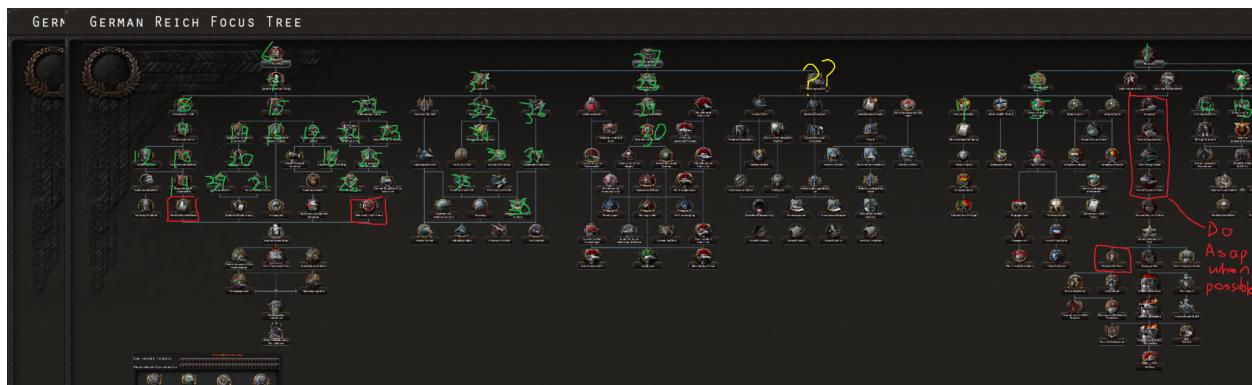


Germany build v2

General Focus Order

This focus order will last you until the start of war, and is a good starting point, deviations after war don't really matter much as long as you have your core focuses done



Green focuses should be followed in that order

Danzig or war is pretty obviously done when you want to go to war

Doctrines/etc can be done in any order so its not listed, pick and choose which ones you want at that time

Naval tree is up to you if you want to go heavier into the navy, I'd recommend new players to stay away from naval germany though due to the industry cost of buying so much iron.

All focuses listed in red should be done ASAP

PP Buys

When possible get attaches to spain and japan

Joseph Goebbels

Replace K. von Neurath with Ribbentrop

Himmer via 25pp decision

Goring as eco advisor

Fritz Todt

Guderian

Mauser

IG farben

Daimler

Richthofen
Messerschmitt
Goring as air advisor
Walter von Reichenau
Von Rundstedt
Franz Halder
Kurt Zeitzler
Paul Edwald von Klest
Georg von Kuchler as artillery high command (need to be promoted)
Model as panzer high command (need to be promoted from spain)
Iron excavation decisions once you get excavation iii

At war time:

First click all 3 of the 4% fatigue reduction focuses
Then click warbonds when possible to reduce fatigue asap
Get war eco asap
Click inspire public and mobilize public off cooldown
Get your free stab and war support from danzig will remain german and versailles avenged
Promote field marshals to get wehrmacht happy
Then click 25xp decision off cooldown
Click all oil development

Industry

Build 1 infra in Westfalen and 1 in Niedersachsen
Build 1 steel mill in both of the rhineland states
Then go to straight building mils until you hit 230 (pre-sudetenland)
Then go to building refineries (25 total, build as many as you can pre danzig or war you likely won't be completed until 40)
Then go straight building mils

At danzig or war queue up 3 alum mils in series at the top
build 2 silos at a time at the top until you reach a fuel stockpile you want (I aim for 3.5mil)
Rest of industry used to build mils and supply/etc
Build level 5 airfields and some radar for barb

NEVER BUILD AA UNTIL 42
NEVER BUILD AIRFIELDS PAST LVL 5 THEY ARE WAY TOO EXPENSIVE
DON'T UPGRADE RAILWAYS BEYOND 10 TILES THEY ARE WAY TOO EXPENSIVE BUILD A SUPPLY HUB/PORT INSTEAD
ONLY BUY AS MUCH IRON AS YOU NEED STEEL TO SAVE CIVS

IT GOES WITHOUT SAYING BUILD IN HIGHEST INFRA STATES

1936 Starting Industry:

If you set up these numbers for infantry equipment/etc you likely will never have to touch it ever again unless you take horrendous losses

15 Light Infantry Equipment

25 Heavy Infantry Equipment

18 Support

12 Artillery (go up to 18 later)

3 AT

5 Trucks (go up to 15 later)

4 Trains (go up to 10 later)

8 do17s

Any mils you build put on the following when you get them

1939 Danzig Target:

15 Light Infantry Equipment

25 Heavy Infantry Equipment

18 Support

18 Artillery

1 Hv Artillery

15 Trucks

10 Trains

75 BF109s (Convert all pre 109e-4 models to it)

30 pz iiis

15 pz ivs

10 mech

5 AT when you get 5cm paks

1 pz 38t

15 ju88s

3 HV AA

1 scout plane

1 transport planes

1941 Barb Target: ~440 mils
25 Light Infantry Equipment
25 Heavy Infantry Equipment
18 Support
18 Artillery
3 Hv Artillery
15 AT
5 HV AA
25 Trucks
25 Trains
130 FW 190s (Before you swap the bf109 production line you should have converted all of them to the 109f4 model)
100 pz iiis
15 pz ivs
20mech
1 pz 38t
35 Ju88
1 transport planes
1 scout plane

Wehrmacht

Army spirits:

Spirit of academy: Always take theater training no questions asked

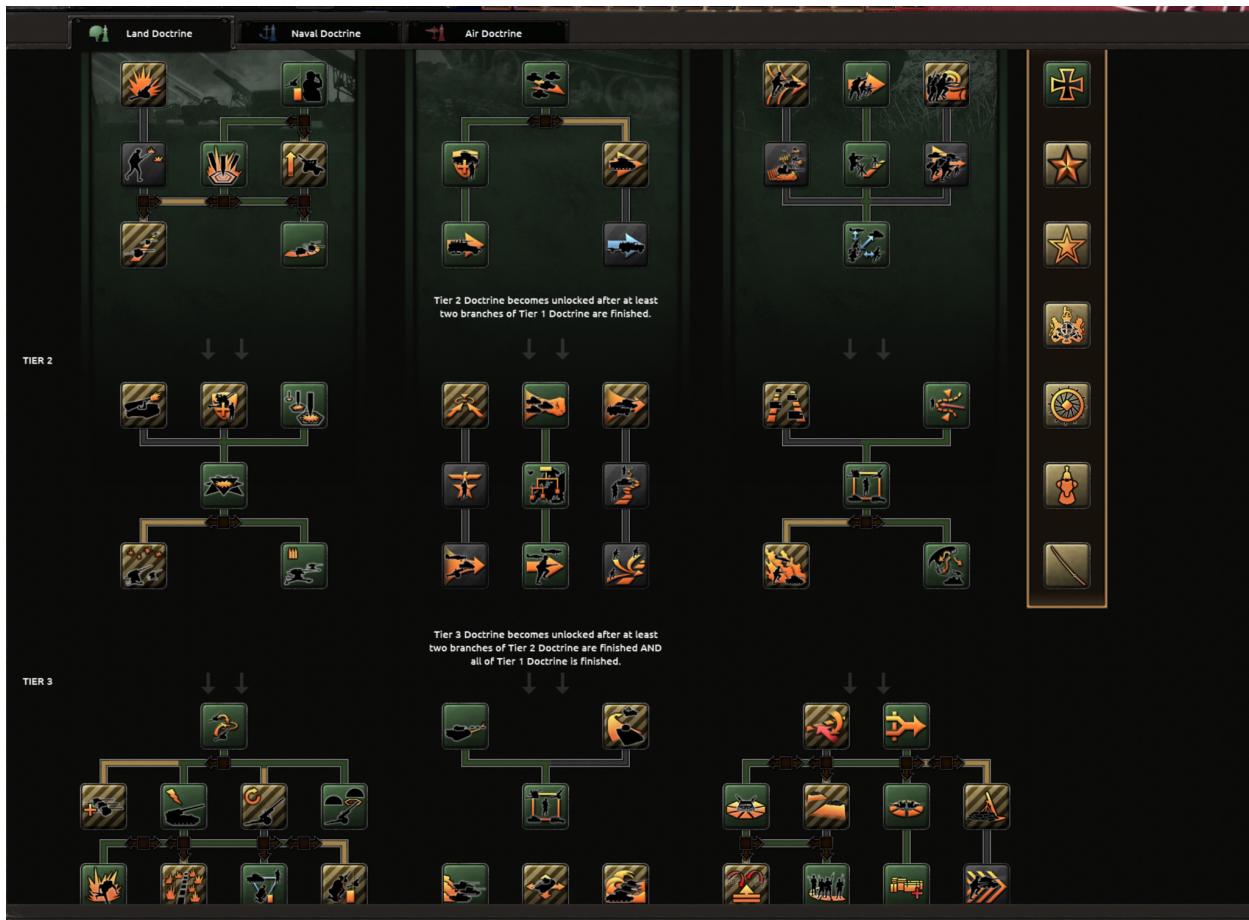
Spirit of the Army: State serves the military, by using the extra pp on the repeatable 25xp decision you actually come out way ahead compared to professional officer corps

Spirit of division command: Operational reserves or flexible organization, logistical focus if you really need it

DOCTRINES:

THERE IS PRETTY MUCH ONLY 1 WAY YOU CAN DO DOCTRINE, ALMOST ALL OTHER OPTIONS ARE WORSE

You want to buy all of the first tier with spain xp before you use the -99% since the later tiers are more expensive



Templates

Division Designer

Panzer Division

Equipment	
None	None

Support **Combat**

Estimated Production Cost: 12378 to 12724

Division Designer

Paratroopers

Equipment	
None	None

Support **Combat**

Estimated Production Cost: 2961 to 3073

Division Designer

Infanterie Division

Equipment	
None	None

Support **Combat**

Estimated Production Cost: 2805 to 3013

Danzig Target

6 tank divisions (its okay if they aren't fully mediums yet)

84 infantry

5 paratroopers (use for crete/malta)

Barb Target

24 tank divisions

140 infantry (only use 108 infantry for barb, rest goes on dday wall)

Keep training inf for dday wall

HOW TO USE GENERALS

Because I keep seeing ppl use the the worst generals and lose like 15% stats

ALWAYS PROMOTE MANSTEIN AS YOUR INFANTRY FIELD MARSHAL,

Grind him for organizer in spain, if you roll enough logi skill you can get logi wizard

Get thorough planner, aggressive assaulter, offensive doctrine, infantry expert, artillery expert, ambusher

(General traits still apply to field marshals even though the game tooltip says it doesn't)

Use any general with infantry leader for infantry, promote infantry expert and artillery expert



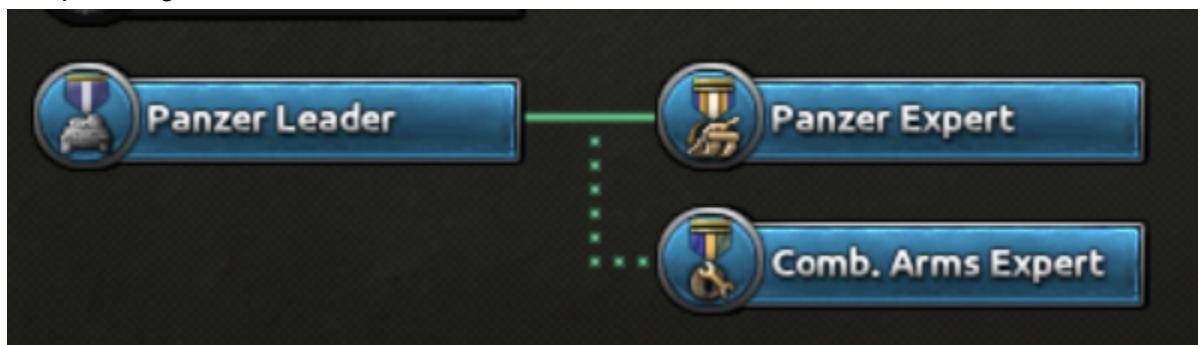
Try and not use any other generals for infantry, you lose like 10% stats lol

How to use generals for panzer divisions

Model as field marshal

Agressive assaulter, offensive doctrine, charismatic, adaptable (if you grinded hard enough in spain), panzer expert, combined arms expert

The panzer generals should ALL have these traits



Paratroopers,

Only one option, take kurt student, he is the only one with +10% paratrooper attack and defense

Luftwaffe

TRAIN ALL THE OLD BIPLANE FIGHTERS PERMANENTLY FOR XP

You want to RUSH the 109F4 btw, then swap to fw190s after if you don't think you will kill the soviets in 1941 or 1942

Germany relies on winning the air war early, if you don't you are likely already dead

Full green air gives massive debuffs to enemy defense and movement like 30-40% debuffs
And air support adds a massive 30+% attack modifier to your divisions on top of the ground attack. You can expect uncontested german 1941 cas to contribute ~40-50% of the damage in a plains battle.

Air doctrines



Air spirits
Spirit of the Air Force
Pawn of officers first to get cheap air advisor
Industry Liaisons to get cheap messerschmitt designer
The Dueling Obsession until you get the 109F4
Then High intensity Training programs

Spirit of Air force command
Massed Strike
All weather flying during russian winter

Danzig Target:
3000 Fighters
800 Cas or 600 strikes

Barb Target:
7-8k fighters
2.5k cas or 2k strikes

Navy

1. Ignore for now, do what you want lol it doesn't matter for fighting sov

Barbarossa

Ok, if you set up everything right, and you have the right generals, right planning, the airforce and the fuel for it, you can literally be right clicking t34 divisions with infantry in a marsh tile during barb lol



TLDR: SPAM AIR