



WORLD ABLAZE

Game Guide

Historical

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- Tech Tree N/A
- Focus Tree N/A
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- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

Canada

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

British Raj

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

Australia

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

South Africa

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

Hungary

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

Romania

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

Bulgaria

- Tech Tree N/A
- Focus Tree N/A
- Division Templates N/A

DLC

Together for Victory	Used
Death or Dishonor	Used
Waking the Tiger	Required
Man the Guns	Required
La Resistance	Used (Required for Alt History)
Battle for the Bosphorus	Supported
No Step Back	Required

Required: Mechanics from this DLC are essential for World Ablaze to function

Used: Mechanics from this DLC is used to balance World Ablaze and create content

Supported: Mechanics/Content from this DLC is adapted to World Ablaze but not used for balancing or creating content for the mod

Basics

Changes to the Economy:

Economy Fatigue is a new system to World Ablaze, it represents inflation, large government spending and a shrinking civilian economy. Economic, manpower and trade laws now gradually provide economy fatigue which reduces construction speed and eventually stability and factory output. They also now give a weekly penalty to war support, to combat this there are more decisions and ministries you can invest in. The best strategy is to make your wars quick and demobilize after a war. It is natural to have Economic fatigue when militarizing your economy and it should not be something you should try and keep at 0% The following are the main ways of decreasing economic fatigue:

Focuses, War bonds, Decisions (most are available only when at war) Lowering your laws (only as a last resort if close to 100% fatigue). Staying on partial mob will cause your fatigue to go from 0% to 100% in 24 years, War economy is 12 and total mobilization is 6. Be aware that focuses can also increase fatigue.

Changes to Industry:

Military and civilian factories have had their output halved but in return you get double the amount of said factories (For most nations). Naval dockyards and military factories require coal while civilian factories require 1 steel.

To accompany this, the max civilian construction count is 20 for each new building. New resources have also been added, which include bauxite, coal and iron. 3 new buildings accompany these resources. Aluminium Smelter uses Bauxite and Coal to make Aluminium. Hydro-Powered Aluminium Smelter uses Bauxite to produce Aluminium but is more expensive than the Aluminium Smelter. Steel Mill Uses Iron and Coal to produce Steel. Infrastructure also no longer boosts the amount of steel and aluminium you get from a state as they only come from these factories.

Changes to the Tech Trees:

Each major nation has unique tank, air, navy and artillery Tech Tree's that all have their historical stats for their equipment. Minor nations who have the generic air and artillery tree have worse stats than the Major's. Minor nations also do not start with a generic tank tree anymore and rely on major nations for tanks via decisions.

Certain tanks have multiple variations in the tech tree such as the Panzer IV. Switching production between these variants will result in very little loss in efficiency. Ships unlock with their historical modules already attached leaving little to be refitted and researched. They have also been split into historical archetypes. The new additions specialize in the following, frigates are very effective against submarines, heavy cruisers are effective against light ships and light carriers are cheaper versions of carriers.

Changes to Politics:

The Ministries Section has been added to the Political Tab. The new additions include:

Ministry of Culture which is focused around women's place in society. It starts off with more home orientated roles that give you higher population gain, but you can change it at a significant cost or through focuses to provide more bonuses to your industry and army. For example, higher recruitable population and/or factory output.

Ministry of Defence is focused on war bonds. You use these to reduce your economic fatigue. However, these can only be accessed during war situations and come at the cost of consumer goods for 2 years.

Ministry of Propaganda is focused on providing war support. Since high tier economy laws take weekly war support, this is used to counter that. Each level provides 0.1% weekly war support and takes 0.05 political power per day.

Ministry of Labour is focused on providing miscellaneous buffs such as stability for some consumer goods or a small recruitable population boost for some PP.

Ministry of Business is essentially your economic ideology and it is heavily tied to your political ideology. Fascists can't fully privatise for example and democracies can't follow the ideas of national socialism. Each economic ideology provide different buffs and debuffs that range from stability increases/decreases, consumer goods increases/decreases, construction speed, research time, ideology drift defence and so on..

Changes to Combat:

Combat width has been changed from 100 to 90 making the ideal division have 30 combat width. Weather and terrain are much harsher. Organization takes longer to regain and is dependent on infrastructure and Supply lasts 10 days instead of 3 days. New units have been added and the descriptions for the unique ones can be found below.

Armoured Cars, they are split between combat and scout. Combat cars generally have a equal armament to light tanks but are cheaper and less durable. Scout cars provide org and can be used as recon. They are also wheeled which gives them different terrain modifiers.

Assault Tanks, They have much more armor and soft attack than SPG's but have less breakthrough and defence. They also serve on the front lines making them alot more vulnerable than SPG's. As a result of their extra armor they cost more too.

