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About This Game

Victory is at your fingertips! Your ability to lead your nation is your supreme weapon, the strategy game Hearts of Iron IV lets you take command of any nation in World War II; the most engaging conflict in world history.

From the heart of the battlefield to the command center, you will guide your nation to glory and wage war, negotiate or invade. You hold the power to tip the very balance of WWII. It is time to show your ability as the greatest military leader in the world. Will you relive or change history? Will you change the fate of the world by achieving victory at all costs?

Main Features:

Total strategic war:

War is not only won on land, sea and in the air. It's also achieved in the hearts and minds of men and women.

Authentic real-time war simulation:

Let the greatest commanders of WW2 fight your war with the tools of the time; tanks, planes, ships, guns and newly discovered weapons of mass destruction.

Assume control of any nation:

Choose from the greatest powers striving for victory, or the small nations trying to weather the storm.

Turn the world into your battlefield: Experience the full WWII timespan in a topographical map complete with seasons, weather and terrain. Snow, mud, storms can be both your strong ally and a ruthless enemy.

Negotiate or force your will:

Experience the advanced politics and diplomacy systems, form factions, engage in trade for resources and appoint ministers to your party.

Intense Online Combat:

Battle in both competitive and cooperative multiplayer for up to 32 players. Featuring cross-platform multiplayer.

Give your nation a unique edge:

Experience the flexible technology system, where all major powers get their own unique identity. Develop detailed historic tanks and planes through research and army experience.

Everyone will receive:

Poland: United and Ready:

A Free DLC adds a unique focus tree for Poland, new 3d models for tanks and planes, 2d assets, and extra leader portraits for the ultimate in historical accuracy.

Forum Avatar

Forum avatar for the Paradox forum.

Wallpaper

Title: Hearts of Iron IV
Genre: Simulation, Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Franchise:
Hearts of Iron IV
Release Date: 6 Jun, 2016

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Minimum:

OS: Windows 7 64-bit or newer

Processor: Intel Core 2 Quad Q9400 @ 2.66 GHz / AMD Athlon II X4 650 @ 3.20 GHz

Memory: 4 GB RAM

Graphics: ATI Radeon HD 5850 or NVIDIA GeForce GTX470 with 1GB VRAM

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: Direct X- compatible soundcard.

Additional Notes: Mouse and keyboard are required. / Latest available WHQL drivers from both manufacturers/ Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode.

English,French,German,Polish,Russian





Amazing game. My pp got bigger after i play this game.. so....many.....buttons. Wow, this game has so much promise but winds up being really frustrating to play. It appears at first to be a pretty in-depth WWII simulator, but I'd say the biggest root problem is there are a number of exploits and weird tricks that players can use to cheese the game to really extreme degrees. In multiplayer this means setting a ton of "ground rules" on what is acceptable, and still playing super unrealistically.

In single player as well, instead of addressing the underlying problems, the opposing AIs are just given unrealistic advantages, and it appears to me friendly AIs are hamstrung. A lot of people claim that the AIs don't do any "true cheating", like teleporting units around or creating units out of thin air. But it feels just about as unfair, when enemy AI Germany is kept out of everywhere except France and Benelux, but is still fielding over 500 divisions by 1943 and has greater industrial capacity than the Allied AI US. And I'm not even convinced that those claims of "true cheating" don't happen. It's kind of funny to me how a surprise attack on a totally unguarded border will be up against a continuous front after just a few days, especially when the enemy is fighting a second front on the other side of their country.

After a ton of playthroughs, it just seems super unrealistic that every single time I play, my enemies will run such high levels of production and my allies will be totally incompetent. You kind of have to use cheesy methods to keep pace and make up for the inept friendly AI.

The game is not hard to beat at default difficulty, once you know what works, but generally that involves so much micromanagement that it's more annoying than enjoyable. This micromanagement can become very extreme when you're trying to get hundreds of divisions not to do something stupid, which seems to be their default behavior. I can't count how many times when micromanaging a fight on a certain part of the map, problems will just magically show up because the friendly AI can't be trusted to just stay put in an advantageous defensive position. It really feels like the AI is programmed to decide, "we were ordered to dig in and not move, but the player is looking elsewhere, let's hurry up and open up gaps in our lines."

In the end, if you lose you feel like it's because of nonsense and if you win it still feels like it was because of nonsense. It never truly feels like a realistic simulation of WWII, it feels more like having to constantly babysit your generals who are hell-bent on losing if given any chance.. Fantastic game. One of those games where you say "just a little longer" and look at the clock and see that 2 hours have passed. Buy it now.. Do you think your nation was pathetic in WW2 era? Why not change that and put you into charge of nation you want to lead? Awake the will of the people and unite them. Build strong industry, build an army make a lot of weaponry and conquer other nations. Fight in aggressive or defensive wars for the sake of your nation or world itself. Will you be able to face dangers of many kinds? Such as politics, bad economy, lack of resources, weak army or your own people?

