

Brazil Infantry Guide

Welcome to Brazil - é muito legal! A land of beautiful diverse people, caipirinha, and most importantly - gun 3!



Brazil is a pet-favorite nation of many players (an uncomfortable number of them german!) due to its simplicity, making it a “chill minor” while also having a relatively strong economy & abundant manpower.

Goals:

1. Create massive amounts of strong infantry to fight in asia
2. Possibly pivot to DDAY in the late game & help provide line infantry for the allied landing

To achieve these goals we'll be **rushing 'gun 3'** (or more exactly 1942 Weapons 3), and leveraging the “**Mass Assault**” doctrine, **right side**.



TEMPLATE:



DOCTRINE:



Setup:

Train your one division, if you are playing pure vanilla, consolidate your divisions into a single division & train it, you will begin to gain xp per day, which will tick up over time (takes a few months to show).

ONE DIVISION TRAINING:



PRODUCTION:

For you starting production, put one mill on trains, one mill on AA, and one mill on gun (to maintain your one division training).

Make convoys will all your dockyards

I've created a very simple production line that should serve you for the rest of the game, you **don't** need arty or support:

- One on AA, with another queued for when you build your first mill
- One on truck
- Then all new mills just add to guns (switch to gun 1 & 2 when you get them) for the rest of the game

Very late game you may need to adjust 1-2 mills onto AA, but this alone is fine to get you through 95% of games:



Focus Order:

Political Effort
 Industrial effort
 Construction Effort 1
 Construction Effort 2
 Infrastructure Effort 1
 Construction Effort 3
 Infrastructure Effort 2
 Extra Research Slot
 Liberty Ethos
 Neutrality Focus
 Deterrence
 Army Effort
 Equipment Effort 1
 Naval Effort
 Armament Effort 1
 Equipment Effort 2
 Equipment Effort 3
 Extra Research Slot 2
 Why we fight
 Armament Effort 2
 Armament Effort 3
 Air focuses for air doctrine



Research:

Slot 1:

Gun 1 (Weapons 1, 1936) (get the license from UK for 20% speed, it shouldn't cost civs in multiplayer mods)

Electronic mechanical engineering (**juggle guns 1 before assigning**)

Construction 1 (you get before industrial effort 1 finishes if you juggled)

Construction 2 (you use the 100% bonus here)

Finish Improved Infantry equipment 1

Gun 2 (Weapons 2, 1939)

Support Weapons 1

Finish gun 3 after juggling into support weapons 2

Slot 2:

Finish guns 1 (you've juggled haven't you? :D)

Improved Infantry equipment 1

Juggle Improved infantry equipment 1 into basic machine tools

Dispersed 1

Dispersed 2

Dispersed 3

Dispersed 4

Slot 3:

Improved Machine Tools

Radio 1

Juggle gun 2 into tools 3 (Advanced Machine tools) here

Improved Infantry Weapons 2 (your first 100% gun bonus here)

Gun 3 (STACK the 100% and the two year) – **You should finish gun 3 in september 39**

Support weapons 2 (juggle off gun 3 into it)

Tools 4

Slot 4:

Construction 3

Support weapons 3

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After gun 3 slots are "free", but i highly recommend excavation, hard ahead of timing tools 4, infantry passives, and aa passives

Construction:

Create agency day 1, build network in japan for army intel combat bonus (japan wont have time to spy on little brazil so your intel advantage is probable). Switch to a quiet network when your network stops increasing.

Just don't civ greed. Build civs to September 37 at the latest. Thereafter, build mills.

KISS (Keep it simple stupid).

Political Power Picks:

Partial Mob

Improved Worker Conditions

Free Trade

Gun Designer

Army Defense High Command (gives you XP)

Industrial Concern

Ground Support (for air XP, pick battlefield support doctrine to get bonus from friendly cas)

Democratic reformer (**when you get to 31% you should remove**, 30% democratic is all that is needed to join allies at 100% world tension)

Note: as soon as you join the allies click "democratic raids" you will gain ~5% stab in the long run

Illusive Gentleman

Improved Worker Conditions (second round)

Limited Conscription

Military Theorist

IMPORTANT NOTES:

1. Save the Popular figurehead (PP advisor), until **AFTER** war - **that way you can be at 100% stability while at war**
2. **Stay on gun 2**, you can really get a lot more "meat" out , you merely research gun 3 for your team (it's crucial for UK and USA if they want to land vs a good bulgaria). You'll also trade a lot less steel and have a bigger eco. You can switch to gun 3 late game (say 1942+) after dispersed 4 if you have established stable fronts
3. Research Excav after you are done with gun 3, allies may need your rubber if japan succeeds in taking the rubber islands

Deployment:

Deploy in Burma in the British Raj / India , you should 120 + 20w ready to fight japan! (140+ is possible with perfect play)

Some teams may prefer to have ~60 or so divisions in singapore, or perhaps guarding borneo / sumatra as well - just listen to your major players & follow the plan, but the below deployment is a good bet if no guidance is given:



Army command:

Take political loyalty as soon as you have 20xp, take professional officer corp as soon as you get the next 35, you can switch to quick improvisation after taking doctrine.

Take “operational reserves” before war:



Note: Once you pick “Political Loyalty” you should be **spamming** new generals, you will run out of 24 stacks to put them under late game (you often want to frontline mass mob), to pick new generals:

Click to assign a general, then click “show field commanders”, then “promote” one of the field commanders to a general, it will cost you command power, spam this until roughly 1940 when you need to save command power for japan’s declaration in ~1941:



