with almost 30 LS for research. Thankfully it will rise quickly after researching Basic Education tech and if by any chance popularity of our party will rise.

In later years starting from 1937 slowly start increasing LS invested into officers. Usually having 50+/day is enough to keep officers ratio at decent level allowing us to rise it to 110% in a matter of weeks in 1939. In late 1938 it will be possible to invest even 45-50 LS into research alone which makes researching anything we need possible.

In early 1939 we need to start working on officers ratio. Of course goal is 110%. Anything else as Germany is huge NO! It's very simple to achieve though. Leave 10 LS in research and move most important techs to the top of the queue and assign rest of LS to officers recruitment. Also switch back to Specialist Training to maximize officers/day gain.

There is small event that is helpful here. There is small chance that we will get "Surge of Volunteers" event from time to time. It boosts officers recruitment by 60% and lasts for 7 days. It's actually good to move whole LS into officers and switch to Specialist Training for that one week. It can result in up to 4k officers recruited depending on amount of LS we have.

Once the war starts there is very simple rule on how to distribute LS. Hit 200 officers/day. This should be enough to cover combat losses and give us huge reserves for new units and combat losses during Barbarossa. Rest of LS can be assigned to spies - not much, enough to keep them from reaching 0. Rest will be used for research. Once officers reserves are big enough - lets say 40-50k You can move even more LS to research. Quick example: in early 1941 in last campaign I had 74 LS in research and only 14 in officers recruitment.

## 3. TECH TREE

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Let's go now through tech trees and explain what is important and what should be ignored.

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### 1. Nation

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#### 1. Nation

Only one tech should be ignored: Secretary of Public Information and Education. All others should be always up to date with supply techs researched ahead of time if possible. This should allow researching Logistical Warfare Focus tech before Barbarossa. Home Front Focus can be ignored though since its bonuses are relatively small and it reduces our MP which is always problematic as Germany.

## 2. Industry

Industry Production and Efficiency techs should be always kept up to date. Always. Same with Supplies Production which reduces IC needed to produce enough supplies for our army. It translates to more IC.

Resource techs what may be surprise can be researched later. All values here are % based so for Germany they won't be huge bonus. But once we conquer more countries bonus from them will be better. And once we conquer Russia it will be necessary to keep them up to date.

Steel Electro Welding can be ignored early in the game since it will be needed only to research Interlocked Welded Armour tech which is 1944 tech.

Researching Manufacturing Techs depends only on what units we will be still building once they are available. In build up here this will be only surface ships so Ship Building Technologies will be only one researched.

Nuclear techs can be ignored.

## 3. Electronic

Keep Radio techs up to date. Shorter combat delay and extra combat stats for all our units. Pretty simple. As for Radar techs. Focus on techs giving surface detection (helps with scouting and finding submarines). Aviation Air Search radar can be ignored since Air Detection is needed only during night combat which comes with huge penalties anyway. In case of techs for ship radars focus only on those for ships we are gonna build so cruisers and capital ships this time.

Electronic and Mechanical Computing Machines should always be up to date. Same with Encryption Machine which helps with convoy raiding.

## 4. Construction

Industry, New Industrial Zone, Agriculture, Road Network and Railroad Network techs need to be up to date all the time. Seaport and Airport Capabilities techs are purely optional.

All airbase techs should be researched but there is no need to keep them up to date. They are useful but not essential. Basing will have to be bumped at least by one level to unlock Marines later in the game.

## 5. Secret

First of all without Peenemunde I won't have access to Rocket Engines. So this road stays closed. And no, I won't build it later. Mostly because V1 and V2 will be available only few months before we can finish our first carriers and start fighting Royal Navy as preparation for Sealion.

Other techs can also be ignored. Mostly because building Rocket Interceptors or Jet Fighters/Bombers isn't very efficient thing to do.

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## 2. Land Forces

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### 6. Infantry

First of all DO NOT research Officer Recruitment Program. Yes, it reduces officers required for every brigade but it also reduces our LS by 5% per level.

Body Armour also should be left out. It gives too small bonuses to justify -0.5 kph speed penalty.

Motorization of Cavalry increases transport units organisation. By 0.1 by still. It may be worth researching if we have spare LS.



As for other techs. Our goal is get Mechanised Infantry before Barbarossa so Infantry Weapons Techs, Track and Prime Mover Reliability techs will have to be researched ahead of time by one year. So from 1939 onward keep all that researched all the time and keep those techs at the top of the que to be 100% sure that they will be researched as soon as possible.

And since we go for Mechanised Infantry research Integrated AFV Support Battalion techs. It gives high combat stat boost for all types of mobile infantry but Mechanised is only one that doesn't suffer -0.5 kph penalty.

Another important techs here are Engineer Unit Training, Bridging Equipment and Assault Weapons. Especially last one since it gives good bonuses to Fort Attack. Anyway, all three should be little rushed to unlock Armoured Engineers which will be needed for Barbarossa.

Only techs that are left now is Camouflage, Improved Security, Motorised Support Units and Defensive Positions Designs. All those are useful techs with nice bonuses so keep them up to date.

### 7. Artillery

AT and AA Ammo Types tech and Dual Purpose AA/AT Guns are absolute priority here. Don't go to Russia without those two researched.

Actually all other techs should be kept up to date. Except maybe Medium Artillery since we won't be using those.

### 8. Armor

Not much philosophy here. Research everything except Infantry Tanks.

