

Focuses and PP picks: (Core concept: giant wakes as soon as tension spike i.e. anchluss + japan declare, great depression focuses as soon as they are off cooldown)

Medium Lobby Effort before picking focus day 1

1. Continue the new deal

Small Lobby Effort before focus + Financial Expert

2. WPA

Small Lobby Effort before focus + Silent Workhorse

3. Agricultural Adjustment Act

4. War department

!!!Do not finish congress construction mission before Nov 7 1936 Election

5. Neutrality Act + Small Lobby Effort

Nov 7 1936 Election: Stay with the democrats! Finish congress construction mission after Election.

Improved Worker Conditions + Refuge to German Scientists + Army Offensive Expert

6. Selective Training Act (+Small Lobby Effort)

---- hold focus 20 days -----

7. Fair Labor Standards Act (+Small Lobby Effort)

8. Arsenal of Democracy

9. Air War Plans division

---- When world tension spikes, send attache to spain/china get 30% war support. This happens between September - December 1937. Hold focus for giant wakes if necessary.

10. Giant Wakes + Partial Mobilization + War Industrialist + Small Lobby Effort

Annex Philippines

----hold focus 20 days-----

11. Federal Housing Act

12. Strategic Bombing (+ Refuge to Italian Scientists + amend the budget)

13. Escort fighters

14. Research Slot

15. Research Slot

16. Military Construction

17. Wartime industry (+ General Motors)

18. Two Ocean Navy Act

19. USACE projects

20. Suspend the Persecution

21. Reach out to the Ware Group (+ Replace Silent Workhorse with Economist)

Later focuses (order is not important):

airborne divisions, women's service integration act, build the pentagon, War plans black+ silver

(Cultural remark on elections: The "Medium-small-small" early lobbying meta guarantees an okay 1936 election in elwolf, preventing any trouble with house support. When in a mod where

election meta is unknown, remember 2 principles: 1. Small lobby effort is very cheap, so do it many more times if needed; 2. For both Nov 1936 and Nov 1938 elections, house support ~200-250 pre-election will keep you at ~200-250 post-election so try to stay in that range before election, then spam small lobby effort afterwards)

Later pp picks:

- Amend the budget once a year in 1938, 1939, 1940.
 - Do not pick artillery or infantry equipment designer.
 - After danzig: Export focus + Combat domestic isolationism + emergency arms deliveries to uk
 - Upon joining war: pick inf expert, commando expert, tactical bombing expert (with the independent air force spirit picked to only cost 25pp), total mob, combat domestic isolationism
- Optional: second improved worker condition + war bonds upon joining war if the game is expected to go beyond mid-42

Research:

- 1936: Heavy fighter 2, superheavy battleship, construction 1, electronic mechanical engineering + mechanical computing, tools 1, dispersed 1
- Early 1937: construction 2, dispersed 2, tools 2, basic large airframe
- Late 1937: cannon 1, survivability studies
- 1938: Heavy fighter 3 (with bonus), conversion 1, mechanical computing, tools 3, dispersed 3, excavation 1-2
- 1939: construction 3, excavation 3, conversion 2, engine 3 (get it before heavy fighter 3), paratrooper I, basic medium chassis, engineer 2, armor 1-2, engine 1-2, fuel refining 1
- Late 1939 and beyond: tools 4, dispersed 4, improved computing machine, radar 1936-1940, infantry passive stats, AT passive stats, synthetic refineries....

Construction:

- Construct Infrastructure until Giant Wakes as in the maps below (only 1 level each in north/south dakota), build Ohio, Michigan, south Carolina first
- Construct 9 civilian factories in Ohio, Michigan, south Carolina
- Only accept military factory events for house support, turn down infra/civ/dock events
- Construct Military Factories after Giant Wakes (no civs!)
- Aluminum Decisions: 1st round (once in every one of the 4 states) in early 1939.





Production:

- Day 1: 1 on support equipment, 1 on truck, 1 on aa, 1 on train, 1 on artillery, 1 on carrier cas, rest on gun

15 mils on strategic bomber

Then 100 mils on heavy fighter (Intermediate: set up conversion lines for heavy fighter 3: 29 converting, 71 building base – see fighter conversion guide)

- Later: License produce mechanized, gun 3, breakthrough tank/flame tank etc.
- Late game from 1941 onwards: go up on cas depending on demand (potentially up to 150 mils or more if needed!)
- Dockyards: Finish all ships but wichita class and second carrier. Then build cheapest superheavy battleship (1 superheavy cannon, fire control, superheavy armor only) with

5x4 = 20 docks to refit in 1939 into 2 superheavy cannon + max anti air. Build convoys/light cruisers with other dockyards.

Tips on Late game:

- Research rubber tech before japan declares if your team is not reliable, so you can build refineries as soon as needed.
- When war is declared: bank 500 pp for total mob + propaganda films decision + improved worker conditions + war bond
- Before going to war check you have all the important advisors: offensive expert, commando expert, infantry expert, tactical bombing expert
- Do not convert civs to mils unless you are experienced