

Protosszocker 1v1 Decklist

Disclaimer: These decks aren't 100% optimized but more built for fun game experience and often with a single strategy in mind, also they are not made for team games.

Tribute To italy DLC decks

Allies

358 . Strelkovy “burn baby burn”

DCTZTSCgiEysYJx0THzGoN6qQReOD6q8ccdUR446JmJx0ABTGomYCtRevAAqa2ABAEg46j
uAAECpjjoidAAQy7OOhAiABB+QACKKYAEedA+rDmCtUOQAAi7SjhDLk46L0gAFX/QAIKHctU
EXRwkOYK1ESQVqQfgAEQGgAKHFgARMfFao/IABkzE44A==

Description: Best ccq inf, nice cheap tanks and big boy tank destroyers :D

7th Estonian “baltic girls and boys spam!”

DCVQBoRQhBYeakJdFIHq6K6PU0V0eooZnrTQxPoujmj1tFIHqaJqJF0TUSJoXAATUTR7NtMA
BM89Hq556PVLEgAlDo9VPfR6qj4ABNGIACp0gAEopgAlbsAATQFPoo40ABlsgACwbwAFvS

AAJozAAVPNSEiemiRZ9wACH4QAA=

Description:

All about the cost efficient spam of cheap inf and good medium armor, supported by off map and big bombs!

3-ya VDV “Smoke aint healthy for the enemy”:

DCTtDSBiEJjMb5xyAZArSIApjSBtQgqEbZxyJroACsb5xyJj5jSwoZxyQoZx0Mb5xyqiJxyhyAACJqgACEDwACCK4ACsbJxyMbxyhYACsbQrSD8oACC4QACkbZxyAJBxyQ2QAChrYACEbArSUbQrSi2IACIJYrSLaYACMaxxy0ayLaJtIACH7gACMbJxw=

Description:

SUPER ALL-IN Vanguard deck, due to this deck not having any long range inf for long trades, use the Smoke off map for forcing engagements in your favour.

1st Piechoty “Tadeusza Kosciuszki “Grind them like a mill”

DCR/mjFBEJkGnzGYmaHE1cOOJkauABQR04mSKAAEXDQAKtRnExNSAAqauABByUACpqYAEWnBSbBGB80OKAAg1lcTElwPmLUpxMhsgAIOSAARaiFJoceABEEk4nJmhxNHJAAINQmM0cjAAgicABI1wACjUhxMB+xSYgLAAQadOJqZocTUqQAA

Description:

Constant PressureMaverick build, goal is to constantly trade out whilst keeping the enemy ticking, as your combined arms is pretty cheap and the enemy has to pay most of the time more to keep combined arms going, as soon as one of his parts is lacking try to abuse it.

PS: keep your IL-2s alive in real grind games to win there.

2e Blindee “M8 goes zoom”

DCRMmiDEETGmGAARMEAAaYIAAw6kQCI4oADE7yVEF+gAIOpEAYVQIGgggQBpgAACTQgAGHcgAKB0XxQvsABU4IABIIC66EGAAEJPAAJCTXXQHUA1fQABq/ggDGCQAGDigAIArXxQhyAAgZkUxDFAACWKAEEKuAAJYrAAaCAuuxmsAA=

Description:

Really Agressive Deck build around taking ground early and then trying to hold it. 15/9 is were you want to go. If you want to make me really happy, change the DB bombers for the Smoke variante. :D

184-ya Strelkovy “strelki printer goes prr”

DCRHGICEITFBOgAGBOgAGDMTjIDMTjkDMTjIWaAAEBG0cEG9VIETag+ICpjjmDMjjlVETjkVDxWkDSQ
AFDpwAERtAAEAyBWkBJBWkiEhWIDkAAIQSxWIBF24WBF24VVExBVGYQAEgSgAFGDwAED7gAEAj
0cFAjQ+kAjTjmAj0clTHxWkAGgAFVmhWkBOgAGH6AAA

Description: Balanced deck, with the goal of throwing a wrench into the enemies wheels till C phase with a total of 3 isu 122s as key units in A and B and 4 in C. Air support + 127 inf Cards should allow to grind the enemy down and overwhelm him in C.

