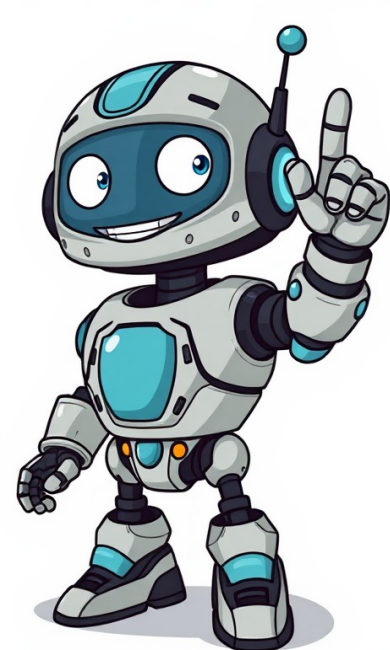


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With limitless possibilities to designing your divisions in Hearts of Iron IV, it is easy to be overwhelmed when you open the division designer. Luckily, I'm here to walk you through the most optimal division templates in the game, discussing their purpose and when to use them.Due to the Barbarossa update and the No Steps Back DLC, designing the "perfect" division in Hearts of Iron IV is nearly impossible. Below you will find some strong generalized templates, but the absolute best division depends heavily on your circumstances in game. Some factors you will have to take into account if you modify these divisions are your industrial capacity, location, who you are fighting, and your fuel.That said, these templates will serve you well as either a starting point to create your own, or as an easy way to have a strong military without worrying about min-maxing in the division designer.If you aren't familiar with the division designer, be sure to check out our guide on it to acclimate yourself with the interface.There is no single best combat width now, instead there are several effective combat widths to choose from. The best widths are usually considered to be 10, 15, 18, 27, 35, and 42. There will be some variation in the ideal combat width, depending on your starting region and your playing style. For instance, smaller templates will be more effective in areas with limited supply or tough terrain, such as Brazil or the Congo.Pros of smaller templates are that they have very high organization for their combat width. Organization is vital in combat, so this is a significant benefit. However, they are expensive for support companies, require more generals, and will need more micro-play.Larger templates on the other hand, require fewer generals, support companies are cheaper, and they take fewer losses in combat. You'll also have fewer divisions and therefore armies to manage, reducing the amount of micromanagement required to be successful.Infantry templates will be the largest part of most armies and are great to use if you have limited industrial capacity. While they have limited offensive capabilities compared to some other types of divisions, they are excellent for plugging in gaps and holding lines.Pairing infantry and artillery has been a classic combination since the creation of cannons. Adding artillery to infantry divisions is great because it gives the high HP infantry a strong soft attack boost. With our infantry, we want to emphasize HP, Armor, and Soft Attack. While the combat width of your infantry divisions will vary, the basic principle will stay the same.The width of your division will be up to preference, but it is best to stick close to widths of 18, 27, and somewhere in the range of 40-45 for larger divisions. The closer you are to those widths, the better, but it can sometimes be better to squeeze in an extra battalion instead of worrying about the optimal width.For the flamethrower tank support company, you want to use the cheapest tank design possible. For the medium tanks, you will want to use a design that is set to Anti-Air and emphasizes armor. The reason for setting it to anti-air is to limit production costs, since there are fewer tanks in anti-air battalions. Feel free to substitute the medium chassis for a heavy chassis if you have the industrial capacity, but it isn't really necessary. Some example designs for these use-cases can be found under the Tank Templates section. By adding just one tank battalion to the division, you'll prevent other infantry from being able to pierce your divisions. This won't be as effective in multiplayer, since other players can add anti-tank to counter the armor.Note - all stats in the images may not match your game perfectly due to differences in technologies, doctrines, game version, etc.The 18 Width Infantry TemplateThe 28 Width Infantry TemplateThe 42 Width Infantry TemplatePure infantry can be useful because it is cheap to produce and uses minimal fuel. Using only infantry allows you to stay at 10 combat width, which offers the best organization for the combat width. Adding support artillery and an engineer to your support companies make this division very effective at holding ground. Deploy these anywhere you'll want to constantly protect, such as ports, or use them for cheap offensives if you have limited industrial capacity.A 10 Width Infantry TemplateOne of the most powerful forces on the battlefield in Hearts of Iron IV are the tanks. They can completely change a frontline with devastating offensive power, but are expensive. In order for the divisions below to work, you will need to design some cheap, niche tanks. These are a flamethrower tank, a