Heavy Units, Currently field guns and infantry have heavy variants. These are much better units than their normal counterparts but cost more, are slower and take more supply.

Misc, There is a hard cap of 12 Carriers per battle. Deathstacks have been heavily nerfed so that the ideal fleet size is now 50. The Number of screen ships required per capital is now 4 instead of 3. There are amphibious mechanized units for better naval invasion performance. Light tanks can also be used for recon

France

Tech Tree:

Infantry:

French Light equipment is one of the cheapest to produce but lacks Submachine guns early on, upgrading equipment is difficult and France is heavily reliant on heavy machine guns to have strong defensive. France has access to WWI equipment as world tension rises, thus producing modern equipment as soon as possible is recommended.

Armour:

French tanks are quite splintered at the beginning and lack even an average amount of tank variants. It is recommended to focus on heavy tanks as they offer great armour and have alright stats. The Hotchkiss light tanks can be used to exploit breakthroughs and also have great armour for light tanks.

As time goes on however medium and modern tanks become more and more competitive and should become a essential part of the French army.

Artillery:

France is heavily reliant on heavy variants to provide competitive stats and should try and produce regular artillery at a high quantity to ensure sufficient soft attack. Anti tank guns should be used in every frontline infantry unit due to the static nature of early French warfare. Any large breakthrough of tanks can prove disastrous for the French army

Land Doctrine:

Massed Artillery, Integrated Support, Equal spacing, zeroing artillery, air killzones, stationary battery, Constant Barrage, Fire by command

Frontal Tanks, Schwerpunkt, Long Range Combat, War of Supremacy

Decisive Strategy, Defence in Depth, Grand Battleplan, Orders by Directive, Overlapping Defensive Positions, Skirmish Lines, Mortar Pits

Navy:

The French navy is pretty average among all majors, neither excelling in one place nor falling behind in one area. Its is recommended to use a mix of all units in your fleets and prioritize creating a modern navy with a fully stacked strike force and patrol units otherwise you risk being spread too thin.

Aircraft:

The French air force stays on par with other major nations but doesn't excel in any particular area. Investment will lead to a French army that can sustain offensives and protect from bombers adequately, otherwise you will have to take a very defensive mentality and invest in AA

Focus Tree:

An immediate decision needs to be made when approaching the focuses, and that is whether to fully commit or hold off to gain more political power. Fully committing is the historical option and lets France gain a very well developed industry able to equip its large army and attempt to invest in the air force and tanks. Holding off however allows France to fix its internal problems and remove Disjointed government which removes a lot of debuffs and replaces them with good National Spirits

Some key focuses are:

Encourage Immigration, National Champions, Plan V and Division cuirassee

Politics and Construction:

Silent workhorse should be the first person you pick using pp, from there again decisions need to be made whether you want to get Leon Blum to try and reform the government or attempt to get some high command. Building in Southern France is the safest location for French industry. Building civs until you get early mob and then switching to mils is recommended

Negative National Spirits:

Full Employment - Removed after encouraging immigration

Disjointed Government - Removed by completing Unify the Government

General Tips:

Create motorized divisions and use the Dyle-Breda line to secure Belgium and ensure the help of British ground forces in Belgium

Build an airforce to contest German air superiority

Use 4 divisions per tile, keep the line as static as possible until the military is reformed

Division Templates:

Infantry:

10 Infantry

3 Artillery

1 Anti-Tank

Assault engineer/horse logistics/ horse field hospital/signal

Recon/heavy artillery/Anti Air

Tanks 1940:

6 Heavy tanks

2 Medium tanks

5 APCs

1 Medium Tank Destroyer

1 Motorized Heavy Artillery

Assault engineer/motorized logistics/ motorized field hospital/signal

Armoured recon/maintenance/Heavy Artillery

Tanks 1942:

8 medium tanks

2 assault tanks

5 APCs

Assault engineer/motorized logistics/ motorized field hospital/signal

Armoured recon/maintenance/Medium TD

Italy

Tech Tree:

Infantry:

Italian Light and heavy equipment is very upgradable and should be kept as modern as possible to remain competitive. Excellent mortar upgrades make the Italian quite deadly if you manage to make full infantry divisions

Armour:

Italian armour can be best described as a year behind, however they are essential to achieve grand Italian plans and should not be ignored especially if the Italians stand alone. Making use of the cheap equipment and tank variants help compensate for Italy's weaknesses. It is recommended to use focuses to try and rush tanks as Italy if you are planning an armour build.

