I. Focus Tree:

Limited Rearmament
Reinforce the Empire
Service Overseas
Encourage Colonial Elite
Commonwealth Ties (end of 1936)(hold focus for silent workhorse)
Develop the RAJ(do SAF/AST instead if Raj is garbage)
Steady As She Goes(hold focus for free trade)
Home Defense
Prepare for the Inevitable(finish the last civs)
Develop Australia + NZL(tell AST to annex NZL after the focus is done)
General Rearmament(asap) (china war world tension spikes usually) (end of 1937)
Develop SAF
Develop CAN
The Shadow Scheme
Air Rearmament
Industrial Effort(make sure you are researching tools 4, dispersed 4, construction 3, and conversion 2 before the focus ends)
Royal Ordnance Factories (end of 1938)
Fighter Command(you could do imperial conference now if your minors need war support)
Aircraft Production Group
Hold the Imperial Conference (spend PP on Defense + Economy + Appeasement)(done in 14 June 1939)
Extra Research Slot (or indian autonomy if he is garbage at the game)
Optional at this point, make sure to get radar and service + special forces
etc.

II. PP Spending:

Send Attaché + Partial Mob

Silent Workhorse

Free Trade

Army Offense Expert

War Industrialist(hold event if Baldwin event pops up)

Industrial Concern

Give Refuge to German Scientists

Give Refuge to Italian Scientists

Spy Master(or earlier if Canada doesn't take it)

Air Designer(if doing engine 4)

Military Theorist(you can also do limited conscription)

Quartermaster General

Save up PP (150pp for total mob and 3x50pp for french surrender speeches(free guns)

III. Research: (click here for Engine 4 rush on the last page)

Slot 1	Slot 2	Slot 3	Slot 4
Tools 1	Construction 1	Electronics 2	Juggle Tools 1
Switch to Survivability Studies	Juggle Tools 2	Switch to Tools 2	Dispersed 1
Juggle Dispersed 1	Tools 3	Construction 2	Electronics 2
Dispersed 2	Tools 4	Conversion 1	Range Improvements
Engine 3	Tools 5(w/bonus)	Excavation 1	Juggle Dispersed 2
Construction 3		Juggle Dispersed 3	Dispersed 3
Decimetric Radar		Dispersed 4	Conversion 2
		Dispersed 5(w/bonus)	Electronics 3

Keep researching radar, AT, Guns, mech marines stuff/amphib tanks stuff, electronics 4, etc. You can also research scouts/railway guns if your minors are dumb.

IV. Production:



Day 1 production, late 37 and late 38 Delete guns(or keep 1-3 for more grinding) and arty when you have the planes.



Ratio should be for every F3 E3 = 2.6 F3 Base

Or just do 1-3 ratio and have a line of 5-10 mils helping convert from time to time the excess base, hover over the conversion button and see how the stockpile changes everyday.

V. Construction:



Ask AST to build infra in Yorkshire, SAF to build full infra in Guyana.

You should build infra in Lancashire and West Midlands, then civs in London, Lancashire, West Midlands until you start the focus "prepare for the inevitable".

Then you build only mils.

In January 39, start building a level 1(make it level 3 later) port on the red sea and a level 3 railway to Alexandria(optional, avoid eastern med convoy raid), airports in suez+palestine+Alexandria(you can ask your NZL/SAF/AST minors to help build those), Radar in Gibraltar and Gambia. Ask Canada to build the airport in Gibraltar(or Morocco).

VI. Agency:

Spy on Bulgaria and infiltrate its army to see if he does GBP or Mass mob. Then infiltrate german, italian army, and with spy master, get 100% intel on bulgaria and quiet intel, likewise to germany. Thereafter give the spymaster to the USA. Before DDAY Govt Cypher School, and pop cypher for the invasion. You can also upgrade your decryption before DDAY. You could also do naval to see what the axis fleet looks like.



VII. Strat:

Local Autonomy order

Relief of Command

Make sure Raj research improved infantry equipment 1(gun2 rush), LL CAN convoys to pivot it to Raj

Ask AST to build infra in Yorkshire, and SAF full infra in Guyana. (optionally: Sussex ask NZL)

Infra (Yorkshire, Lancashire, West Midlands) + Civs until June 1937

Make AST rush HMG, Ireland rush AT3+Heavy 2 armor meme, Canada mech2/amtrac

ALL minors start mils mid-end 1937

1 Div Training until January 39(ALL allies)

Build 40w bricks for Gib, Malta, and Cyprus. Build 24*20w to guard egypt/levant ports. Build some 2w cav to take ethiopia. Build some meme divisions for Norway(17-1 with support AT, etc) or prepare dday.