tank destroyer, and a cheap high-armor tank. The designs for these are simple, but important for the divisions to work. The best medium tank designs to use in the divisions below can be found with other combat-focused designs in our Tank Designs guide.Armored divisions are indispensable when it comes to breaking through front lines. Armored divisions have excellent attack values and are usually more mobile. Medium tanks will be used because of how good they are all-around, but players can swap them out for light or heavy tanks depending on personal preference.The templates below will be 30 and 42 width, since you usually want armored divisions to be larger. Still, feel free to adjust the combat width based on starting circumstances and industrial capacity.A 30 Width Tank TemplateA 42 Width Tank TemplateBy using these templates you will be dominate on the battlefield in Hearts of Iron IV. While there are other divisions some other uses, like naval invasions, these will be the basis of your army throughout your campaigns. For a love of Blitzkrieg This template is for those who want a template that can keep up with a blitzkrieg through your tank corp. To properly support a blitzkrieg-styled offense, you need troops who can keep up with the rapid pace that it sets, and the abundance of motorized infantry will ensure that you, yourself, are speed. Adding extra artillery within the template ensures that your troops can still bring enough support to assist the pushing tanks when necessary. This way, you can prove yourself to be more competent than the actual German command once upon a time ago. How this template excels: High number of mobile troops. Extreme 6.8 movement speed. Excellent support for tanks and Blitzkrieg. 9. Garrison Minimal resources. Maximum Efficiency. Though it may not seem like it with a low combat width, this template is excellent for defending pockets of land without having to expend too much manpower. With the proper support, your garrison can defend against a variety of different assaults, whether it be by naval invasions, paratroops, or more, with them having the equipment to fend off various attacks. Ensure that they're adequately supplied, and this garrison will bend before it breaks. If it does break? On the bright side, at least it's a cheap unit. How this template excels: Low manpower cost. Can assist in air defense at low expense. Can be chummed out quickly thanks to low training time. 8. Frontline Defense The best defense is the best offense. Eventually, there will come the point where you'll need more stout infantry to defend another front that your enemy's cream-of-the-crop divisions are attacking. This 42-width division, with its surplus of artillery, will be perfect for ensuring that every inch the enemy division achieves will reap a bloody toll with a very high defense and soft attack rating. This will be an expensive late-game unit due to how resource-intensive it is, but if it's to outlast somebody at that stage, it very well may be worth it. How this template excels: Very strong soft attack. Elite 587.2 defensive rating. Can stand up decently against tanks and air units. 7. Assault Korps Cloudy with a chance of anti-air. If you don't want to invest in a blitzkrieg and instead want a more ground-and-pound infantry division that will make a steady process when attacking correctly, look no further. The 38-width division you see before you have just enough soft attack to be effective with a high enough troop number to support assaults. The somewhat low-division organization is a bit of a hit. Still, it won't be too large a problem if you're going against inferior troops whose organization can't withstand your division attacks. Just make sure you use these divisions for attacking rather than defense. Otherwise, you'll be wasting troops and the attack potential they could have. How this template excels: Very useful for offense. Can assist in air war. High amount of soft attack and breakthrough. 6. Mounty Defense In the special forces realm of infantry templates, this division is perfect for defending mountain-heavy terrain crucial for your protection. With how costly mountain assaults can be, you can ensure that your opponents bleed everything from equipment to troops when attacking your divisions in these locations, especially with the excellent defense and soft attack that comes with it. Your template will bend before it breaks, and you just might break your opponent's teeth by the time they dislodge you...if they can dislodge you. How this template excels: Fantastic for defending in mountains Great 303.1 soft attack rating to ensure every attempted assault is costly. High 354 defensive rating for special forces unit. 5. Island Hoppers Ural! This template shows its worth in the pacific campaign, whether you're in a country like America or Japan. If you're attempting to break onto islands with strong garrison divisions with coastal defenses and bunkers, this can be a great example of what you need to grind those defenses down to dust. It may seem absurd to have that much artillery, but you can very much change this template if you feel it's a bit overboard. Still, if you're attacking some of the most robust island defenses, this can be your saving grace, with you including tank and naval support to assist. How this template excels: Perfect for whittling down island defense 199.7 Breakthrough rating. Great 7.7 piercing. 