Of course remember about tech rushing Medium Velocity Guns from 1939. And if You decided to go with Arm.Supp You will have to research Medium Armor Design from 1941. To be sure You will research everything don't be afraid to waste some LS on researching ahead of time here.

### 9. Armor II

Similar to Armor tech tree - keep everything up to date. One small exception for first 2,5-3 years. Wait with researching Welded Plate Armour Construction because it increases IC cost of our armored units. So first build as many such units as possible and start researching this tech in late 1938 or early 1939.

### 10. Special Forces (SF)

To be honest here we have only 2 techs that are worth researching before Barbarossa: Mountain Infantry Activation and Mountain Warfare Equipment. First will unlock techs in Specops tech tree and second will give small terrain bonuses for our LINF and Pack Art.

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## 3. Air Forces

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### 11. Prototypes

Here we have different situation. Try not researching new types of planes too early. We will build lots of planes in 1937 so try to keep them as cheap as possible. So in 1936 and 1937 focus on techs from other aviation tech trees.

Later proceed with normal research. I'll go with INT focus this time so researching all three Single Engine Aircraft techs will be necessary. As for Twin Engine Aircraft research Twin Engine Armament tech at least once to unlock Twin Engine Fighter which once researched unlocks Large Calibre Machine-Cannons.

Another important techs is Mid-Air Refueling Aircraft which increases range of all our twin and four engine planes.

### 12. Armament

Research Machinegun Focus, Large Calibre Machine-Cannons, Aircraft Prototypes and CAG techs. Ignore the rest.

## TABLE OF CONTENTS

### 13. Bomb Load

Bomb Development - research all. Same with bomberlays and torpedos.

From Special Bombs Development tab do not research only techs that increase strategic attack. I don't think there is a point in building strategic bombers at all.

### 14. Air Sys

Supercharger and Air Cooling System - ignore those two techs only because they greatly reduce range of our planes.

Fuselage Aerodynamics and Wing Aerodynamics are low priority techs. Rest should be kept up to date.

### 15. Avionics

Bombing Sight is very important tech so research it as soon as possible.

Radar techs for airplanes can be considered useful but there is no need to research them before Barbarossa. It's actually better to invest that LS in something else.

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## 4. Naval Forces

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I'll treat it as one. Mostly because before Barbarossa we will be simply catching up with techs - there is no immediate need to spend LS here. But it's good to do so. First question that has to be asked is: BB or CV. BB are cool, awesome and have big guns and above all... we will get SH BB which is super cool, super awesome and has super big guns. Sadly CVs are better but with fleet being build only if everything else is ready we will have hundreds of spare IC (Im repeating myself a bit, but... I don't care) we can afford building BBs too. So choice what to research is totally up to player. How much LS and when? Basically if You have spare 1-2 LS points and no place to put them assign them to naval research for few months. And once the war starts there will be lots of LS lying around.

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## 5. Doctrines

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### 16. Operating

Infantry, Mobile, Armour, Artillery, Direct and Recon Doctrines have to be up to date. All techs there.

Apart from those only Partisan Suppression is worth researching.

### 17. Strategic

Another tech tree where almost everything is important. Only Political Indoctrination and Integration, Befehlstaktik and Superior Strength should be ignored. First two will increase our combat losses if we use lots of SS units. Befehlstaktik is for defence tech and since we play as Germany we won't be at defending side too much.

Other techs are important with Superior Firepower being mandatory for Barbarossa.

### 18. Specops

Here we will have to only 3 techs (5 if we research Commando) from which we need to research only one: Mountain Unit Command and Control. It gives bonuses for Pack Art which will help our LINF divisions a bit.

### 19. Naval

Actually before Barbarossa there is no need to focus too much on this tech tree. Submarine techs are at decent levels. And carriers won't be ready before late 1942 anyway so there will be time to research those techs in later stages of war.

## 20. Air

Before Barbarossa we will ignore naval bombing techs. So for now research “only”: Fighter, CAS and TAC techs, Tactical Air Command, Air Superiority, Interception Tactics, Ground Attack Tactics and Interdiction Tactics. This gives total of 11 techs which makes it most LS consuming tech tree.

Ground Attack vs Interdiction. We will use both. Interdiction is slightly stronger because it focuses on moving units - so no dig in bonus for attacked unit. Despite that Ground Attack will still be used because Interdiction can't be used on provinces we can't see, so no random bombing provinces behind enemy lines. This creates simple rule. If we can see the target - use Interdiction. If we can't see the target - use Ground Attack.

## 21. Command

Command Structure techs and Battle Commander Recognition always have to be up to date.

As for HQ techs. Research as many as You can with Motorized and Armored HQ being most important here. As I mentioned earlier we will use those two as combat units so we will spawn those.

Important note: those techs give listed bonuses even if we decide not to spawn unique HQs.

## 1. MINISTERS

### 1. Foreign Minister

Constantin von Neurath. He doesn't give any awesome bonuses but he doesn't give any penalties.

### 2. Armament Minister

During peacetime use Thyssen for -5% consumer goods demand. Once the war starts go with Schacht during more peaceful months and during battles use "The loser, the sponge. A parvenu, a lazy bastard!" aka Goering for organisation bonuses or Krupp for Combat Movement Speed bonus.

### 3. Minister of Security

Diels for Espionage, Counterespionage and Party Popularity bonuses. Other option is Gürtner with his LS and Espionage bonuses.

### 4. Head of Intelligence

Schacht. He is not perfect but other ministers are rather weak. Eventually Frick can be used if You want to focus on research more than on production.