Podv. Gruppa Vyborg “IS2 for DAYZ”

DCTXy/HRCEXAnUPpEBvVSBazEPpQzI45YUMPPAMgVpV6QABEzAVpAWQABQ10ABBeIABET0
ACgT4ABFF4ABQ5AABYPwABVtMABAR4PpQEg45AAUVpkBA45UI045VYkABAFwVpVRE45BmEABA+
8ABR90ABR94ABAI0PoA=

Description: THIS IS NOT YOUR USUAL DECK! V for Victory as an income means you will SUFFER in B phase, so use your IS2 in A to get into a okay spot and then use the cheap t26s in B to hold your ground, cause C is were you want to get, as thats were 12 IS2s are waiting for you!

3-y Gv. Mechanizi. Korpus

DCRIGHFCEJiAZBjSIblRsgbRxyjaYACJgQACJOofUpgwACpUxxyKjZjTRgwACqiJxyBjwACJKCk
Cg8KLaAbRxyi2YACIRpxyBJqkCRBikCCzAADAbZxyhyAACCEgACoJBxylJYrSJgrURgwACqx
IACoRpxygbZxyBqwACC5oACAbYfQ

Description: All about inf spam + Shermans, this is about trading from minute 1. Cause your combined arms are SUPER cheap, don't let the enemy set up a defense in A cause with Maverick you will give him absolute hell if he isn't dug in in B phase.

Task force 45 “Brazilian Niseis?”

DCVcxoxQhCYjXuAArXuAApV0AAhv0AApXkAAhWcAAhr+AAiDKckhKCK+iOQAAqKUABLt0cO
hpecOppecOrtvvUiFSK+xtlvUiX4AAqX4AAqaWAAqOCAAiViAAocKAAku+AAgNEAAro+ckro5v
UqNEAAhpqu2rpqu2qHiAAiEscOgHwAAilqK8jw4ckA=

8th Indian Infantry “sneaky gurkhas”

DCVcpoR0lhMhsAABXcMV6O4Yr2dtjfKafCvY33AArtob5TRY3yO2xvmdtDfK7am+RijN8iYmABHV4V6Wm4AFDewAK6vCvWMTAAhosb5DR43yujxvkdMzfK6Zm+Q1pXwgvQK9LPYACOnlr1K6AAI2CgAQ0FFeprS3FoxMACG+4AA=

Description: Classic Vfv deck, Push early, Dig in, Arty the enemy to death in late game whilst spamming infantry!

6th South African Armoured “Shermans ftw!”

DCVchohQhCYhuLsCrt3vQrvAABNsEAAjq/rshqvrSrXSAAxptvMjs1rsrr2AAjr2AAju0AAjuwAAruwAA1ukAAppbvQpu4AAhpbvQlusAApvSAApovvGhovvalUaAAgCEb4jUmAAjppvajtrChptvGhrRvMprRvOroJvQhwAAAjOYAApp/rsA==

Corpo Italiano di Liberazione “FINITO Mussolini”

DCVcRogxCEXLQHfFHREABXZYABUyoABTfMABDcLXRHQLfFbP3fFDUHfFDVHfFHUPfFDb7fFba4QFXaTfFHaTfFnb3fGHdMABXd4ABDRMABDXnXRDgwABLRIABQDjexDR3fFHRvXRXRvXRHTDfFXTDfFHWbfFTW7fVSxAABHgUABThcABWwcAAA==

Morskaya Gruppa Bakhtina “Glory or Death”

DCTtjRihBEyMQ8MilawAGIOgAJilhkbERDIh42GRjxqkCYiYZGGtgAIEkFaQrAAAp3qGSAJCKDASFIEAChosZaAAaEapAyBwABwRqkJHwAEMpAAIfhAAZAaAAmSYABA/kMjVEVIEvEQyNeMUgY8SpAx4tSBI5grST7QAFKghoofiAAaA0AA

Description: The issue with MGB is, obvious, you only get 1 card of tanks and you can only take it in B, so Maverick is the clear income choice. Give the enemy hell in the 10-15 min time window you have with all your good inf and air units, whilst they have tank support. If you can't win in that time frame, you most likely won't.

2nd New Zealand “who let the dogs out?”

DCVQxfhiEJiEzkvKszsvKE0oAEMyk1Ksyk1LMyk1Kmsk1KMy8w6kzU1UM0IACs0IACs0AADM0IACM0gACMwEuCk1YACUvAAEEtU1SktU1Sksst6Mu8t6su81Sss01KsxAACssc1SM5gACE4QACs5IACE4YACK3AACMs01IA=

Description: An aggressive deck with amazing infantry, you will have to win relatively quick though as your inf tab aint endless. For this you have a really strong airtab and an early push with the Staghounds can help you alot too. Just be careful to not overextend.

