

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 Port strikes, or add self sealing if he plans to actively port strike):

PLANE DESIGNER

1 torp Nav

Fighter

Basic Heavy Fighter Airframe

Base Stats	Combat Stats	Misc. Stats
Max Speed: 309.0 km/h	Air Defense: 18.0	Reliability: 80.0%
Range: 2200 km	Air Attack: 4.0	Fuel Usage: 0.32
Supply use: 0.28	Agility: 18.0	Surface detection: 0.0
Weight: 19.0	Air Superiority: 1.25	Sub detection: 0.0
Thrust: 22.0	Naval Attack: 15.0	Night Penalty: 0.0%
	Naval Targeting: 7.0	Minesweeping: 0.00
	Ground Attack: 0.0	
	Strat. Bombing: 0.0	

Adjusters

Reset Save Conversion Cost: 38.00 Production Cost: 39.00

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):

PLANE DESIGNER

2 torp Nav

Fighter

Basic Heavy Fighter Airframe

Base Stats	Combat Stats	Misc. Stats
Max Speed: 309.0 km/h	Air Defense: 18.0	Reliability: 80.0%
Range: 2200 km	Air Attack: 4.0	Fuel Usage: 0.48
Supply use: 0.28	Agility: 6.0	Surface detection: 0.0
Weight: 27.0	Air Superiority: 1.25	Sub detection: 0.0
Thrust: 30.0	Naval Attack: 29.0	Night Penalty: 0.0%
	Naval Targeting: 7.0	Minesweeping: 0.00
	Ground Attack: 0.0	
	Strat. Bombing: 0.0	

Adjusters

Reset Save Conversion Cost: 41.00 Production Cost: 55.00

F2 E2:

PLANE DESIGNER

F2 E2

← Fighter

Improved Small Airframe

Reset Save

Base Stats	Combat Stats	Misc. Stats
Max Speed: 534.0 km/h	Air Defense: 17.0	Reliability: 80.0%
Range: 1440 km	Air Attack: 42.0	Fuel Usage: 0.21
Supply use: 0.28	Agility: 69.3	Surface detection: 0.0
Weight: 14.0	Air Superiority: 1.00	Sub detection: 0.0
Thrust: 16.0	Naval Attack: 1.0	Night Penalty: 0.0%
	Naval Targeting: 1.0	Minesweeping: 0.00
	Ground Attack: 0.0	
	Strat. Bombing: 0.0	

Adjusters

Conversion Cost: 5.35 Production Cost: 29.75

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

PLANE DESIGNER

F3 E3

← Fighter

Advanced Small Airframe

Reset Save

Base Stats	Combat Stats	Misc. Stats
Max Speed: 644.0 km/h	Air Defense: 22.0	Reliability: 80.0%
Range: 1540 km	Air Attack: 37.8	Fuel Usage: 0.21
Supply use: 0.28	Agility: 88.0	Surface detection: 0.0
Weight: 17.0	Air Superiority: 1.00	Sub detection: 0.0
Thrust: 30.0	Naval Attack: 1.0	Night Penalty: 0.0%
	Naval Targeting: 1.0	Minesweeping: 0.00
	Ground Attack: 0.0	
	Strat. Bombing: 0.0	

Adjusters

Conversion Cost: 4.74 Production Cost: 32.30

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

IX. Army:

The screenshot displays three command panels: Army Command, Navy Command, and Air Force Command. Each panel includes a command icon, a commander's name and portrait, a unit count, a 'Generals' or 'Admirals' button, three slot icons, and a row of performance statistics.

Army Command

Commander: John Vereker
 Unit Count: 10
 Buttons: Generals, Officers

Slot 1: Skull with wings
 Slot 2: Tank
 Slot 3: Star emblem

-50%	0%	100%	60%	125%	15	100%
130%	9%	95%	100%	100%	108 H	-20%

Navy Command

Unit Count: 15
 Button: Admirals

Slot 1: Anchor with wings
 Slot 2: Ship
 Slot 3: Star emblem

30%	100%	40%	150%	80%	100%	20
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Air Force Command

Unit Count: 8

Slot 1: Star emblem
 Slot 2: Star emblem

100%	105%	100%	140%	100%	100%	100%
125%	100%	100%	115%	100%	165%	100%

DIVISION DESIGNER

Support | **Combat**

Equipment: Gib, Infantry Division

Grid: 4x5 (Support: 4 units, Combat: 16 units)

Base Stats	Combat Stats	Equipment Cost
Max Speed: 4.0 km/h	Soft attack: 186.5	Manpower: 18900
HP: 428.6	Hard attack: 29.8	Training time: 120
Organization: 62.7	Air Attack: 22.5	Fuel Capacity: 0.0
Recovery Rate: 0.26	Defense: 501.4	Fuel Usage: 0.00
Reconnaissance: 0.0	Breakthrough: 91.4	Anti-Air: 20
Suppression: 25.5	Armor: 0.0	Artillery: 84
Weight: 9.8	Piercing: 28.0	Infantry Eq: 1710
Supply use: 1.72	Initiative: 0.00%	Support Eq: 30
Av. Reliability: 87.9%	Entrenchment: 5	
Reliability Bonus: 0.0%	Eq. Capture Ratio: 0%	
Trickleback & Wa...: 0.00%	Combat width: 40	
Exp. Loss: 0.00%		

Adjusters: 10 slots

Buttons: Reset, Duplicate, Save ☆0

Estimated Production Cost: 1229 to 1369

DIVISION DESIGNER

Support | **Combat**

Equipment: Infantry Division, Infantry Division

Grid: 4x5 (Support: 4 units, Combat: 16 units)

Base Stats	Combat Stats	Equipment Cost
Max Speed: 4.0 km/h	Soft attack: 71.5	Manpower: 10600
HP: 252.2	Hard attack: 17.6	Training time: 120
Organization: 68.3	Air Attack: 22.5	Fuel Capacity: 0.0
Recovery Rate: 0.28	Defense: 290.6	Fuel Usage: 0.00
Reconnaissance: 0.0	Breakthrough: 44.9	Anti-Air: 20
Suppression: 15.0	Armor: 0.0	Infantry Eq: 1010
Weight: 5.2	Piercing: 29.1	Support Eq: 30
Supply use: 0.72	Initiative: 0.00%	
Av. Reliability: 88.7%	Entrenchment: 5	
Reliability Bonus: 0.0%	Eq. Capture Ratio: 0%	
Trickleback & Wa...: 0.00%	Combat width: 20	
Exp. Loss: 0.00%		

Adjusters: 10 slots

Buttons: Reset, Duplicate, Save ☆0

Estimated Production Cost: 634 to 725

DIVISION DESIGNER

mech marine Equipment

Infantry Division

Support: [Grid of icons]

Combat: [Grid of icons]

Reset Duplicate Save ☆0

Base Stats	Combat Stats	Equipment Cost
Max Speed: 4.0 km/h	Soft attack: 344.6	Manpower: 24800
HP: 477.0	Hard attack: 175.6	Training time: 120
Organization: 79.1	Air Attack: 27.5	Fuel Capacity: 643.2
Recovery Rate: 0.34	Defense: 1120.7	Fuel Usage: 13.40
Reconnaissance: 1.0	Breakthrough: 322.3	Anti-Air: 20
Suppression: 25.0	Armor: 9.5	Anti-Tank: 60
Weight: 15.5	Piercing: 102.5	Infantry Eq: 3160
Supply use: 1.76	Initiative: 0.00%	Mechanized: 120
Av. Reliability: 74.1%	Entrenchment: 9	Truck: 50
Reliability Bonus: 0.0%	Eq. Capture Ratio: 0%	Support Eq: 30
Trickleback & Wa.: 0.00%	Combat width: 45	Light Tank: 24
Exp. Loss: 0.00%		Medium Flame T.: 15

Adjusters: [Icons]

Attack: +69.3% Estimated Production Cost: 2516 to 3822

TANK DESIGNER

RECON

Light Tank

Basic Light Tank Chassis

Engine: 10 Armor: 17

Reset ☆260 Save

Base Stats	Combat Stats	Misc. Stats
Max Speed: 4.1 km/h	Soft attack: 16.5	Fuel Capacity: 0.0
Reliability: 19.3%	Hard attack: 29.0	Fuel Usage: 2.50
Supply use: 0.22	Piercing: 68.0	Suppression: 2.5
	Hardness: 80.0%	Reconnaissance: 0.0
	Armor: 29.3	Entrenchment: 0
	Breakthrough: 111.4	
	Defense: 7.0	
	Air Attack: 0.0	

Select Model

Conversion Cost: 7.71 Production Cost: 20.56

TANK DESIGNER

FLAME

Flame (Support Company)

Inter-War Medium Flame Tank

Engine: 10 Armor: 17

Reset ☆260 Save

Base Stats	Combat Stats	Misc. Stats
Max Speed: 4.3 km/h	Soft attack: 3.6	Fuel Capacity: 0.0
Reliability: 6.4%	Hard attack: 0.9	Fuel Usage: 2.50
Supply use: 0.02	Piercing: 0.0	Suppression: 0.0
	Hardness: 0.0%	Reconnaissance: 0.0
	Armor: 19.8	Entrenchment: 0
	Breakthrough: 49.0	
	Defense: 2.1	
	Air Attack: 0.0	

Select Model

Conversion Cost: 7.83 Production Cost: 20.33



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.			