Lead your nation with iron will, passion, love and most importantly with brain (xddd), just don't go against Soviet Union as Tannu Tuva or Luxembourg.

Now let's get to review.

But before that. First of all I must point out that this game was made by Paradox Interactive. That means that you should expect a lot of DLCs that are expensive and take most of your money. Let's just hope price of 'em won't get to price of EU IV DLCs (about 212 \u20ac = 236 \$). I don't want to discourage you from buying this game. I just want you to be mentally prepared. I might write reviews on DLCs seperately, meaning that is not going to be here.

Now let's get to review. For real.

In this game you'll be "leading" a nation you chose to. But personally I don't recommend you to play smaller or unimportant nations just beacuse there's "no" FOCUS TREE - You can play them, everything is possible in this game \u2192 Read comment of Spaceracer. (We will get to Focus trees later, don't worry). If you want to have fun by totally demolishing other nations then you should be playing the main nations such as: Germany, Soviet Union, Japan, Italy, UK, USA or France. (Recommended nations in base game - NO DLC) But who am I to tell you who to play.

As you lead your nation there will be things to think of. If you want to conquer the world or save it, you must build an army. You won't be fighting war just on the Ground but also in the Air and on the Sea.

If we lose the war in the air we lose the war and we lose it quickly.
Bernard Law Montgomery

As Montgomery said you must combine all your forces together to win the war. Without Air support your units will be demolished by repeated Air raids, factories destroyed and MANPOWER will run out pretty quickly. And this also applies to Naval warfare. Without air support over your ships, they will be sunk very soon even if they have some Anti Air defence, they won't last long. So what am I saying is: BE PREPARED for everything.

As I mentioned at the beginning of the review FOCUS TREE. What is that? - you might ask. So let's sit down and let me tell you a story. (Not really xddd). Well every MAIN nation has it's own and original focus tree, and minor nations "share" same one focus tree that includes very basics. In that tree you are repeatedly clicking on buttons that do stuff. Exciting, right? Well it doesn't sound cool, I know, but truth is that it's so satisfying you'll be demanding more buttons . Through the focus tree you'll be choosing the path which your nation will take. Being Democratic, Communist, Fascist or Neutral. Every party has it's own pros and cons. Such as Fascist can declare war on everyone and Democratic can only on those which increased WORLD TENSION. Also expanding your Factories, Nation and increasing strength of your Nation is necessary - that can also be done in focus tree. Not enough material to produce weapons? Try TRADING with other nations.

Throughout the game, you MUST research technologies that help you to win wars and give you bonuses to production, war-machine and Doctrines. Germany is best with Mobile warfare doctrine, Soviet union Mass assault doctrine and France Grand battleplan doctrine. But choice is yours.

WORLD TENSION that is something that is increased whenever a nation declares war on an other. The higher, the shorter time it takes to do a war goal and declare war. Also some nations can change world tension through national focus tree.

MANPOWER this number determine how many people can be enlisted into your army.

So I am asking you, are you prepared and able to lead your country to the difficult times? To the times where people died in millions? Will you be strong enough to think about how many people died because of you?. I play this because I have no friends. FUN MAP GAME. DONT BUY IF YOU HAVE A FAMILY.. I've been playing Paradox games for years, and when it comes to Grand Strategy they are in my opinion second to none. Thus, when HOI4 was released, I jumped at it since it combines WW2 and Paradox Strategy. After the usual 100-200 hours of steep learning curve, I was more or less in control of all aspects of the game.

And I was getting annoyed. So very, very annoyed.

All Paradox games, except Stellaris for its first installment, always has a limiting factor to the size of your Armies. I like that. It is good. It requires you to think and to plan. In CK2 it's the individual provinces that limit the number of troops present as is Europa Universalis 4. Sometimes you lose a ton of troops because the AI decide to move his whole army through the same province, and a lot of your soldiers starve to death, but generally they get to fight and die on the battlefield as they're supposed to. HOI4 is different though. So very, very different, and in the worst possible way.

In HOI4 the limiting factor is Supplies. A complex system of railroads and ports with aerial resupply as an emergency. Every unit consumes supply at a steady rate, and needs these to be present to fight efficiently. Once you get to know the system, it is part of the thrill to start up a new front, and smash the oppositions supply to pieces while you build up your own, ending in a glorious encirclement of a whole front and the annihilation of 100.000 of soldiers.