4. Cavalry Police Oppression at a discount. You'll inevitably need to deal with partisans and resistance when you conquer foreign land, which makes this garrison template extremely helpful for limiting the damage. Having Military Police support is a no-brainer, but cavalry is a must since it offers fantastic suppression in combating resistance. Something that you should take note of, however, is that once you get more manpower and equipment, you should consider upgrading this 20-width division to something even larger since it not only increases suppression but strangely uses less support equipment for the Military Police support. If you can't afford it for your already expended forces, this template is the way to go in calmly and successfully oppressing the masses! How this template works: Excellent '24' suppression rating. Low Support Equipment Usage. Relatively cheap overall. 3. Elite Paratroopers Cause paratroopers landing with artillery make perfect sense. Most people fighting A.I. will come up with Paratrooper divisions that are extremely low in width to confuse the opponent, even at the cost of the division's lives. The template is a more quality build that gives paratroopers more width, organization, and some artillery for soft attack to survive a little bit longer. Using Engineering Equipment is optional, but you should try to get as much organization out of this template as possible because the longer it survives, the better chances your main forces can move in to support and link up with these divisions. How this template works: Good 63.6 organization. Extended survivability. Better combat width than cheaper counterpart. Consider engineer equipment for the right situation. 2. Tank Destroyers Why get tanks when you can just destroy them? This division template shines the most on the eastern front, where tank battles will become the norm. Investing into anti-tank divisions will be critical, not only to give you an absurd amount of piercing but to allow you to stand up against an assault by tank divisions, giving you a fighting chance whether you are fighting Germany or the Soviet Union. It will be costly since it's a 40-width division, but it's worth the investment to make a tank-happy opponent miserable. How this template works: High 39.7 Piercing. Great for countering tank divisions. Especially helpful for the Eastern front. 1. Not One Step Back Just like Papa Stalin wanted it to be. If you have the equipment and resources to spare and are trying to go through an Endsieg Scenario, for example, this template has much to offer. It has everything you need to counter the enemy, from armor to anti-tank, to soft-attack to even anti-air. You'll make your opponent scream with frustration with a division like this, and if you're lucky enough, possibly even counterattack once they've bled out against your forces. Make sure you have enough supply on the front line if you use several divisions of this template. How this template excels: High 42.6 Piercing rating. A decent combination of hard and soft attack. Excellent for defense and counter-attacking. Equipment and resource intensive. You may also like: New to Reddit? Create your account and connect with a world of communities. Page 2 He estado probando diferentes plantillas para divisiones de infanteria de primera linea y todavia no sé cuál prefiero. Las compañías de apoyo son intercambiables, estoy más preocupado por los batallones. He estado indeciso entre estas 4 plantillas. Juego principalmente en solitario, así que no sé mucho sobre la meta multijugador. Si alguien tiene alguna buena idea sobre cuáles podrían ser mejores para ciertas situaciones, hámelo saber. He usado esta menos a menos que tenga muy poca mano de obra o una mala industria, es difícil usar compañías de apoyo con ella, y sus puntos de vida no son geniales. 10w es lo que uso para la guarnición portuaria, pero todavía no estoy seguro de usarla en primera línea Esta parece ser la elección meta, pero todavía no la he usado mucho, he estado tratando de evitar usar artillería de línea en divisiones de primera línea, así que se siente raro hacerlas. He tenido mucha fe en intentar usar estas, pero no sé si la AA de línea vale el costo. La he estado usando más como una alternativa a la otra división de 15w para incluir más infantería y mantenerme en 15w. Esta sigue siendo la división que más uso, sigue siendo bastante confiable a pesar de ser de 18w, he descubierto que las penalizaciones no han sido demasiado malas mientras defiendi con ellas, pero puede ser un poco intensivo en mano de obra cubrir un frente grande como Rusia y China con ellas. Open navigation Go to Reddit Home Log In Log in to Reddit Open settings menu Understanding the strengths of various divisions is crucial to ensuring success in different theaters of war. The optimal division design in Hearts of Iron 4 depends on the terrain and combat width restrictions. Different division templates cater to specific purposes, from defense to anti-tank to speed. Hearts of Iron 4's division designer gives players a whole lot of freedom in creating their ideal divisions, but what exactly is the most optimal design? Well, that depends on the theater. Hearts of Iron 4's combat width system only allows a certain number of divisions to take part in a single battle at one time, and combat width itself is dependent on the type of terrain. Related Combat width plays a major role in how battles are conducted in Hearts of Iron 4. These examples are great for a variety of terrains. Going over terrain width can result in some pretty heavy penalties to combat performance, so it's important to design templates that can fit as many divisions as possible into the terrain width without receiving a penalty. Fortunately, there are plenty of viable options players can utilize. Updated on June 11, 2025 by Rhenn Taguaim: With Graveyard of Empires reworking India and adding more Middle East content for Hearts of Iron 4, fans of the acclaimed grand strategy title might be eager to figure out just what other new things are in store for their experience. While not much is revealed about the upcoming Prototype Vehicles DLC, fans do know they will likely deal with conceptual vehicles that never saw the light of modern warfare... which can spell trouble for Divisions if they're not strategically-planned. Thankfully, fans still have a lot of time to practice their Division Templates, including new takes on Armored and Mechanized Divisions, the Mountaineers meta, and a powerhouse comprised of the Marines. 1. 36-Width Practical Armored Division Capitalize On Heavy Tanks In Multiplayer It's all fast aggression in multiplayer matches of Hearts of Iron 4, especially when it's everyone out for themselves. This 36-Width Practical Armored Division emphasizes Armor, Hardness, Piercing and Hard Attack - capitalizing on Mechanized Infantry, Heavy Tank Destroyers, and a lone Heavy Tank to ensure players can push past the enemy's own Armored Divisions with ease. Eliminating the competition is key here, especially when enemy players know exactly how to fast-track their way to production supremacy. The principle is the same when selecting Support Companies, where players can enjoy Terrain Bonuses (Medium Flame Tank, Assault Engineer Company), EXP Gain (Field Hospital), decrease Supply Use (Logistics), and more Hard Attack (Light Recon Tank). 2. 36-Width Flexible Mechanized Fighting Force Adaptable Armored Division For Most Needs An alternate take on a 36-Width Armored Division would be the 36-Width Flexible Mechanized Fighting Force, this time boasting more Speed and lower costs. While not as powerful as its similarly-Width Armored Division, this specific Hearts of Iron 4 Division boasts higher Defense - making it suitable as both an aggressive Division option or something to defend with. As the name implies, this Armored Division is adaptable to different situations. For instance, the Support Heavy Tank could be replaced with Support Heavy Artillery later down the line, while the last battalion could be replaced with a Motorized Anti-Tank or Anti-Air depending on what players need to deal with. Fighting Force Fit For Most Terrains When players unlock their Mountaineers in their Hearts of Iron 4 playthrough, they can use the "Holding the Line" Doctrine to decrease the Width of a full Mountaineers Division from around 36 to 32-Width Meta Mountaineers. The main advantage of such a Division would be the insane Terrain Bonuses of Mountaineers, which can be increased further with a Ranger Support Company. Having the standard slate of Medium Flame Tank, Support Artillery, and Support Anti-Air should improve overall survivability - making them suitable for combat in most locations. 4. 35-Width Marine Powerhouse Naval battles are important in multiplayer sessions, especially during intense wartime skirmishes during Hearts of Iron 4 playthroughs. Although this 35-Width Marine Powerhouse can make conquests easy in singleplayer, they are essential in securing the naval advantage in multiplayer fights. Key to the build are the Pioneers Support Company to boost Amphibious Attack, whereas the Motorized Anti-Tank and the Mechanized Infantry units boost Hardness, Breakthrough, as well as Piercing and Hard Attack. Such a build should equip players with a Division prepared to engage with enemies straight from the shores - an essential element in fast-paced campaigns where players need to conserve resources while securing objectives. 5. 35-Width Infantry: Early Game Aggression Good For Starting Plains Domination Players who want to get a head start when it comes to offensive plays in Hearts of Iron 4 won't experience a lot of difficulty with 35-Width Infantry: Early Game Aggression. Its 35-Width setup makes this Division decent in most Plains engagements, with its composition fairly achievable within the parameters of the early parts of the game. Its Artillery composition, although not as potent in the late-game, makes it a decent starting point to push locations when players want to poke at enemies to test their defenses. Related Japanese anime is able to take a fascinating and often-overlooked perspective on World War 2 by focusing on the Axis instead of the Allies. However, it should be noted that this particular setup won't necessarily work in multiplayer given the relative weakness of Artillery comps. Players who are still getting the hang of the game would have a lot of fun with this setup in single-player, however, making this a decent beginner template to improve upon. 6. 26-Width Mountaineers: Maximize Terrain Bonuses Utilize Terrain Bonuses With Mountaineer, Flame Tank Specs Players who want a direct upgrade to their basic Infantry Division can opt for 26-Width Mountaineers, which takes advantage of the more specialized nature of the Mountaineers as a more spamable unit compared to the traditional Marines. Moreover, their robust Defense makes them perfect for defending points. Using this build makes for a decent mid-game protective barrier when defending most regions. However, players can optimize this further with the inclusion of the Medium Flame Tank - which not only supplements more sustainable plays but also provides the Division with massive terrain bonuses. 7. 21-Width Infantry: Rocket Go Boom Small But Cheap, Multi-Terrain Defensive Division Players who want an efficient and affordable Division for their defensive plays in the late game will appreciate the 21-Width Infantry: Rocket Go Boom kit. This kit essentially capitalizes on a 21-Width Division with a single Rocket Artillery unit, giving players access to spectacular Defense with decent Soft Attack and Breakthrough - practically giving them a Division that can hold the line in case of emergencies. Players should note that this particular setup works best in Jungle and Forest tiles, as players can easily reinforce these locations. In the early game, this kit can be outfitted with even a single unit of basic Artillery to transform this into a spamable defensive Division. 8. 18-Width Infantry: Cheap Guard Basic Division For Holding The Line Before players begin to dabble into more complex parts of Hearts of Iron 4 gameplay, it's important they get more familiar with the basic way of forming Divisions. Thankfully, an 18-Width Infantry: Cheap Guard proves even a "simple" squad of nine Infantry units could be enough to hold a defensive line when used correctly. Players pushed on defending regions wouldn't go wrong with this setup. This cheap infantry Division possesses decent enough Soft Attack, Hard Attack, and Defense to deal with most units while being sustainably refreshed. While certainly not an ideal option for most encounters, players who need to whip out a quick defense before fortifying with reinforcements won't go wrong with this setup. 9. 38-Width Infantry: All-Around Option Create A Balance Between Decent Attack And Defense Players who want to create a solid infantry division for their Hearts of Iron 4 gameplay should consider going for the 38-Width Infantry approach, specifically for its decent balance between offensive and defensive options. Its grouping of basic Infantry and Artillery units combined with Signals and Rangers Support should help players pack enough Soft Attack and Defense to take on most threats. Related Gamers who enjoy the sense of accomplishment that comes from forging an empire from scratch will find much to love in these grand strategy games. This setup should be adequate for fortifying most locations or even accompanying tank divisions, especially with how the setup is capable of fighting other Infantry units that will likely be assigned as backups for armored divisions. Its Breakthrough is decent enough to guarantee some measure of survivability throughout incursions, although they'll still need backup for larger skirmishes. 