### 5. Chief of Staff

Beck for Combat Movement Speed during wars in more favourable places like Western Europe. During Barbarossa use Bayerlein for 15% Supply Throughput bonus. If we are not fighting any battles Jodl with his +15% xp is best choice.

### 6. Chief of the Army

Kurt von Hammerstein-Equord is best option here. 10% less supply consumption has two upsides: it's easier to supply our army even with low infra and it simply gives us more IC.

Erich Ludendorff is also viable for campaign before Barbarossa.

### 7. Chief of the Navy

Whatever. Really. Nothing interesting here. Every minister gives +5% naval org. and one more usually useless bonus.

### 8. Chief of the Airforce

Ulrich Grauert - air organisation and intercept bonuses.

## 2. LAWS

I'll describe "legal" approach here since "illegal" one was described in Production.

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### 1. Civil Laws

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Totalitarian System - leave it as it is. We will need those Counterespionage and Ruling party Support. It will also allow us to go Total Exploitation in conquered areas.

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### 2. Conscription Laws

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During army buildup use Volunteer Army for lowest possible build cost. In any other moment stick to 3 Year Draft for maximum MP gain.

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### 3. Economic Laws

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I prefer to stick to the Full Mobilisation early in the game to avoid 5% LS penalty from War Economy. Other than that War Economy doesn't give that much IC bonus mostly because it greatly increases consumer goods demand.

Of course once the war start we can and actually should switch to War Economy and in 1941 to Total Economic Mobilisation.

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### 4. Education Investment Laws

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Except for situation when we need short IC boost always stick to Massive Education Investment

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### 5. Industrial Policy Laws

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Right from the start we have access to Mixed Industry so use it. And once the war start switch to Heavy Industry Emphasis.

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### 6. Press Laws

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At the beginning switch to State Press for more IC and IC efficiency. It will rise RR by 1% so once Barbarossa starts switch back to Propaganda Press.

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### 7. Training Laws

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Until our IC is completed stick to Specialised Training from IC efficiency bonus. Once it's done switch to Minimal Training for the rest of 1936 and later use Basic Training to get small bonus to officer recruitment.

In 1939 before hitting Mobilise button switch to Specialised Training and stay with that for the rest of the war. This will affect our reinforcements xp gain.

## 8 INTELLIGENCE

### 1. DOMESTIC SPIES

One of the biggest problems in all campaigns is our party popularity. This is caused by two things. Mythical Internal Factors are mostly random and all those +party popularity modifiers are just modifiers to this base value. Second reason is enemy spies activity. AI uses its spies to do three things most of the time: military espionage, tech espionage and support their party. First two are rather harmless. Last one causes most problems because it may result in our party popularity dropping. To avoid such situation put 3 bars in Counterespionage for domestic spies and 2 bars for Support Our Party. This with Totalitarian System and Diels as Security Minister should be enough to keep our party at medium popularity at least. If You want to be sure that it won't drop lower You may pick Spy Catching as Annual Espionage Focus.

One thing that people often complain about is tech stealing. Yes, it sometimes happen quite often but it isn't anything player should worry about. First of all there are no "I WIN" techs which could make AI unbeatable. Second thing is most of techs will be stolen by minors. Majors will have most important techs up to date so there is no threat that they will steal anything from us. And as for minors, even if they steal some amazing tech like HARM or Mech.Inf for example... what they will do with it? Portugal building HARMs? Yes, game breaking issue.

### 2. SPIES IN OTHER COUNTRIES

First two countries we will be sending spie to are Austria and Italy. Same reasons as always.

#### 1. Austria

Full focus on supporting our party. To launch Anschluss remember to take Reoccupation of Rhineland. Event and decision. Also keep in mind that in BICE8 Anschluss was nerfed. First of all it's almost impossible to get in 1936. Early January of 1937 is best score I could achieve up until now. There is also one more thing. We can wait with annexing Austria and if we decide to do that we will get more IC and factories since their economy will be building up during all those years. So situation looks like this. We can annex them as soon as possible to get slightly less IC but earlier, or we can wait and get little more IC but later. My favourite is still doing that as soon as we can. Thanks to that we also get more MP and LS during all those years we would eventually waste on waiting.

#### 2. Italy

Covert Operations and later go with Lower Neutrality. And that's all. Once they join Axis ignore them.

Before both those tasks are completed we will have nice surplus of spies waiting for assignment. Our next goal should be other countries that we plan to invite to Axis. In this case it's Hungary and Brazil. For both countries we will use Lower Neutrality - same as for Italy. To speed up inviting Brazil a bit we can also send spies to UK with Increase Threat mission.

Next goal once we get more spare spies (which is just a matter of months) will be lowering neutrality of Japan. Sino-Japanese War is often not enough to bring it low enough to make them available for invite so we need to help them a bit.

If we focus on all that and we remember to do everything here we can have Italy, Hungary, Brazil and Japan in Axis in the middle of 1937. This of course depends on how lucky we are with lowering their neutrality. Each time we do this it can

TABLE OF CONTENTS



result in 1-5 points so it may vary a lot in the long run. Keep that in mind and don't panic if You still don't have Axis completed in 1938. You need that in September of 1939 so there is still lots of time. And once it's done we can either use our spies on whatever we want or just save LS.

There is one more thing to do though.

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### 3. Russia.