9-ya Gvard. Kavalerii “Infantry goes HUUURAAHH”

DCRLGhDEITFASDjkBJRWkj7QAFTAgAFFywAEAyDGkBHjjkDVgAFVngAFRbDjlFGjjlCpjilTBgAEBcDjkAjTjkVETjklgw0WBcDjkDpwAITBgAFDkAAERbRWkB/DjkQSxWklQg0VFzgAEFzgAEIfTjoRbzjldlwAFDXQAEViQAEhsgAA

Description: Not as strong as it once was, but still one of the cheapest decks to get a good combined arms with, You will have to dodge direct fights with heavier tanks, but everything else you can easily beat with your Kazakis and Shermans, try to constantly fight and destroy the enemies combined arms, as your combined arms is pretty cheap but also as a relatively low max. Power level.

44th Gvards Strelkovy

DCRlImhFCCJiQ2g+mhtlttNiAASbEAAk1sABJqgAESmwAKINgAJy7OOsEaccgJBHBGXJxyViQAELjgAMXHAAytWAAhFEABIJYfTRHjjmmPmNJMfMaasSAAk2oQVhyAACIEg+khtHHNAQOOaVMcckqY45KklrTQ2RWktpgAMKjAAA=

Description: All around cost efficiency is the name of the game, use your affordable combined arms to overwhelm your enemy. Keep a good forces of inf + armor + aa around all over the map and abuse positions were the enemy doesnt have them.

358 Strelkovy

DCTZTSCghEzYwTjpMfMahvVSCXjg+teOOO0zFFuTMTjoAFMakzAVqXrwANNbAAgEg47HcAAlKmOOkToACMuzjogRAAh+QACUUwAJ50D64cwVrDkAAJdpRwjLk46XpAANEeOOhQ4VrBF0cKHMfakSQVqg/AAJAaAAw4sACTHxWsfkAA1/0AA=

Description: the only thing you have to fear is Airspam! So if you know you enemy deck is capable of that keep the pressure up so they cant afford planes!

26th Gv. Strelkovy

DCRHmkFBCJmlTHHQzgABojxx0MmgAUKGcdwoZx2GMHHaG0cdl5grUZcnHSG0cdotAAGm
PitSJ4ABKLQAGHIAATAuABIsYAEiPHHQGGY1qiJx2B4AAYcaABIJYrVCgHHQP4K1qh4rUCdg
AQAKY1JUoAEB4AAaJ2ABDeqkGLEAASY+Y1BBoAA=

Axis

52nd Sicherungs

Description: SURVIVE TILL THE PANTHERS ARRIVE!

DCVaxox0QhMUSIAARo3nhRo2pEUETIOqInAAZT/AAShnRcRDoRcUC2LEQbjAAQleIOVknIO
ZFFAASlaGEQVeLqUC7AARkwnhRkupEQIfAARP9AAUlfAAZJhLZRC1IORo1pEWC5VjRVEVj
VVEVjVF2GEUIRAASFyRcUJkIOYOySjQoMngVEiGEVnjpEA=

26th Panzer “Bus Tour to rome”

DCVb5pAgiEyJbAAEEpQAKpTAAVAOKsqTIWzHeEg7MmxbNSYSDoEwkHZk2F7iLwi5UXIFyu6
AAESMwAKqBgAUInAAyR+ABEj8ACga4AEa+gAlBmgT0IRAAkRSABkUUACBDxB1CHiDsEP
C9407AAhp2ABULoACBclAFDrwAKcNAAY4aAAgxsABUOgYQA==

4th Fallschirmjäger “Bigboy FSJs”

DCVcBogwiEyGfAAENCAAlaqTX0CzmvrtDNfULma+AXM1+AuZr8GeAAZCzmvjugABU28ACB
E4AEJOwAKGeAAQM8AAgFgBPQhEACW5IAFdYGAKkPI1x0aRcoQMABGa4ACJAClkYlpr4V
wAAU4aAAg4iABR9EACtbQAFav0a67mgARC1RcA

5th Gebirgsjäger “we only fight in mountains and forests”

DCVcJoRQhCZDqVNerqVNegTQMlrqTNejqXNerqXNepqbNerqfNejqfNejqYi4gAeAAxqXNejugA
AqZwAAjueAAjq2MlkjyAAgMQAAgQ9NeoQ9NejvcAArqAMlqoTNerw2AAin6MlqIpNepwQAAi+
wAAjXAAArXWAAhW2AApwiAAjqgi4

4a Alpina “Monterosa” “Milan Fashion week winners”