If a tank core is established early on, upgrading to Italian panther tanks (if aligned with Germany) or using heavy tanks can propel Italy as an equal on the tank battlefield

Artillery:

Italy has strong artillery at the start of the game with decent AA and AT for the start of the game. Fighting infantry and mechanized is doable however early enemy armour could prove difficult to challenge, hence the usage of heavy AA in some divisions could help contain armour thrusts

Land Doctrine:

Massed Artillery, Integrated Support, Equal spacing, zeroing artillery, Frontal Support, stationary battery, Constant Barrage, Fire by request

Frontal Tanks, Armoured Waves, Long Range Combat, War of Supremacy

Advanced Squad tactics, Defence in Depth, Grand Battleplan, Orders by Directive, Overlapping Defensive Positions, Skirmish Lines, Mortar Pits

Navy:

The Italian navy is the strongest branch of the Italian military, at the start of the game it is in the process of becoming a real threat to any major nation. Proper investment into more screens, capital ships and submarines will ensure safe naval zones for the axis in the med. Italian carriers struggle to keep up with other majors however in raw stats, nonetheless having them can still prove extremely valuable. Submarines is also an area that Italy does well, a mix of both types of subs can help greatly in disrupting allied supply and even help Germany in the battle of the Atlantic.

Aircraft:

Italy's aircraft is a mixed bag, containing some good designs while falling short on others. Unfortunately for Italy this results in very varying performance. Early CAS and bomber designs are worth building but have poor upgrades in the late stage of the war, the opposite is true for Italian fighters, multiroles and naval bombers.

Focus Tree:

Italy starts off with a small industry and an outdated army. Focuses are a great step towards reforming this, however the biggest enemy for Italy is time. Focusing on the industry focuses first will enable you to build enough divisions to guard your coast and diversify your army, while focusing on military focuses will help a great way towards getting a modern yet small military. Of course there is always the choice of balancing between the two but whichever route you pick it is key that you finish the war with Ethiopia as soon as possible in order to do the Military Modernization Focus and then rush towards sending Spanish volunteers

Some key focuses are:

Prospect for Oil, Align with German Politics, Military Modernization, The Corpo Truppe Volontarie and realization of modern warfare

Politics and Construction:

As Italy, a focus on rapid military growth should be your priority. The Italian high command provides the smallest amount of buffs so getting better equipment in your divisions would be more useful. Due that it is recommended you get an infantry, navy, air and armour designer in that order along with mandatory army service.

While at war with Ethiopia, building a few fuel silos will help you train your military during the pre war period and once military modernization is done a full military and dockyard construction should begin. Fitting a few hydro steel mills and synthetic refineries before the war starts will help Italy greatly.

Negative National Spirits:

Inadequate Military – Split into 3, Removed after 4 modernization efforts in each area using XP

Grand Council of Fascism – Not necessarily a bad NS but it can cause a civil war if invaded and you haven't finished dictator of Italy

General Tips:

Have garrison forces at the start of the war to prevent early invasions

Either invade or bomb Malta and use that naval zone to supply troops in Africa

Split infantry division templates in 2 with one having the base template and the other modern to ensure some military modernization in important fronts

Cheat on the London naval treaty

Division Templates:

Infantry:

10 Infantry

3 Artillery

1 Anti-Tank

1 Anti-Air

Engineer / horse logistics / horse field hospital / signal

Recon / heavy anti air / anti air

Garrison:

3 Infantry

3 Light Infantry

2 Artillery

Engineer / horse logistics / horse field hospital

Recon / anti air / anti tank

Tanks 1940:

6 Medium tanks

2 Light tanks

1 Towed artillery

1 Towed anti air

5 Motorized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / heavy anti air / heavy artillery

Tanks 1941:

7 Medium tanks

1 Assault tanks

1 Tank Destroyer

6 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / heavy artillery / assault tank / medium spa

Japan

Tech Tree:

Infantry:

Japanese infantry equipment falls slightly behind the big 4 nations but is still adequate for invasions and garrisons and more than enough to fight China. Make sure early heavy infantry bonuses are researched before the war with China begins. Due to the lack of enemy armour Japan will face, it is better to not upgrade 1936 heavy equipment until 1941

Armour:

Japan has a few standout tanks such as their assault line, while Japan is not expected to face significant enemy armour, building at least 3 tank divisions will give your military a great amount of flexibility when it comes to the war with the allies. Make use of your many research slots and plenty of army xp from China to carefully construct a tank division that will enable you to punch through any stubborn lines the allies set up and really take the Pacific by storm.

Light tanks can also provide a significant advantage over Chinese divisions which will help in capitulation or the taking of large ground at a much smaller risk to your own casualties.

Artillery:

Japanese artillery have large leaps in their upgrades to keep up with other majors. Not neglecting artillery upgrades therefore is important. Japanese AT and AA however are poor and so an investment in their heavy variants could be an avenue to make up for that.