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Nothing new here to be honest. We will use our spies to increase our party popularity to cut their bonuses a bit. Goal here is to force their party to low or even very low popularity. This will trigger strategic effects that will lower their NU and LS. It's not much but as I said more than once: every, even smallest modifier, bonus and penalty counts in this game. To be more precise. Low popularity will give them -4% LS, -8% TP and -2 NU. Very low will double those penalties: -8% LS, -16% TP and -3 NU (ok, not doubled here). Those penalties makes it best espionage mission type we can use against Soviets. First of all it will prevent them from hitting High and later Very High Party Popularity strategic effects. This has to be done simply to avoid fighting Soviet army with extra 3/6% TP bonus.

Once the war starts You have two options. Stick to Support Our Party if You are confident that You can win in 1941 or switch to Disrupt National Unity if war will drag to 1942 or longer. Why? Keeping their party popularity in check will make battles slightly easier (that TP bonus will be gone). With hundreds of battles going on this is huge bonus. And winning in 1941 means only 4-5 months of combat. Problem is that most likely despite our best efforts their party popularity will rise to high sooner or later. And that's why in case of longer war Disrupt National Unity is better option.

And that's all when it comes to Russia.

Now, there is this thing called

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### 4. Tech Espionage

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I'll say it as simple as I can: NO! Do not touch it. Yes, it's fun sometimes, it can give You some nice tech sometimes but in the long run it's wasted LS. Assume that we are very lucky and we steal Marines in 1938 and some nice high level navy techs. Is it anything that is required to achieve victory as Germany? Don't think so. And as I described above we will have everything up to date in 1940/41 anyway so there is really no point in spending even single spy on Tech Espionage. It's pure waste.

## 9 GENERAL TIPS

### 1. SUPPLIES IN SOVIET RUSSIA.

One word: preparation.

More words now. Let's start with simple things. All techs affecting supply transportation have to be up to date. No excuses here, no questions asked. They just need to be at best possible levels. Period. And it also includes techs that increase Naval Base Efficiency.

Ministers. Bayerlein and Equord duo. First one gives +15% Supply Throughput and second one reduces supply consumption of all our forces by 10%

Infrastructure. Once Poland is done start building up infrastructure there to lvl 8 at least. Some people like to create 2-3 lvl 10 roads to the frontlines. It isn't bad thing to do but it has limitations. First of all simple supply throughput limit. In 1941 with maxed out laws province with level 10 infrastructure can transport ~3500 supplies and fuel. And assuming that game engine will prioritise that path as supply line this will be maximum amount we can move toward front lines. Let's say that we have 3 such roads. 1 per army group. This means we have only those 3500 supplies and fuel for whole army group. In this particular campaign it will be around 50 divisions. Not to mention Luftwaffe. The truth is it may work fine. But it also may fail and our whole offensive will stop. That's why best solution is to increase infrastructure in whole Poland to lvl 8 and if possible even to lvl 10. It's expensive, takes almost whole 1940 but it's definitely worth it. Thanks to that we will have like 15 provinces wide lvl 10 road with almost infinite supply throughput. Doing that basically removes any risk of game engine deciding that our supplies should be moved through not-lvl10 province.

There is also one more benefit. One random partisan unit won't kill our supply system. One lvl 10 province is taken by partisans? No problem, we still have ~15 provinces with maximum possible supply throughput.

### 2. OOB

Few basic rules. Generals with highest level (5+) should be assigned to Army Groups. Simply because each level of general assigned there reduces supply consumption of all units that are lower in OOB by 5%. So level 5 general gives 25% reduction.

Now search for all generals with Logistics Wizard trait. Assign them to Corp HQs. As Germany there are enough of them to place them in every corp HQ we have. Why corp HQ? From this level 50% trait bonus is passed down. This means every division will receive -10% bonus to supply consumption (20% is base value for Logistics Wizard). If there will be any generals left assign them to Army HQs. You can ignore their skill level to be honest. For corp generals it gives bonus to combat reinforcement chance (meh) and for army we get 1% more org. per general skill level. Not a great bonuses. This means we can focus on traits here and in this particular situation Logistics Wizard is our choice.

### 3. TRANSPORT PLANES AND CONVOYS

Always try to have at least 20+ of those. They are great at delivering supplies to our troops but they can cause some problem if used in a wrong way. Most important rule: if possible never base them outside of provinces with ports. Placing

lets say 10 of them in Smolensk and assigning to Supply Mission is almost often terrible idea because they always use supplies that are available in home province and this may make them take supplies from pool moving toward frontlines.

So, keep them close to ports and what is also important thing: send supply convoys to those ports. This is basically another important part. After capturing port immediately send supply convoy there.

Let's get back to planes. How many exactly do we need? Each Transport Plane can load 2,5 supplies. So for standard LINF division we will need at least 2 planes on constant supply missions to keep them supplied if they happen to run into problems.

I think air superiority requirement for creating air supply lines comes without saying. But once this is achieved and You have 20+ transport planes You can be sure that there will be situation when Your troops will be left without supplies for longer than day or two.

With 40+ planes it's possible to create independent supply system on top of normal one. This micro nightmare but it's doable. Theory is simple though. Just create tree-like system starting in Berlin. 4 Transport Planes to Airfield A, then 2 more from A to B and 2 from A to C and so on.

#### 4. MOVING TROOPS AND CONCENTRATION.

Let's start with the latter. Avoid stacking lots of divisions (especially panzer ones) in one province. Yes, we have great infrastructure in Poland, proper ministers and good OOB but this doesn't change the fact that most provinces in Russia have level 4-5 infrastructure which may not handle 10+ divisions stacked in one place. So avoid that if it's really not needed.