Or it would be. In reality, what happens is that you mobilize your crack strike teams, select a suitable part of the front and send in your troops, whereupon your esteemed allies pile in 40 to 50 divisions, destroy your Supply Network, collapsing a big offensive and in some cases leading to defeat. These 40-50 divisions do absolutely F*** All except suck up supplies. NADA. NOTHING. ZIP. ZERO. ZILCH.

And the thing is, this is basic stuff. 101 design that simply needs to be in place. But it just isn't. And the more you play the game, the more you learn to hate Paradox for not fixing this glaring error. And in fact, there is something they could do. They could install a button on every sector, that would forbid your teasing allies from occupying it. Simple as that.

If landing Marines in Japan, what would normally happen, is that Australia, New Zealand, The British and a few Chinese factions will land 50 divisions in a Harbour that will support, at most, 20 divisions. If said button existed, you could simply inform your glorious allies, that they are not welcome and in fact should stay at home while the grownups do their thing.

But no. No, Paradox insist on making the game useless, because they haven't fixed this mess since they released it, and they're not going to fix it.....Ever.

So this is one Paradox title I would steer well clear of. I cannot recommend it.. Very good game and fun to play with friends, if u have them... Played it for a bit, it's really fun. You can change history if you want e.g. make the UK help Germany, etc. I recommend it.

There's just one thing, I think the DLC's should be **cheaper** . **The price of the game should be lower as the game has been out for a while now.**

Best WW II grand strategy.. Good game easy to get used to and some of the best mods out there. Buy on sale though dlc prices are ridiculous

Recommended if you like strategy games. This game has a steep learning curve, especially when it comes to comparing against other paradox games. In my opinion HOI4 is the most competitive one out of them all. Never have I seen such a community where people come together as a team to win a world conflict in a game where someone can so easily make a mistake.

However, that's the problem with the current multiplayer games. There is a lot of elitism and it can be very hard for newer players to find their way into the competitive seen. I'm not the best player, not even close but I do have a good understanding of the current and changing METAs. If you plan on buying this game for the multiplayer scene be prepared to put in some hours. People will most likely not let you play majors or minors that are important to the war effort with low amount of hours.

I was only truly able to play as some majors with 450 hours of gameplay. However that being said these were some low level games. I on the other hand took a different approach in the earlier years of HOI4. Most of my hours, probably a good 500 of them come from when I used to host games. I wasn't so hard on vetting and I would let most players in if they had at least 100 hours. I wanted to make my games more noob friendly. My goal was to help out newer players with games they could play themselves. So if they so choose to put more hours into the game they know how to play somewhat in the higher tiers of multiplayer games. I however stopped hosting because it got very cancer and high level players would always find a way to make an excuse around an exploit or a rule. "Oh there was no rule on it" etc....

So I stopped hosting and took a break. I would play from time to time, mostly as USA and UK. However when I seemed in doubt of the current META I would coop with someone or play minors to get used to the META. Then once I had enough knowledge behind the current state of the game I could pass a normal vetting that might happen to a major.

If you are new to the game put at least 100 hours in singleplayer. Work with the mechanics, take it slow and learn step by step and watch Youtube videos. The competitive seen of this game can be very daunting at first but if you put in the time it can be very rewarding.

10V10 recommend this game, also great with friends to just play around and take over the world!

PS: amazing modding community don't forget to try some mods!. It was cool the US became Fascist.. this game is alright. Iu2019m a working professional with wife\kids\mortgage and a preference for strategy games with single-player campaigns that can be played over months. This review is written for folks in similar situations.

SUMMARY: HOI4 is a tactically deep and enjoyable WWII real-time simulator, and is recommended if long-term planning, unit customization, and managing intense global wars sound appealing to you. Compared to other recent Paradox map-staring games (EU4, CK2, Stellaris), HOI4 is very light on diplomacy and has no exploration, characters, economy, or ethical dilemmas to wrestle with. Instead, this game is completely focused on mobilizing your industrial base for war and then operational-level tactics once war breaks out.

This focus, and the familiar WWII setting, makes HOI4 more accessible to new players that like fast, micro-intense war games (CoH2) and might be skeptical of the slower peace\war\peace\war pacing of EU4. That said, HOI4 still has a steep learning curve and new players will need to spend some time on the wiki (or YouTube) to understand the best strategies for nation building and designing effective combat units. You can find several detailed Reddit posts with hundreds of useful tips on unit design, combat, national strategies, multiplayer, min\max, etc. Any question you can think of has likely been asked before, and if not, then post it and one of the forum super-nerds will get to it. Steam's 2-hour trial period is not enough to learn this game so check out one of Quill18's more recent YouTube tutorials if unsure.