Land Doctrine:

Massed Artillery, Integrated Support, Equal spacing, zeroing artillery, air killzones, stationary battery, Harassment Fire, Fire by command

Frontal Tanks, Schwerpunkt, Battlefield Brawler, War of Movement

Large front Operations, Defence in Depth, Shock and Awe, Orders by Task, Fortified Fighting Positions, Blob Formations, Pocket defence

Navy:

Your navy is your sword and shield against Britain and the US and will make or break your campaign. Your battleships and battlecruisers have excellent heavy attack all around and some of them have excellent armour as well. Your heavy cruisers start off reasonably good and can be retrofitted to become very good, with firepower, armour, and torpedoes. Your carriers can carry just as many planes as the American ones, though their AA is significantly weaker.

Your destroyers however struggle in surface combat but are the best torpedo destroyers in the game. The biggest downside to the navy is a severe lack of ASW. Refitting older ships is crucial as Japan is plagued with a lack of dockyards to create new ships and so it is unlikely you will have a taskforce full of new ships.

Aircraft:

The Japanese Air Force has quite a few good options, particularly when it comes to carrier ships. Sadly, your limited industrial base means you'll want to focus on a handful of types in order to have reasonable numbers of airwings. It is recommended to focus on land CAS early on before adopting carrier CAS as well as carrier fighters and naval bombers. Tactical bombers and patrol planes are also necessary to reach the vast spaces you will be fighting in and counter submarines

Focus Tree:

Japan has plenty of good choices to choose from there focus tree. It is recommended to rush Spiritual mobilization early on to keep the army growing but keep an eye on the interservice rivalry that will occur when doing some military focuses. It is recommended to at least start on every Japanese puppet focus but other than that any route you take is a viable strategy

Some key focuses are:

Supremacy of will, Set up the Wang Jingwei Regime, Exploit China, National defence state

Politics and Construction:

Two big keys for Japan are planning ahead and prioritizing. It is highly recommended you build up to 10 fuel silos at the start of the game and keep that stockpile as full as possible before the war starts. Japanese industry is the second smallest out of the major 7 nations, but you will find enough capacity to build a large and diverse military. Don't neglect the colonial/protectorate trees for Manchuria, Korea, Mengjiang, and eventually China as well. Not only do they give you PP, but they also give you more factories that you desperately need (even the Manchurian ones, vassal industry applies to you as well).

There is the issue of how unbalanced the Home Islands are in development. Five regions- Kyushu, Chugoku, Kansai, Tokai, and Kanto- have good/decent infrastructure at game start and will very quickly fill almost completely up with factories by 1940, both through focuses and through your own construction, while the other five regions- Shikoku, Koshinetsu, Hokuriku, Tohoku, and Hokkaido- have little infrastructure and industry. It can't be helped, and a factory is a factory, but it's recommended that you build up the infrastructure on Shikoku, Koshinetsu, and Hokkaido (these regions have natural resources that you're simultaneously increasing production in), a little at a time, to help with putting factories in those areas as well. Take the time to build lots (9-10 more than you start with by 1942) of steel mills and a few aluminium smelters as well- you WILL need the extra resources.

Negative National Spirits:

Gekokujo - Removed after appointing Tojo's Cabinet

Duplicae Air research - Removed by completing The Imperial Japanese Airforce

Traditional Architecture – Unable to be removed

General Tips:

Have strong garrison forces at the start of the war with the allies to prevent early invasions

Keep the Invasions going in the allies, your biggest chance of winning in the pacific will be in the first 6 months.

Do not capitulate China, take there major cities besides chongking, use them to grind xp, exploit there land and take war bonds. This will maximise your number of land doctrines and enable you to go on total mobilization very early on.

Abandon on the London naval treaty

Rush Vast offensives land doctrine before war with China

Division Templates:

Anti Chinese Infantry:

4 Infantry

7 Light Infantry

4 Artillery

Engineer / horse logistics / horse field hospital

Recon / artillery / heavy artillery

Infantry:

11 Infantry

4 Artillery

1 Anti-Air

Assault engineer / horse logistics / horse field hospital / signal

Recon / heavy artillery / anti tank

Garrison:

4 Infantry

3 Light Infantry

2 Artillery

Engineer / horse logistics / horse field hospital

Recon / anti air / anti tank

Tanks 1942:

6 Medium tanks

3 Infantry support tanks

1 Medium tank destroyers

6 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / Light SPAA / Infantry Support Tank

Germany

Tech Tree:

Infantry:

German light equipment should be upgraded as often as possible, the split with the Gewehr and the Stg 44 comes down to stats vs production cost and it is up to you to decide which one is better or if you want both. German heavy machine guns mostly become cheaper as time goes on and is one of the best in the game, it is recommended to ensure all infantry in your army is regular and not light, however if you find yourself lacking in heavy equipment, skip the 1939 MG 34+Panzerbuchse 38.

Armour:

German tanks initially lack armour and piercing but have excellent speed, breakthrough and defence allowing them to overcome most enemy tanks. Early on all types of German tanks play a role on the battlefield and it is recommended to pursue all tank types. Mechanized is split into 2 where the choice comes down to speed vs HP.