10. 44-Width Mountaineers: Dominate The Defensive Without Sacrificing Offense All-Around Defensive Option Players who want to capitalize on the presence of their Special Forces in an Infantry Division should consider using the 44-Width Mountaineers for their Hearts of Iron 4 playthrough. This more fortified setup features a Medium Tank and three Light Tanks to accompany the major Artillery units and one Anti-Air unit, making this a more all-around division template for players to use in skirmishes. The high Soft Attack and impressive Breakthrough ensure the 44-Width Mountaineers should be able to hold off against other lighter targets such as fellow Infantry, and even against some degree of armored divisions. However, their high Defense makes them suitable for fortifying locations while the rest of the player's armies attack enemies, giving them more incentives to pursue targets other than base maintenance. Briefly about additional companies Artillery is very cool, super powerful, the most effective and cheapest interrogation, adds a significant amount of anti-personnel attack, shove it everywhereAnti-tank defense is useful against tanks with high armor, it helps to penetrate the enemy's armor, but it is absolutely not needed in the singleplayer, it can be used for multiplayerAir defense is a very useful additional company if everything is sad with the air, reduces air damage by 75%, gives armor penetration and resistance to attacks by stormtroopersThe multiple launch rocket system is as cool as artillery, it gives a lot of anti-personnel attack and breakthrough, but it opens lateThe sapper company is the second most important top additional company, useful in defense, especially for infantry divisions, provides fortification and bonuses for defense and attack on the groundFlamethrower tank - opens in the second sapper company, gives bonuses to the terrain, medium flamethrower tanks give the most bonuses, useful for assault divisions, heavy and light flamethrower tanks are trashLight tank reconnaissance company - a light tank in reconnaissance can significantly strengthen the anti-personnel attack of a division, but the main thing is that this tank needs to be upgraded, a default tank without improvement will be junkAn amphibious tank is a concept in the doctrine of the Airborne Forces, similar to the reconnaissance of light tanks, but much cooler according to statisticsSuperheavy tanks - any kind of superheavy tanks are expensive junkAn armored vehicle with a reconnaissance company is trash, they do not give significant advantages over light tanksA motorized reconnaissance company is useful because of the speed of movement, but it is always surpassed by a light reconnaissance tank, an extremely dubious additional company.Mounted reconnaissance squad - less effective than armored and truck-mounted, does not justify its price, junkMilitary police - useful in garrisons for suppression, replaces an infantry battalion in battle, giving protection and bonuses to restore the organization, situational in use, especially in multiplayerSupply company - gives a bonus to supplies, which is especially useful in regions with limited supplies, it is pumped up, reducing the consumption of supplies by the division, however, it consumes trucks and additional equipment, which makes it situational, not needed in Western Europe, but very useful on the eastern frontRepair company - allows you to capture enemy equipment, which is quite useful for tanks, especially in multiplayer. This study also provides the "Ease of Maintenance" module, which reduces the cost of tank production by 5%The hospital reduces losses and loss of experience, but it is expensive and ineffective, as well as the repair company occupies an extra slot and is useless.Radio increases the chance of division rotation, which is supposedly useful in defense, but judging by the multiplayer, for France by the year 39, this upgraded rotation does not help at all and divisions do not rotate, so it's rubbish.Rangers - opens in the doctrine of the miners, + 20% to mountain attack and + 20% to anti-personnel artillery attack, useful for divisions attacking in the mountains and in conjunction with artilleryEngineers - opens up in the doctrine of the Marines, give bonuses to landing and crossing rivers, as well as to attacking the jungle, useful for divisions carrying out amphibious assault, and in conjunction with the MarinesAssault troops - available only in Italy, increases infantry strength, which reduces lossesSkis and reindeer are available only for Scandinavians, useful in snowy conditions, but situational.