Finish remaining fleet + build convoys all game(send a ton to canada, etc.)

Integrate Canada to the max(no annex.)

Make Canada research Rubber if there is a strong Japan and weak asia minors, NZL railway guns

You want Canada to have 1.5k navs, so if he is new, don't delete your nav line till then(otherwise delete when you get F3).

VIII. Air Templates:

If axis are sub spamming(you can add non-strategic if AC doesn't do Portstrikes, or add self sealing if he plans to actively port strike):



If surface raiding is allowed and axis are doing both sub raid/surface raid or only surface raid ships(add self sealing if you plan to use the nav in contest zones):



F2 E2:



F3 E3(replace armor plate with light MG Turret if you plan to do Africa+Italy/Asia):



F3 Base should only have 1 4xHMG and 1 Engine 3 and be decommissioned.

IX. Army:









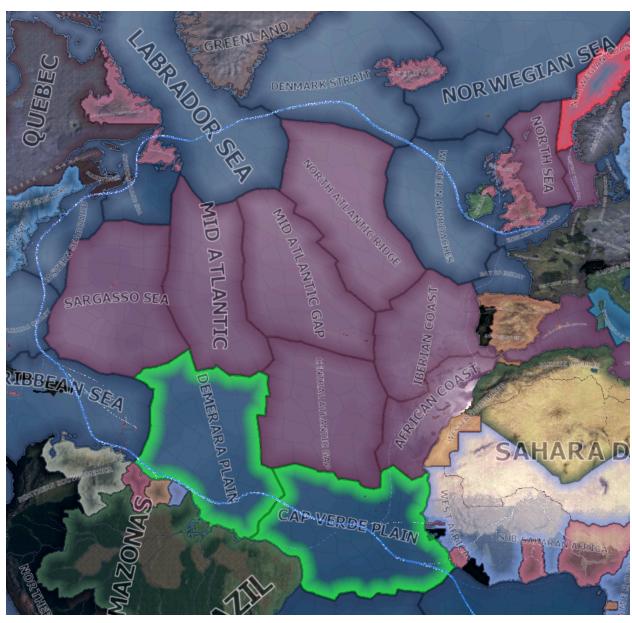






Strike force with your fleet, and get out a few capital ships next to el-alamein

Max out air bases in Suez and Palestine + more if needed. Level 3 port south of Suez and level 3 railway to Alexandria(if they raid + force air over eastern med).

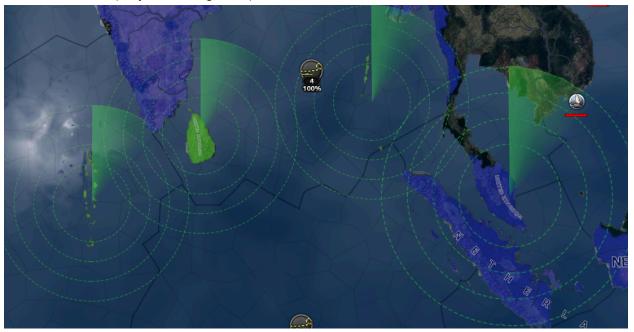


Use the northern route once denmark joins the war and build airports there + newfoundland And build max radar in Gibraltar, Gambia, Guyana, NewFoundland, Iceland. Later on Saint Helena too.

Max radar in sussex and south west england and max airport in all of UK for DDAY



Max out Radar in(only for finding subs)



And max airports in North Borneo, Borneo, Sumatra, Java, Singapore, Andaman, West and East Bengal. And then Ceylon, Maldives, Madagascar/Islands + radar in there for anti-sub(if Japan is sub spamming).

X. Miscellaneous:

Research for engine 4:

Slot 1	Slot 2	Slot 3	Slot 4
Tools 1	Construction 1	Engine 3	Juggle Tools 1
Switch to Electronics 2	Juggle Dispersed 1	Switch to Conversion 1	Dispersed 1
Juggle Tools 2	Dispersed 2	Juggle Dispersed 3	Switch to Tools 2
Juggle Dispersed 2	Switch to Tools 3	Dispersed 4	Switch to Construction 2
Dispersed 3	Tools 4	Dispersed 5 (w/bonus)	Survivability Studies
Switch to Conversion 2	Tools 5 (w/bonus)		Range Improvements
Engine 4			Juggle Engine 3
			Engine 4
			Switch to Construction 3 before industrial effort is done
			Electronics 3
			Deci Radar 1

Keep researching radar, AT, Guns, mech marines stuff/amphib tanks stuff, etc.