German late war tanks catch up and surpass the average armour and firepower. They retain high mobility as well making them fearsome opponents if it was not for their high production cost, generally poor reliability and high fuel consumption. Fuel is a massive issue for Germany regardless however and so you have to pursue a policy of quality over quantity, therefore investing in heavy and modern tanks will keep the possibility of Victory alive.

Artillery:

Germany will find itself in many theatres of combat and most often will face overwhelming airpower. It is thus advised to pursue all artillery lines. A very special artillery piece is the 8.8cm Flak which provides very good early piercing for German divisions if you begin to struggle with heavy armour in France and the UK.

Land Doctrine:

Advanced Firebases, Dispersed Support, Concentrated spacing, zeroing artillery, frontal support (if making use of heavy anti air), mobile Artillery, Harassment Fire, Fire by request

Combined Warfare, Schwerpunkt, Long Range Combat, War of Movement

Advanced Squad Tactics, Elastic Defence, Shock and Awe, Orders by Task, Fortified Fighting Positions, Skirmish Lines, Mortar Pits

Navy:

The Kriegsmarine has some pretty heavy hitters among their surface fleet, however due to their small size it is recommended to pursue a policy of trade interdiction. This either results in investment in Capital ships or submarines or both. German destroyers have some of the highest HP and their light cruisers make excellent screens for surface raiders.

German subs also are quite effective and have good range and stealth. It is highly recommended to invest in both types of ships to make sure no enemy can hard counter you in the sea. Stay away from enemy airbases is key to keep your fleet raiding convoys for as long as possible

Aircraft:

The Luftwaffe have a diverse amount of aircraft sporting good agility, excellent ground strike and air attack stats. Due to being outnumbered it is recommended to convert old models of planes to newer ones as much as possible to not only have an edge in combat, but to also keep losses low to maximise the amount of airpower you can project. Investing early in jets is key to retain supremacy in the sky. Use attackers and/or heavy fighters to fend off enemy bombers and accomplish objectives.

A key strength of Germany's there multiroles and tactical bombers which can do a variety of tasks at decent effectiveness with no obvious weakness besides being outnumbered.

Focus Tree:

Economy Fatigue dictate how you want to go about the focus tree. There are a lot of focuses and many take a short time to complete, but it can still be a struggle on what to pick before going to war. If you want the edge in rubber and fuel, rush I.G. Farben and build a lot of synths using it. It is highly recommended you accompany this with fuel silos and stockpile a minimum of 3 million fuel.

A strong industry can lead to a quicker victory and so it may be prudent to bite the bullet and pick the focuses that give you the most factories. As long as you don't reach 100% economy fatigue during war, it will be worth it.

It is essential to invest in your army as Germany can easily get the edge in doctrines over any country it fights early on and even during the invasion of the Soviet Union. It is also essential to invest in some naval focuses to complete the naval doctrine and have an effective Kriegsmarine throughout the war.

Some key focuses are:

Coal Liquidization, Plan the Third Generation, Aeronautic Funding, Atlantik Wall, Modular construction, Appoint Albert Speer (available after feb 1942), Secure Swedish iron and Flak towers.

Politics and Construction:

As Germany you should focus on rearming your country as fast as possible, focus on building military buildings. Germany has many buffs for these types of buildings and debuffs to civilian buildings due to economy fatigue and other factors. Thus ignore building civilian factories completely

Going with Rhineland and then proclaiming the axis powers can give plenty of political power to pick both of your silent workhorses and revel in an abundance of pp to spend. After that it is advisable to get mandatory army service and an army theorist to help grow and modernise the German army.

Negative National Spirits:

Economic Divide - Removed after going down either economic focus trees

Relaxed Industry - Removed by completing Appoint Albert Speer

General Tips:

Ensure an atlantik wall is present before you fight the Soviets

Quality and strategy will win the war for Germany, ensure you adapt to new situations and always pursue the best technology, falling behind in any sector can easily bring doom.

Germany's best advantage early on is its advancements in doctrine, make sure you do not leave any wars too late otherwise you will lose this edge

Make use of Reichskommissariats, they may seem quite the sink but pay off really well in the long run

Division Templates:

Infantry:

- 9 Infantry**
- 3 Artillery**
- 2 Anti-Tank**
- 1 Anti-Air**

Assault engineer / horse logistics / horse field hospital / signal

Recon / Heavy artillery

Garrison:

- 11 Infantry**
- 3 Artillery**
- 1 Anti-Tank**

Engineer/horse logistics / horse field hospital / signal

Recon / Anti Tank / Anti Air

Tanks 1940:

- 4 Medium tanks**
- 4 Infantry Support tanks**
- 1 Light tank destroyer**
- 6 Mechanized**

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / Light SPAA

Tanks 1942:

- 7 Medium Tanks**
- 2 Assault tanks**
- 5 Mechanized**

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / medium SPG / medium SPAA / medium TD

Heavy Tanks 1942:

- 7 Heavy Tanks**

2 Heavy TDs

5 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / Heavy SPG / medium SPAA

Soviet Union

Tech Tree:

Infantry:

Soviet light equipment is very cheap early on and you should always be producing it through 1942 with the aim of always keeping a large stockpile, therefore it is recommended you always have 2 lines of production with one being the Mosin Nagant and the other being of your choosing to equip your elite divisions. Early Soviet heavy equipment however is expensive and has bad stats and there it should be upgraded but always after researching the most recent industry techs.

Soviet equipment have average stats but excel in breakthrough. However this can only really be made use of after reforms are complete.

Armour:

Soviet Tanks on paper look great, good armour and good firepower. However many lack the ergonomics of other nations aswell as radios and good vision. Therefore they frequently run into high casualties due to very poor breakthrough and defence. It is advisable to keep them from frontline action until they are absolutely needed, atleast early on.

Keep upgrading your models as eventually they will fix many of their problems, pair them up with tank destroyers and assault guns to overcome there shortfalls and the Soviet tanks can become one of the most fearsome ground armies in the world. The one consistently shining grace of the Soviet tanks are there cheap cost and excellent armour and have the most armoured tank in the game, the IS-7.

Another distinct lack Soviet armour has however is SPAA which has to be compensated for by having a strong airforce.

Artillery:

Soviet Artillery has good stats and should be used to help counter their poor military performance against major nations. The Soviets specialize in rocket artillery which provide excellent breakthrough stats that can seriously buff the performance of elite infantry or tank divisions. Otherwise it is key to produce anti tank weapons and equip your whole army with them as well as AA. They have decent stats and ensure your chances of a total frontal collapse is not high.

Land Doctrine:

Massed Artillery, Dispersed Support, Concentrated Spacing, Zeroing Artillery, Air Killzones, Stationary Battery, Constant Barrage, Fire by Request

Combined Warfare, Deep Operations, Battlefield Brawler, War of Annihilation

Large Front Operations, Defense in Depth, Shock and Awe, Orders by Directive, Overlapping Defensive Positions, Skirmish Lines, Pocket Defence

Navy:

The Red Navy is very outdated and small, In order to overcome these shortcomings the Soviets have very firepower heavy ships that do not cost as much as other nations. However ship upgrades are few and far between and unless they outnumber an enemy they will almost always come out worse. Build a few BBs to complete the greatest navy mission and equip as many subs for minewarfare

Use these ships for shore bombardment, closing off straits and protecting you against invasions.

Aircraft:

The Red air force is heavily dependant on there single engine aircraft to perform the bulk of their air missions and it is reflected in the stats of other types of aircraft. Strike and Tactical bombers aswell as attackers can be useful when airfields are getting bombed but it is always recommended to go down the cas and fighter line. Soviet fighters sport good agility but are amongst the poorest air attack. The Cas have some of the toughest air defence and have high ground attack.

Your ground forces are very dependant on airpower to not suffer huge losses due to a lack of SPAA and so always keep your air lines at the start of the gam because if quality wont cut it, quantity will.

Focus Tree:

The Soviet Focus tree is all about expansion and industrialization. 5 year plans help greatly depending on which one is active. The 2nd fiver year plan focuses on civilian industry, the 3rd five year plan focuses on military industry and the 4th fiver year plan focuses on reconstruction and repair.

There is no real right way to progress through the focus tree however it is recommended to do the great purge after the 2nd five year plan as it is only available when conducting no five year plan, and prioritize industry over military. The size of your army is your greatest shield. Ensure the winter war is done as soon as Poland falls so you can rush Stavka and begin your military reforms.

Some key focuses are:

Urbanize the urals, Lessons of war, form the Stavka, utilization of Tulan arms industry, planned economy, emergency powers

Politics and Construction:

Many of the Soviet expansions are dealt through decisions rather than war justification. The SU lacks pp gain early on and must be used wisely. A good early aim is to get partial mobilization in 37 gain the popular figurehead. Always recruit reserve divisions, and remember to complete your faction missions to fill out your high command. It is highly recommended to pick a military advisor asap and send attaches to spain and china to gain xp and steal gold reserves.

Keep as much construction project in the urals and improve the infrastructure in that area. Building airfields and radar is also recommended along the line between Stalingrad and Moscow

Negative National Spirits:

Trotsky Plot - Removed after completing the great purge and Smersh

Weak Industry - Removed by completing the 2nd five year plan

Widespread Army Incompetence – Removed by army reforms decision twice (or once if activating order 227)

Airforce Incompetence - Removed by air reforms decision

Naval Incompetence - Removed by naval reforms decision

Cavalry Army Clique – Removed by army reforms decision twice (or once if activating order 227) and completing the focus Disband the Cavalry Army Clique

Aftershock of Holodomor – Removed by itself after time runs out

Inexperienced Workforce – Removed by itself after time runs out. Improves yearly.

