

Written for hist games in elwolfmod, but in principal applicable to any vanilla-based hist or semihist game with minor modifications.

Focus and pp picks:

Lessons of the great war

Indianization of the army (take silent workhorse + improved worker conditions + professional officer corp army spirit)

Lions of the great war (after this, attache and partial mobilization in november)

Peninsular railway (next pp picks: free trade, army reformer, industrial concern)

Industrial expansion

Vickers-bertier gun (use bonus on gun 2)

Tata steel

Assam oil

Research slot

East india railways

-----World tension reached 10%-----

Provincial electrons (next pp picks:second improved worker condition, air superiority chief, ban communism/facism)

Indian national congress

Cripp's mission (pick military theorist, pick doctrine to start mobilizing, then start saving 500 pp for start of war)

Two nation theory

Princely state donations

Quit india movement

Ishapore arsenal

Integrate princely railways

----- June 39, war happens usually----- (send attache to canada for war support and air exp, go total mob, take popular figurehead, take women in the workforce)

(Hold focus if necessary) Clamp down on corruption (need to become dominion first)

Strengthen ties with british investors

British rail investors

British arms investors

An indian sandhurst

Indian gentleman officer corps

British army support

Chindits (promote the commando general to field marshal, and put on concealment expert)

Research:

First research slot: start researching 1938 infantry equipment immediately, then apply infantry equipment bonus to rush gun 2.

Second research slot do electronic mechanical engineering, construction 1, tools 1, dispersed 1.

Later complete industry techs on time (tools, dispersed, construction) and research railway gun.

Construction:

Start of game: build 1 dockyard, and 2 levels of infrastructure in delhi

Build 5 civs in delhi (finishes ~sept 37), build mils afterwards

After starting mils, do agency (decryption, passive defense, suicide pill, invisible ink, army department)

Production:

Dockyards: build 1 heavy cruiser (license from canada or uk), assign as pride of the fleet to add war support. Then only build convoys

Starting mils: 1 on gun, 1 on support equipment

Later mils: 2 on train, 1 on truck, +1 on support equipment, 2 on AA, 1 on artillery, 3 on railway gun, rest on gun. (produce AT only if you are required to defend el alamein - usually this task is better done by australia or SAF)

Increasing your autonomy with convoys (once at war):

Request ~150 convoys from allies (not UK)

First, send ~175 convoys to UK to become dominion

Then, send ~200 convoys to UK to be able to do British arms and rail investors

After becoming dominion, pick relief of command and pick offense expert, infantry expert

Template:

Asia:

20.8width after mass mobilization doctrine (13 line infantry battalions), support artillery, support AA, engineer. Make sure your divisions are fully equipped. If you don't have enough support equipment or artillery, then omit those for some of your divisions.

For deserts in africa:

22.4width after mass mobilization doctrine (14 line infantry battalions) + support AT, support AA. Defend important tiles by org cycling them into the tile. If other teammates are defending el alamein, then omit support AT and use your infantry as coast garrison.

General:

Use your level 3 desert fox as general in egypt (promote him to field marshal, so you can pick offensive doctrine trait, but use him as a general)

In asia, use a level 4 general instead

Pick "best of the best" army spirit and after Indian gentleman officer corps hire new generals.

Use the highest attack level generals and field marshals for combat.

Field Marshal:

Promote a level 4 general (traits: charismatic, offensive doctrine, organization first)