As for moving. There is problem only with one thing: strategic redeployment. Be careful with that. All units that are ordered to redeploy will take 60 days worth of supplies with them. That's one terrible thing. Another one is that they will consume supplies along the way to reach that limit. This may literally murder supply system if we decide to redeploy too many units at once. Good way to avoid that is creating supply depot in starting province. Just send lots of transport planes to such province with supply missions. Just remember that unused supplies will move back to capital after few days so try dropping as much supplies as possible there in shortest amount of time. Once it's done You can safely move as many troops as You need.

Next one. Suppress Poland to 0 Revolt Risk. This will reduce supply tax to absolute minimum. And don't build any SD or MP for that. This is the time when we use all those spare political leaders, free HQs, Cav. units from starting OOB. Literally everything that isn't used for actual combat and has decent suppression value. Only problem here appears if we happen to annex Poland. This will leave us with default 1,4-1,5% RR value which can't be suppressed.

Last thing, but very risky one is not taking winter clothes. It doesn't give bonuses to supply transportation, but we avoid getting -10% supply throughput penalty for taking winter clothes. Only problem is that if You don't win before General Winter kicks in You are doomed.

#### 5. CONVOY RAIDING

Starting from 8.0 we have more potent but also much more expensive subs. This made me change my tactics here a bit. First of all I don't build subs at all apart from event ones (and those are spawned via "on map" option so no IC is used on them). This means I have rather small submarine fleet at my disposal. Few convoy raiders aren't great help here but... There is one thing that will help us with launching quite successful campaign despite having very few units.

Brazil. Ok, Brazil and capturing Gibraltar. This will force British convoys to go all around Africa. Because of that we can use that bottleneck between Africa and South America to hunt down their merchant fleet. Send subs there and convoy raiders to patrol seas around South Africa.

Now. Obviously it won't be nearly as effective as going all out on them with fleet of 60+ submarines patrolling whole Northern Atlantic but it still force AI UK to spend quite decent amount of IC on building convoys and escorts. Don't count on starving them or even clogging whole production queue with convoys but it's still huge bonus since we didn't used single IC point to get our fleet. This means that from day one we are doing 100% efficient convoy raiding campaign.

As for technical details. Sticking to 3 subs per fleet seems to be best option. And that's all here.

There is nice benefit from that approach. Our subs will be far outside of range of areas affected by Undeclared War. UK AI will also keep most of their fleet close to British Isles which means that our subs will be safe most of the time.

Just in case anyone decides on going all out against British merchant fleet I'll throw some info about that.

Basically all stuff that was working in 7.54 works now with exception of Coastal Subs. You can get decent results here and there with them, but comparing cost to stats and later to Submarines it's just feel like wasted IC. So better focus on proper sub fleet instead of using cheap stuff designed for minors.

Tactic is relatively simple. After France is gone redeploy all submarines to bases in Atlantic and Brazil. Keep in mind that their ability to fight (and sink) surface ships was greatly nerfed so going around British isles is a must. No more lazy approach with going through the Channel. Caution is required now. Same with convoy raiders since those were nerfed even more. Right now they are very fragile and will be most likely destroyed if caught by any decent ASW fleet.

Once our fleet is in Atlantic ports start sending them to do their job. Again: be cautious. Never send all of them at once. If You happen to run into AI doomstack You will loose half of Your submarine fleet in a matter of hours. Send one fleet at a time. And start with those that will go to furthest provinces and those that will perform short range convoy raiding will be send last. This will ensure that no more than one fleet will be in one province at any time. With that in mind remember to never overlap their attack zones. 6 submarines in a province are more like to be found than 3.

Also never send whole fleet to do convoy raiding. keep some reserves because sooner or later You will lose some subs. This can't be avoided. In 1939 and 1940 there are rather small chances that Allies will be able to do anything to prevent player from having Happy Time. Problems will start once USA starts to expand Undeclared War zone. In 1941 it will cover most of the Northern Atlantic and from now on it will perfect example of hide&seek game. This is another reason why winning quickly against SU is great thing. You can stop worrying about submarines and combat losses there - CV/BB build up will be already a thing.

There will be a lot of safe zones though. Mostly around Africa. And if Gibraltar is our Italians most likely are still fighting in Somalia and that gives extra ports to use as bases to attack convoys around whole African coastline and going to and from India and Far East.

## 6. BRITISH STRATEGIC BOMBING

AA nerf is still hot topic here. Yes, it is very expensive right now. Around 10 times more than in previous versions. Only reason for that is the fact that AI will always prioritise provinces with low or no AA defence. What does that mean for player? You don't need to build AA in every province with IC, resources or factories. You only need to make AI focus on the province You want. And all it takes is total of 8 AA build in 4 provinces. Dresden, Essen, Dusseldorf and Schweinfurt.

What it will give us? French bombers will attack Ostrava (near the border with Poland if anyone wonders) and UK ones will go for Nordhorn. Always. Ok, with one exception but I'll explain that in a minute. And that's all when it comes to AA defences. No need to build more.

Of course it would be too good to be that easy. There is one more requirement to safe factories and IC. And that is total number of INT/FTR planes. If You decide to build lets say only 70xINT that limited AA approach won't work. Simply because AI will know that player has very weak air forces and will be simply more aggressive with its bombers. And it doesn't matter if You gonna keep them all in Germany or in South America. Ai worries only about total numbers here. To scare AI away and force to do very limited strategic bombing campaign simply build more than 100, 110 INT/FTR. This plus AA trick will end up exactly how I described earlier.

And only thing that is left to do is sending our INT/FTR wings over attacked province on Air Superiority mission. They will automatically intercept all enemy bombers giving us free bonus to NU and xp for our planes and air leaders.

Using Air Superiority is quite important. Planes on Intercept mission sometimes like to chase enemy planes all over Europe even if we limit mission range to one province. Air Superiority doesn't have such issues. You just pick one province, send them and they will never move from there unless their strength or organisation drops low enough to cancel mission.

Few more helpful things will be building airbase in Nordhorn (most likely this will be province attacked by AI) and placing one INT wing there simply to get Base proximity combat bonus. Same thing with Radar. If You have it unlocked already build it to lvl 10 there and enjoy another bonus to air combat (small but still).

## 7. STRATEGIC BOMBING IN RUSSIA

There is no point in starting it right from the beginning of Barbarossa. All those events happening during first days and weeks will bump their NU to 100% anyway so wait with for some time. Best option here is capturing Archangielsk quickly. This means naval invasion there. From this airfield we can bomb Sykvatar. Province with some resources, IC and no AA defences. Also there is only one small enemy airfield nearby so our Medium Bombers (yes, use MB for that) will be relatively safe. Use 2 wings of 2xMB and this should be enough to keep Soviet at constant -2 NU penalty.

## 10 FORT BUSTING FOR DUMMIES Mk II

As Germany having few specialised Fort Buster divisions is mandatory. This is pretty obvious statement for anyone who at least once failed to capture Moscow or Leningrad. I won't be modest here. Tactics described below are probably the best when it comes to capturing such places. Just for example: in last campaign I took Gibraltar in less than 72 hours. Screenshots here are from one of my previous campaigns (not the uploaded one) but as You will notice I used same concept. Some traits or skill levels might be slightly different.

Let's start with basic stuff.

### 1. OOB AND DIVISION COMPOSITION.














We will use 6 Fort Buster divisions. 4 of those will be normal divisions. 5th will be build around Corp HQ and 6th around Army HQ. This will allow us to maximize bonuses from traits. If both Corp and Army general will have Fort Buster trait it will rise Fort Attack bonus of our divisions by 11%. With division generals with Fort Buster it will be ~26% bonus. And we will also get Commando traits everywhere giving another 8% to Fort Attack.

Division setups will vary from year to year. Main issue here is the fact that we won't have all necessary units available before 1941. This means our divisions in 1939 and 1940 will be uncompleted. That doesn't change the fact that they will be very potent combat units and still great Fort Buster divisions.

This is how they will most likely look like. Only thing that may change here is battle commanders in Corp or Army HQ since it's only part of those divisions that we get from random events.

#### 5. Army HQ

General: Student

1939		1941	
<b>6 Brigades</b>		<b>7 Brigades</b>	
 <b>Stab Armee(M)</b>	1,998	 <b>Stab Armee(M)</b>	1,998
II Motorized HQ	☆☆☆☆	II Motorized HQ	☆☆☆☆
 <b>6th H Arm Regiment</b>	1,798	 <b>SS-Totenkopf-Inf.Rgt. 1/2/3</b>	11,988
II Heavy Armor	☆☆☆☆	V Totenkopf	☆☆☆☆
 <b>II/Art.Rgt 46</b>	1,498	 <b>Günther von Kluge</b>	100
III Heavy Artillery	☆☆☆☆	XX Battle Commander	☆☆☆☆
 <b>62nd Eng Regiment</b>	399	 <b>6th H Arm Regiment</b>	1,798
II Engineer	☆☆☆☆	II Heavy Armor	☆☆☆☆
 <b>Gefechtstross-Bat.(mot) XI. A.K.</b>	99	 <b>II/Art.Rgt 46</b>	1,498
I Truck transport	☆☆☆☆	III Heavy Artillery	☆☆☆☆
 <b>SS-LSSAH-Stab</b>	249	 <b>Gefechtstross-Bat.(mot) XI. A.K.</b>	100
I Elite SS-Stab	☆☆☆☆	I Half-Track Transport	☆☆☆☆
		 <b>62nd Eng Regiment</b>	619
		I Armoured Engineer	☆☆☆☆
IC:	MP:	Days:	



## 7. Corp HQ

General: von Rundstedt

1939	1941
<b>7 Brigades</b> <b>Stab A.K.(M)</b> 1,998 II Motorized HQ <b>Pz.-Rgt. 88</b> 3,996 V Combined Arms Group <b>5th H Arm Regiment</b> 1,798 II Heavy Armor <b>Heeres-Sturm-Pionier-Bataillon 46</b> 999 IV Elite Light Infantry <b>Art.-Rgt. (H) Wilhelmshaven</b> 1,498 III Heavy Artillery <b>61st Eng Regiment</b> 399 II Engineer <b>Gefechtstross-Bat.(mot) VII. A.K.</b> 99 I Truck transport	<b>7 Brigades</b> <b>Stab A.K.(M)</b> 1,998 II Motorized HQ <b>Pz.-Rgt. 88</b> 3,996 V Combined Arms Group <b>Inf.-Rgt.'Großdeutschland'</b> 13,487 IV Grossdeutschland <b>5th H Arm Regiment</b> 1,798 II Heavy Armor <b>Art.-Rgt. (H) Wilhelmshaven</b> 1,498 III Heavy Artillery <b>Gefechtstross-Bat.(mot) VII. A.K.</b> 100 I Half-Track Transport <b>61st Eng Regiment</b> 619 I Armoured Engineer
IC:	MP: Days:

## 8. LSSAH

General: von Leeb

1939	1941
<b>7 Brigades</b> <b>Leibstandarte SS Adolf Hitler</b> 13,496 IV LSSAH <b>Josef Dietrich</b> 100 XXV Battle Commander <b>1st H Arm Regiment</b> 1,799 II Heavy Armor <b>Ebbinghaus Battalion</b> 299 III Commando <b>II/Art.Rgt 50</b> 1,499 III Heavy Artillery <b>57th Eng Regiment</b> 399 II Engineer <b>Gefechtstross-Bat.(mot) IV. A.K.</b> 99 I Truck transport	<b>7 Brigades</b> <b>Leibstandarte SS Adolf Hitler</b> 13,496 IV LSSAH <b>Josef Dietrich</b> 100 XXV Battle Commander <b>1st H Arm Regiment</b> 1,799 II Heavy Armor <b>Ebbinghaus Battalion</b> 299 III Commando <b>II/Art.Rgt 50</b> 1,499 III Heavy Artillery <b>Gefechtstross-Bat.(mot) IV. A.K.</b> 100 I Half-Track Transport <b>57th Eng Regiment</b> 619 I Armoured Engineer
IC:	MP: Days:



## 10. Germania

General: Rendulic

1939	1941
<b>6 Brigades</b> <b>SS-Standard Germania</b> 11,996 V Wiking <b>Ewald von Kleist</b> 99 XIX Battle Commander <b>3rd H Arm Regiment</b> 1,798 II Heavy Armor <b>II/Art.Rgt 64</b> 1,498 III Heavy Artillery <b>59th Eng Regiment</b> 399 II Engineer <b>Gefechtstross-Bat.(mot) VIII. A.K.</b> 99 I Truck transport	<b>7 Brigades</b> <b>SS-Standard Germania</b> 11,996 V Wiking <b>Ewald von Kleist</b> 99 XIX Battle Commander <b>3rd H Arm Regiment</b> 1,798 II Heavy Armor <b>Bau-Lehr-Rgt. Brandenburg z.b.V. 800</b> 299 III Commando <b>II/Art.Rgt 64</b> 1,498 III Heavy Artillery <b>Gefechtstross-Bat.(mot) VIII. A.K.</b> 100 I Half-Track Transport <b>59th Eng Regiment</b> 619 I Armoured Engineer
IC:	MP: Days:














## 11. Der Führer

General: von Brauchitsch

1939	1941
<b>6 Brigades</b> <b>SS-VT Standarte 'Der Führer'</b> 11,996 V Das Reich <b>Gerd Von Rundstedt</b> 99 XVII Battle Commander <b>2nd H Arm Regiment</b> 1,798 II Heavy Armor <b>II/Art.Rgt 52</b> 1,499 III Heavy Artillery <b>58th Eng Regiment</b> 399 II Engineer <b>Gefechtstross-Bat.(mot) X. A.K.</b> 99 I Truck transport	<b>7 Brigades</b> <b>SS-VT Standarte 'Der Führer'</b> 11,996 V Das Reich <b>Gerd Von Rundstedt</b> 99 XVII Battle Commander <b>2nd H Arm Regiment</b> 1,798 II Heavy Armor <b>III./Bau-Lehr-Rgt. Brandenburg z.b.V. 800</b> 299 III Commando <b>II/Art.Rgt 52</b> 1,499 III Heavy Artillery <b>Gefechtstross-Bat.(mot) X. A.K.</b> 100 I Half-Track Transport <b>58th Eng Regiment</b> 619 I Armoured Engineer
IC:	MP: Days:

### 13. Deutschland

General: von Manstein

1939		1941	
<b>6 Brigades</b>		<b>7 Brigades</b>	
	<b>SS-Standardte Deutschland</b> V Das Reich 11,988 ★★★★★ ↔		<b>SS-Standardte Deutschland</b> V Das Reich 11,988 ★★★★★ ↔
	<b>Erich von Manstein</b> XIV Battle Commander 99 ★★★★★ ↔		<b>Erich von Manstein</b> XIV Battle Commander 99 ★★★★★ ↔
	<b>4th H Arm Regiment</b> II Heavy Armor 1,798 ★★★★★ ↔		<b>4th H Arm Regiment</b> II Heavy Armor 1,798 ★★★★★ ↔
	<b>II/Art.Rgt 37</b> III Heavy Artillery 1,498 ★★★★★ ↔		<b>Kampfgruppe Schrader</b> II Commando 259 ★★★ ↔
	<b>60th Eng Regiment</b> II Engineer 399 ★★★★★ ↔		<b>II/Art.Rgt 37</b> III Heavy Artillery 1,498 ★★★★★ ↔
	<b>Gefechtstross-Bat.(mot) I. A.K.</b> I Truck transport 99 ★★★★★ ↔		<b>Gefechtstross-Bat.(mot) I. A.K.</b> I Half-Track Transport 100 ★★★★★ ↔
			<b>60th Eng Regiment</b> I Armoured Engineer 619 ★★★★★ ↔
IC:	MP:	Days:	

As You can see only division that has SF in 1939 is LSSAH and Corp and Army HQ lack BC. Last part is sometimes problematic because we will need two random BC spawned during our game. One can be acquired from "Leader Backstory" decision so we will need only one. Unfortunately options chosen by me are giving us political leader so... Luck needed. Only compensation here is that KG 88 is very good unit and also unlocks CA bonus.

As for lack of SF. Future events will solve that problem. We won't have 6 those units anyway so all that we get will be assigned to divisions - not HQ units. I think I don't have to say that SF is mandatory for FB divisions. Same with Engineers.

HARM was for very long time something that was considered useless in urban combat, and to be honest it is... if we think about single brigade. As part of division it is The Best unit in the game for most tasks (marshes and jungle are still huge no!). And it's a must have for Fort Busters. Great Toughness, Armor Value, good Piercing and great SA+HA and very high Fort Attack.

Artillery. We can use two types here: Heavy Artillery and Railway Artillery. As You can see I'm only using first one. It's not like Railway Art. is useless. I just want to avoid all the penalties that come with building those units. Plus Heavy Art. is very good at attacking forts and cities so at least for me choice is pretty obvious.

Transport brigades. We can leave them or detach them during combat. This depends on purpose of the battle. For training ones, Maginot for example it is better to leave them. We don't want to win by accident. For battles strategically important - detach them. Reason for that is simple. Transport units have very low Fort Attack (and any other attack value). Quick example. 1939 LSSAH with Trucks has 91% Fort Attack. Without it: 106%. Pretty big difference.

Superior Firepower aka "What to attach as 8th brigade". Nothing. Ok, You can put Assault Guns or Armored Support there, but there is really no point. First of all this will require You to build those brigades. They will boost combat stats of those division but I'm really not sure if it's worth the effort. It's not like they will be much better than with 6 brigades (7 if we include transport brigade).

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## 14. Generals, Traits and Training.

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Now this is place when some things are different. Due to changes in traits and using game engine quirk generals can now learn from each other during battles. In theory if we have Logistic Master all generals should start getting experience toward Logistic Genius. It's not perfect system but if handled with care it may give some great results. Also this is the cause of that little annoying tooltip bug with same trait listed 2 times on generals "Traits to gain" list.

First of all we will attack France in classical way - through Low Countries. Maginot will be used as training ground for our Fort Busters. And to do that as effective as possible we will split them in two teams.

### 1. Team 1:

Army HQ, Student - Experienced Commando

Corp HQ, von Rundstedt - Logistic Master, Assault Master

Deutschland, von Manstein - Fortress Buster, Trickster

Target: Hagenau

### 2. Team 2:

LSSAH, von Leeb - Assault Master, Fortress Buster

Der Fuhrer, von Brauchitsch - Offensive Doctrine, Logistic Master

Germania, Rendulic - Commando

Target: Wissembourg

As You can see both teams have at least one general with Fortress Buster, Commando, Logistic Master or Assault Master. Why two teams? It's another game engine quirk. It seems that generals earn their traits faster if there is 3-4 of them in battle than in large battles with lets say 10 divisions. I can't say that I'm 100% sure that it's true but it simply looks like this.

Attack on Maginot should start as soon as war starts. Longer grind = better divisions and generals. Remember to attack from 3 provinces with each team to reduce combat losses which in this case will be quite big especially for "Team 1" since Hagenau is often defended by normal divisions not just garrisons.



With that setup all our generals should start learning all important traits from day 1 of the battle. How does it work in the end? I won't list all trait gains and progress... I'll just paste screenshots after little over 3 months of battles.



Only last one for some reason doesn't have Fortress Buster trait (54% progress) and Trickster. It's not anything that I should be worried about. What's more important is that all other generals received traits properly. I have 2 Fortress Masters, all generals have Logistics Wizard, 4 have Master and one Genius. And another important part: only one doesn't have Commando.

Quick math. Let's take only traits into account and % passed down in CoC.

von Leeb: 55% Fort Attack  
 von Rundstedt: 44%  
 von Manstein: 46%  
 Rendulic: 54%  
 Student: 28%  
 von Brauchitsch: 28%

I won't even try to count all offensive bonuses here. As You can see some of our generals also have Ranger and Hill Fighter traits which will help in provinces around Moscow because all of those have forts, woods or hills. Only thing we lack is Mountaineer trait against Gibraltar but it's minor issue.

Air support. Shall we use it? No. From all fortified positions we will attack only one with AA low enough to allow air attacks is Maginot, and since it's our training ground we don't want to make that battle shorter. Gibraltar is lvl8 AA, Moscow and Leningrad both lvl10 so unless You want to write lots of condolence letters to families of dead pilots don't use air support there.

One thing that can be done for Gibraltar and Leningrad is Shore Bombardment. This is time when all those old C.BB will shine. Just remember that this will give penalty to defenders - it doesn't make Your units stronger. They will just suffer slightly lower casualties.





## 15. How it works?

Against Gib... Well. 69 hours.



Situation right after giving order to attack. LSSAH vs lvl 8 fort. Yes, only -11% penalty.







I think there is not much to explain here. Swift and brutal victory.

So, this would be the of theoretical part. Now every few hours or most likely once per day I'll update it with AAR part and things that I probably missed or forgot to explain. If there is anything that isn't here just let me know. And if anyone, by any

## TABLE OF CONTENTS



chance knows how to make those goddamn dates fit the screenshots I would be grateful for info how it is done! Not gonna spend a minute longer trying to solve that mystery!

Savegames will also be uploaded in few days. Some probably tomorrow or today since it's already past midnight here.

As always I hope it will help some of You or just show different way of doing things ☺

Took me longer than I was expecting but first batch of saves is ready.

[Pre War Savegames](#) - compressed saves from 1936 to 1st August 1939 with separate save after setting up OOB.

[1.XI.39 - 22.VI.41 Saves](#) - again compressed for easier and faster download.

[Barbarossa Saves](#) - saves from 22.VI.1941 to 3.XII.1941.