General Tips:

Do not leave your entire army on the frontline, keep multiple fall back lines around defensible river lines. Force attack your light tank divisions and discard them after 1941.

Have your good armour ready along side your fallback lines to prevent Germany from exploiting breakthroughs in your frontline.

The Caucasus are more valuable than Moscow

Use your first land doctrine bonus to switch from mass assault

Do not start the 4th five year plan until after the war

Division Templates:

Infantry:

10 Infantry

4 Artillery

2 Anti-Tank

Assault engineer/motorized logistics/ horse field hospital/signal

Recon/heavy artillery/anti air

Tanks 1941:

12 Medium Tanks

6 Motorized/mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / mechanized anti air / medium tank destroyer

Tanks 1943:

11 Medium Tanks

1 Medium TD

6 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / Assault Tank / Medium TD

Heavy Tanks 1941:

9 Heavy Tanks

3 Heavy Assault Tanks

6 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / Motorized Rocket Artillery / Heavy Assault Tank

United Kingdom

Tech Tree:

Infantry:

British Light and heavy infantry equipment is good and reliable but not spectacular in any way. Very few changes in production lead to a very high efficiency throughout the game. Special Forces tech is highly recommended as Britain gets great bonuses for them in both here focus tree and high command

Armour:

British tanks have amongst the highest armour or speed during the early and mid game. A high reliance on both of these will lead to your opponent to develop specific and expensive equipment to counter them. Generally as Britain you will lack firepower and useful subunits, equipping your medium tanks with heavy artillery and your heavy tanks with Bishop's mitigates this.

Rely on support tanks to make up the numbers and be constantly improving your doctrines. Building mechanized divisions is the most effective thing you can do as the British mechanized is the cheapest amongst any nation

Artillery:

British Artillery can be best described as good enough to get the job done. Their Anti tank guns are quite good however, early anti air adoption can be great to counter air superiority from the Germans. The only notable equipment to avoid is the starting 2 heavy artillery.

Land Doctrine:

Massed Artillery, Integrated Support, Concentrated spacing, Creeping Barrage, Air Killzones, mobile Artillery, Harassment Fire, Fire by command

Frontal Tanks, Encirclement, Battlefield Brawler, War of Supremacy

Advanced Squad Tactics, Defence in Depth, Shock and Awe, Orders by Task, Fortified fighting Positions, Blob formations, Pocket defence

Navy:

The royal navy has some of the best light cruisers and excellent capital ship models, however due to the London naval treaty your next BBs and CVs are severely restricted in armament and size. Nonetheless they are only options at the time and should still be built.

It is important to refit your ships even the ones you will be building up to the lead up to the war and make an effort to keep up with your frigates research, they are your best defence against enemy subs starting with the Hunt class.

Aircraft:

The British air tree offers very competitive planes, it is recommended to go down both the fighter and multirole lines, and build naval bombers and patrol planes. The spitfires are a great superiority plane, the multiroles give CAS and have the ability to fight other planes aswell. Once you have your footing and are reaching

200 military factories, you can start building bombers and escorts. British bombers have some of the best strat bombing stats.

Focus Tree:

The British focus tree is a mix of rearmament and fortifications. It is important to first focus on addressing the great depression and developing the commonwealth. Begin rearming as soon as possible and do your fortification decisions in-between. For your fortifications it is recommended to focus on the Mediterranean first and as for rearming, aim for the Royal tank corps, chief of staff committee and Royal Ordinance factories.

Britain also gets really nice fatigue reduction decisions from the Sterling reserves and so it is recommended to go to total mobilization as soon as your war support allows it, the Home defence tree also offers good bonuses which you will need to mobilize faster

Some key focuses are:

The Empires Sterling Reserves, Chiefs of Staff committee, British Commonwealth Air training Plan, Military Training Act, Woman's land army

Politics and Construction:

An early choice for Britain is to rush there silent workhorse, work on getting your theorists and then fill out your designers in 1938 before focusing on your high command

Negative National Spirits:

The War to End all wars - Removed after the Military Training Act

General Tips:

As the UK you should aim for mechanizing your army

Never underestimate the possibility of Sealion, even from the AI. Therefore leave a garrison and naval force around the UK at all times with dedicated mining ships

Ensure Gibraltar and the African coast are well guarded

Make sure you always invest in frigates and Light carriers to

It is recommended to use the Matilda tank as its armour is unbeatable early on

Division Templates:

Infantry:

11 Infantry

2 Artillery

2 Anti-Tank

Assault engineer / motorized logistics / motorized field hospital / signal

Recon / heavy artillery / maintenance / Anti Air

Tanks 1940:

8 Medium tanks

2 Infantry support tanks

5 mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured car recon / maintenance / heavy artillery / anti air

Tanks 1943:

8 Medium tanks

1 Infantry support tank

1 Medium TD

5 mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured car recon / maintenance / infantry support tank / medium SPAA

United States of America

Tech Tree:

Infantry:

The USA enjoys a very strong infantry tree with the best light infantry in the game. The real choice you will face as the USA is whether you want to produce the expensive Thompsons over the grease gun. Building both is a viable option if you want to use the latter for lend lease and keep the best for your own divisions. Keeping up with heavy equipment research will allow you to gain the bazooka relatively quickly which will make your infantry a very dangerous threat early on

Armour:

American armour is non existent until 1939 hits, this is not that big of an issue however due to the lack of military factories and no early threat. Once the ball gets rolling the USA can pretty much build whatever it likes, a strong focus on Shermans and mechanized infantry is highly recommended as such. The Sherman tanks however do require the support of its variants, there is the choice of building early designs of the Pershings instead, but they suffer from poorer reliability and higher cost while not offering a complete improvement in other stats.

A focus on amphibious mechanized is also recommended for the pacific campaign, there use will give you a clear advantage over the Japanese. American heavy tanks also offer very good stats if you desire to peruse them but they still require variants of the Sherman to be well rounded against all threats.

Artillery:

American artillery combined with there doctrine is a formidable force. However the early guns lack very good stats besides regular AA, with the really good equipment coming in 1941+. As the USA you can rely on heavy variants much more than other countries

Land Doctrine:

Advanced Firebases, Integrated Support, Concentrated spacing, Creeping Barrage, Air Killzones, mobile Artillery, Harassment Fire, Fire by command

Combined Warfare, Encirclement, Long Range Warefare, War of Supremacy

Advanced Squad Tactics, Defence in Depth, Shock and Awe, Orders by Task, Fortified fighting Positions, Blob formations, Pocket defence

Navy:

The American navy heavily relies on there capital ships to win naval dominance, not only do they start with a lot of them but they have the ability to build many more. It is recommended to follow the base strike doctrine and refit your ships

Aircraft:

The United States airforce starts of rough but becomes the most powerful airforce near the end of ww2. Ofcourse the key strength is the ability to build a massive fleet of bombers, something less obvious is there

excellent multiroles/CAS and heavy fighters/attackers which offer the best CAS and good escort potential. Building patrol planes could be useful to hunt submarines and tactical bombers offer good flexibility in the pacific. America's 2 bomber lines each specialize in the pacific and in Europe respectively.

Focus Tree:

The USA's focus tree is fairly straight forward. Most of your choices revolve around your factions and picking whom you side with. A fairly important choice however is whether to do judicial reforms or not. Doing them is ahistorical but opens many long term benefits for the USA while the other path gives nice short term bonuses.

It is important to go down the focus on asia and Europe focuses in order to project your power and embargo countries, bringing the whole of south America along with you. Giant wakes must be done as soon as possible to begin fixing the great depression and putting the USA on the road to building a military

Some key focuses are:

Budget Balancing, cash and carry act, Hatch Act, Focus on Asia, Fund the navy, Build the pentagon, Manhattan Project

Politics and Construction:

Silent workhorse is a must go to advisor for the USA, Henry Morgenthau should be your next choice and then the industrial concern. After that focus on designers and lastly the high command. building a few dozen aluminium smelters and synthetic refineries aswell as infrastructure in resource heavy areas is recommended early on before going full military factories and dockyards once your off civilian economy.

Negative National Spirits:

The great depression - Removed slowly after doing the Giant Wakes

Neutrality Act – Removed slowly by going through the cash and carry and lend lease act

Political corruption – Removed after doing the Hatch Act

Segregated Army Divisions – Removed after the full desegregation focus

General Tips:

When at war the USA will be hit by a torpedo crisis that will last in total for 2 years. It is recommended to be defensive during this time especially when Japan has tora tora tora

Leave plenty of equipment for lend lease, especially for the Soviet Union

Do the send aid decisions as they greatly help your allies contain Germany while your strength is still growing

Focus on full mechanization, you can afford it

Division Templates:

Infantry:

12 Mechanized Infantry

3 Mechanized Artillery

1 Mechanized Anti-Tank

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured car recon / maintenance / mechanized Artillery / mechanized SPAA

Tanks 1942:

8 Medium tanks

1 Medium TD

1 Medium SPG

5 Mechanized

Assault engineer / motorized logistics / motorized field hospital / signal

Armoured recon / maintenance / rocket tank / mechanized SPAA