DCVcZpAwiEyOy4AEM+QAib6AARz+08rn9p5HPvfKO1u+Vdrd8qZ975VrmAAhoBvIHQkACOVg
AFdfQAibNgAV1+AAhr1p5LVzTyWyoAGdrd8q6KgAR3LAAhs/vITZ/fKGmW1NdMd8oaz75V1j2q
hsnp5HgcACPB0AFD5QAKHjgAV0HAAqd+ABHRDT0A==

14th Infantriedivision “Jack of all traits master of none”

DCRKmiCCITlqkgASAxIOqBgQdCCAACioZB1Q1SDqqDAARI5AAwbeABFZsACpnAAEReBhIK
nDCQDNAnoJOXVQhEACAWxB1CHiDsEPEHQJKAngGOQdQMcg6pVoAEgLgAKqEkHUEoSj
ofSABFSYACjIwAEQlwAIG3gARVxGEzL6QdBUQg4=

Balanced deck with all the tools you need, elite inf, cheap tanks, heavy tanks, heavy arty, bombers. But none of them in big numbers and slightly cost inefficient. Win the game with superior combined arms!

Panzer Division Tatra “korück 2.0”

DCVPBpBQQiZJZYAGAGlkxniQdit5B2BfI0bnWQdlkBB0i7luSRmABxt4AGkfgATngABKvoAEmb
AAVDOi5ldCLIEWAAQQiABJDYwkiigAaI SABBjqE8kPEHSTGQdAY5B0KjkHS+IABiAgAEqXA
ASwqABjH4AEHXgAaoSQdkmpB2hbEHQoOQcA

Description: great men spam with elite support from tanks, ground attack aircraft and cheap artillery. Its a Maverick deck so keep the pressure up.

116. Panzer “Schnell wie Windhunde”

DCREF+GIImVFIIOSKQQc0UZFxKwKLiBRyDmCjkHICsIOSOsAAg8MACKfpBzDwwAECREHMPTAAYG
KQc1Qkg5AYZBzTwAGEIlgAKFyRcYzqQchWwCdBnAADD0AAGq+gAJYYIOawwQcwh4g5JDgwiDxQA
EHkAAMEiGE

Description: Vanguard deck all about the combined arms push, Cheap Auto cannon + ju87 supported by ersatztruppen, trying to get to a 15/9 is the goal in A, if you see you cant do that, start to go for trades as you have surprising longevity with this deck (Panther G, 380mm Off map etc.).

28th Jäger “Jägermeister”

DCREF8GIImVFIIOSKQQc0UZFxKwKLiBRyDmCjkHICsIOSOsAAg8MACKfpBzDwwAECREHMPTAAYG
KQc1Qkg5AYZByEchhGEIlgAKFyRcgl8AAgzgABhnAADVfQAEsMEHNYIOYQ8QckhwYRoiUaFbAJ2M
6kHA

Description: All about relentless search for the CQC, good cheap artillery support helps out with it (cheaper than mortars!!!) near to no chance if the game goes over Minute 25!

1st Blindata Romania Mare “blind rage”

DCTsTQChBExEWgACYugAERzRoUjmjQUR+AAqJMAC0SYADYkgAGRMxolJlJQTHJDgmGoC
dAkQvbouAAGxjgAlhfjQZC/GgmF6HCh4AADlvGAEExIAAJiEiCZGeAAyQoABEilACZFwAESHgA
MkeAAbD9GgkOgXtMZoACIYYgg==

Description: 20 min off full speed! and then its over! Use the high vet p4s for good trades whilst cheap inf and Armoured Cars take ground. If you dont get a 15/9 in the first 10 min you need a 18/6 in B to secure a victory in time! Ignore inf outposts in A and burn them out with pionieri asalt in B. Get early AA cover with the super affordable Hotchkiss AA pieces.

122nd “Greif” Infanterie

DCTZDSBBEJkUuCDqpcEHZeYdPgFYQdB0R0+oapB2Q1iDoPYOnyegc3q8C6fECMACDsJP9
BJko8CTJRwfKAAGxgABE8gACj54AEGNgAlkHgAVDDRcoJOXVUzoADJnAAEjOAAIGdgASAu
AAiHQMjF35FyjgxdUR1gAIEPEHUleIOiLwMJVQkg6AZoE4A==

Description: Balanced division based around infantry getting supported by Arty and good AT and IG guns! Tanks at least got 1 card of stug IV and air is solid.