For veteran EU4\CK2 players, be aware that HOI4 is NOT as rich in nation building and role-play, and that your bag of dirty tricks will easily outwit the feeble diplomacy AI. There is no satisfying progression from local to regional to world power, and small nations (e.g. Hungary) have no realistic chance of challenging the major powers (e.g. Germany) without exploits. Satisfaction in HOI4 comes from building superior industry\logistics, and then effective use of combined arms, concentration of force, and maneuver to crush enemy formations. For veteran HOI fans that have resisted buying, HOI4 really is the red-headed step child among recent Clausewitz games and features like a detailed order of battle are very missed. HOWEVER, it

still looks fantastic, has decent quality-of-life automation, and is good for 200+ hours of good WWII fun while we wait for Emperor Rome to get patched a few times.

GAMEPLAY: Most of your time is spent as Commander-in-Chief organizing armies, training troops, setting up battle plans, and assigning commanders based on skill and traits. Patton, Rommel, Montgomery, Zhukov, and other famous names make appearances and have a tangible impact on the armies they lead. Combat between units has dozens of +/− modifiers relating to width, terrain, commander skill, flanking, air support, and many more, and is a complex subject for new players.

UNITS: Equipment stockpiles are fed by your military factories and are used to reinforce or train new divisions. The quantity of equipment needed (e.g. exactly 300 Medium Tanks) is determined by the divisions you create in the Division Designer, an interface that allows specifying the mix of specialized battalions (tanks, infantry, artillery, etc.) that make up a combat division (represented by sprites on the campaign map). Effective division design is the most complicated aspect of HOI4 and min/max players will spend a lot of time optimizing (and agonizing over) the best battalion mix.

SUPPLY: Logistics in HOI4 is incredibly important for effective combat, and units out of supply won't reinforce and receive a nasty penalty to stats and movement. Any sizable invasions outside of Western Europe require logistical planning such as building ports or prioritizing the capture of urban areas for supply bases. Invasion routes actually matter in HOI4 and it's worthwhile to create small "light" divisions for combat in low supply areas like North Africa.

NAVY: The Man the Guns DLC added significant content and automation to naval warfare, and also more complexity to read up on. Most importantly, naval combat was tweaked in the latest free patch to make decisive naval engagements rare, and new fuel constraints have made running a massive and thirsty battle fleet in laps around the Pacific impractical. There are certain optimal ratios for ship types within a fleet and these are covered in the forums (more reading...).

AIR: Air superiority (from fighters) and combat air support (from CAS) requires some re-basing management as front lines move around, but also confers significant ground combat bonuses. Naval bombers can sink ships when deployed in force and especially when attacking ships in port. Air combat is not very sophisticated in HOI4 and future DLCs will hopefully beef up this system to add Air Chiefs and simulate pilot shortages.

FOCUS: The National Focus tree is a structured series of choices that provide buffs, change government types, give casus belli, and push the world towards war. In general, the National Focus tree for a country is tailored towards its historical path and martial strengths: For example Germany gets buffs to armor research and claims on Danzig, the US has a strong air force and industry, and Italy totally sucks at everything. The order in which research projects and National Foci are chosen is VERY important for supporting your overall strategy: For instance, Germany may benefit from delaying war with Poland to focus on industry buffs or Japan may rush torpedo and cruiser research bonuses to have an edge on the USA.

TIPS: Below is a list of tips for new HOI4 players starting up a single-player campaign.

1. First Game: Start with the Italy tutorial to learn the basics. Conquer Ethiopia and then Yugoslavia for experience fighting a medium-sized enemy with an air force. Italy rapidly loses fun once the Allies start slapping you around.
2. Second Game: Pick Germany for a fun campaign on regular difficulty. Germany has a very powerful industrial base, no overseas colonies to worry about, and has the best military leadership. The fascist government type makes declaring war easy and HOI4 has been (mostly) scrubbed of atrocities to ensure you don't feel too evil.
3. National Focus: In 1936 starts, your first NF choices should improve industry and research. For Germany, this is the left-most side of the tree starting with Four Year Plan. Unlocking extra research slots is key, so prioritize this focus when you see it.
4. Division Design: A solid starting infantry division for new players has 10 infantry battalions (20-width) with support artillery and engineers. Armored should be 6-tanks/4-motorized with support artillery, engineers, and recon. Big 40-width divisions are technically optimal for combat, but aren't necessary for beating the AI and new players will struggle with attrition.
5. Red Menace: The USSR is capable of bringing immense manpower and equipment resources to bear (pun intended) once Uncle Joe gets them organized. If playing as Germany, don't wait for Ivan to kick in your door and instead go on the offensive while they are still weak in 1940-1941. Yes, you've heard of this plan before, but the right strategy is to attack south and secure

the Caucasus oil fields BEFORE striking north.. insert "played it a bit it's ok" line here

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