4th “Infantry Train” Munte

DCTsjShBEJIC2AAKR4AAQiGiCpENEFCGaNCkU0aEIIY0KRKxoUiYjQxHTGhiOiNCMUKOFYpI
cMRTRoZI/AAjE6ABUj8ACMLsQUYaoW5RAQ4UiKifjEXEFWlyIKMTwAEIIW6BdgARjNAAxGe
ABCQEADAmYAFIzwAKQ7xoRiEiCjH+ABCQgACsjQAGJlgAA==

Description: This is a balanced deck based around outlasting your opponent in Inf whilst using good and cost effective support equipment to deal with the rest of the enemies deck.

Dont get too cocky in A and try to avoid fighting against medium tanks till B when you gett your good AT guns and Tanks.

Gruppe Harteneck “Harte Jungs”

DCRFGiHAiEyKoBB1VQCDqKdgaQCslOoQ8QdVQtFyBt4AFGPAAKqDAARV9AAga0A
BEjYACAmwGIC6wAJH7AARCIAAqp4QdVAIACCnhB2FaiDoEdAAVEJAAiISABBJ0ACB
cIAEQShhKEIgASFyRcqsWABRZUg6KhJB1FvQAMDBkHYNvAAA

Description: A solid flat line deck with a good quality, but low number of tanks, and a good variety of inf over all phases to fit what you need. Light on artillery and AA, so you gotta try to keep Air superiority with fighters.

17th SS Panzergrenadier “Iron Fist”

DCVOBoRwQhMRLAAQH/hRRhGIOVhGIOQYOIOYIKSjQLNAAQZmAAYJiJTUYOJT
RSdhRQleIOVSdRchM6AAVM6AAUANLJVOySjShQAAQDNhRUFFAAYFFAARlcJTUC
GLoUC/LoQIRAAUPIAAQYTAAQPpAARUJJTQEiGEQJiJTQPkAARC9IO

Description: Everything you need but pz4. Good cqc inf, good standing power, rush capabilities with 115 km/h transports and good fighters and AT guns. One of best divisions to get away from tank spam and learn the Combined arms.

Korück 559 “Krückenspam”

DCRFmIDCITII2AAQAYAAgVSQdVGyACquCsdCbCDoqiEHRJrRcooOrHEYsg6jHYAGCq1Y7G
3gAQNaAAorOABA2MACAAQAEDaAAKlXgAQY7AAoQiABAgIKOAZoE8CHiDoEyEHRHJGEoF
sQdBV5GuCr4wkFnQAID/ovwaSVjgxgABBhQACj7AAEFMQAiglluA==

Description: This is all about swarming your enemy, no matter which tab your looking at. You have the cheapest line inf in game, and you have it in endless numbers. Combine that with their Air support (esp. The Ju87 D5 that can head on kill any other plane) and it means you can

overwhelm any normal early game defense. The 2 things you have to watch out for are medium tanks and the enemy AA, try to kill both of these before they come to numerous and keep up the pressure till your enemy breaks.

1st Fallschirmjäger “radio killed the Sherman star”

DCVQZoBQhCYqFjNehBeBOhL6QcpL6QcxL6QcqFnNeiFzNeqFzNeyFzNeqLsi4jNMI4ioMABK
beAAqTQi4gJEi4ICEmlgQiAAgFgBOjLQMIgQ8QcoKKAAGQQAAGFkBOoGCjWgXYAAjBFNeilo
QchKYAAg3QAApN4AAox2AAox0AAA

Description: You have everything in good numbers, but tanks, So this is what you will have to play around it, use your anti-tank teams to get some kills on enemy medium tanks and keep your tigers as safe as possible. Your inf tab, as an amazing combination of cheap Grenadiers with MG42 and FSJ Elite units, which allows you to keep your Damage dealers safe behind canon fodder.

21. Panzer “One shoot one opportunity”

DCRNmiFBElKcZBe4lrAARUJF7oTEL3UXIFyh5IAECYRe4DAgARHVAAiYKABVQMACJHoAE
DPAALEfgAUIRAAGSUBPQNcADJMQvcDxwAKFJgARlCf7iF0ABUssADJH4AEDwwAIBWEHW
OfAAoF+wZUN4ACAZoE8SzQAKEQI0QANLJsR6AAA

Description: This deck is build all around the Armored tab, and in specific around that one big Kingtiger. Support it with the mortars, the ersatztruppen and the amazing fighter bombers. Rule the open ground with it and use your shermans and 222s to relieve your Infantry in townfights. Keep the pressure up till the enemy breaks.