

# Turn: Summer 1935

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**Economic Trend +1**

Light-weight steel alloys become available.  
Double value of current investment in battleship design research, up to a maximum of three steps

Conservatives oppose Nazi excesses.  
German support level: -1

Illegal strike hits Fiat.  
Italian national income: -1

Technology portfolio created in Cabinet.  
Any two British research projects  
+1 step each

Colonial dispute with Britain.  
French support level: -1

Russian agents train Spanish communists.  
Spain: 1

Balance of power:	0	Purge:	Military
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## Economic Climate

	-3	-2	-1	0	+1	+2	+3
	-1 income			No effect	+1 income		
	-2 income		-1 income	No effect	+1 income	+2 income	
<b>EAI</b>	+1	No effect					-1

## European Aggression Index

-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5

## Support Effects

	MFs	Other		Random	Mobil	Diplo	Russia	Secret	Total
	0							-1	-1
	0								0
	0								0
	0			-1					-1
	0	-1	Rus. garr 0						-1

Factories					
Idle	4	1	2	1	4
Civilian	5	2	4	2	5
<b>Income</b>	<b>10</b>	<b>4</b>	<b>8</b>	<b>4</b>	<b>10</b>
Military	3	3	2	3	5
Support	4, 6, 8, 10, 12, 15	4, 6	4, 6, 8	4, 6	7, 9, 10-14
<b>Support from MFs</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>

Support level	0	0	0	-1	-2
Civilian factories	<b>10</b>	<b>4</b>	<b>8</b>	<b>4</b>	<b>10</b>
Economic climate	-1	-1	-1	-1	0
Random events	0	-1	0	0	0
Trade pacts	0	0	0	1	0
Random tile draw	2	1	3	3	2
Unit maintenance	-2	0	0	-1	-4
<b>Net income</b>	<b>9</b>	<b>3</b>	<b>10</b>	<b>5</b>	<b>6</b>

<b>Net income</b>	<b>9</b>	<b>3</b>	<b>10</b>	<b>5</b>	<b>6</b>
From previous turn	3	1	3	2	3
<b>Available tile points</b>	<b>12</b>	<b>4</b>	<b>13</b>	<b>7</b>	<b>9</b>

<b>Available tile points</b>	<b>12</b>	<b>4</b>	<b>13</b>	<b>7</b>	<b>9</b>
<b>Factories</b>	0	0	0	0	0
<b>Unit construction</b>	0	0	0	0	-2
<b>Shipbuilding</b>	0	0	0	0	0
<b>Research</b>	-2	-1	-1	0	0
<b>Diplomacy</b>	-2	-1	-3	-2	0
<b>Support adjustments</b>	-1	0	0	0	0
<b>Anglo-French loans</b>	0	0	0	0	0
<b>End of turn</b>	<b>7</b>	<b>2</b>	<b>9</b>	<b>5</b>	<b>7</b>


# Activity Counters

	research		Czech	Rhine.		
					 1 <i>Ship</i>	
3	2	2	1	1		0




















		research	Bulgaria		Belgium
				 1 <i>Ship</i>	
2	2	1	1		0

		Albania	research	Turkey			
					 1 <i>Ship</i>	 1 <i>Ship</i>	
3	2	2	1	1			0







		Rumania	Yugo		
				 1 <i>Ship</i>	
2	2	1	1		0





air				
				
2	2	1	1	0





## Mobilizations and Civilian Factory Conversions





		1935				1936				1937				1938				1939				1940			
	Start	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Mob. cost		10	10																						
	3																								
	2																								
	3																								
	3																								
	2																								
	3																								
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	1																								
	3																								
	2																								
	5																								
	4																								
	4																								
	7																								




## Axis and Allied Forces




	Active	Active	Active	Active	Active					Maint
										2


	Reserve	Reserve	Reserve							
										




	Active	Active	Active							Maint
										0

	Reserve	Reserve	Reserve							
										

	Active	Active								Maint
										0

	Reserve	Reserve								
										

	Active	Active	Active	Active						Maint
										1

	Reserve	Reserve								
										

# Balance of Power

	 Airborne	 Rockets									+1
	 Airborne										

Moslem unrest, air transports

	 Moslem unrest	 Moslem unrest	 Moslem unrest	 Moslem unrest							+1
	 Moslem unrest	 Moslem unrest	 Moslem unrest								

Strategic bombers, air transports, air range, air defense, radar

	 Radar	 Radar	 Radar								=
	 Radar	 Radar	 Strat bomb								



Naval air training, battleship design, ASW research, torpedoes, harbor attacks, submarines, ASW and transport production, air range, air defense, radar, codebreaking

											-2
	 Royal Navy	 Royal Navy	 Naval air training								




**Battleship race:**

# Intelligence

Research Results			
Turn	 	 	
Spring 1935			
Summer 1935	Rockets		

## Russian Forces









































										Active	Built
											Maint
											4
	Reserve	Reserve	Reserve	Reserve	Purged						

## Russian Garrison

Unit	Unit	Unit	Unit	Unit	Unit	Unit	Unit	Unit	Unit	Unit
					EAI +1	EAI +1	EAI +1	EAI +1	EAI +1	EAI +1
	Airborne									
0										
Support	+/-1		+/-2			+/-3			+/-4	



# Purge Level

<b>Low cohesion</b>	0 	1 	2 	3 	4 	5 	6 	7 	8 	9 
<b>Medium cohesion</b>	10 	11 	12 	13 	14 	15 	16 	17 	18 	19 
<b>High cohesion</b>	20 	21 	22 	23 	24 	25 	26 	27 	28 	29 
<b>Full cohesion</b>	30 	31 	32 	33 	34 	35 	36 	37 	38 	39 

## Diplomacy Summer 1935

Country	Initial alignment	Diplomatic counters	New alignment
Albania		2	
Austria			
Belgium/Lux.		0	
Bulgaria		1	
Czechoslovakia		1	
Finland		AC1	
Greece			
Hungary			
Ireland			
Norway			
Poland			
Rhineland		1	
Rumania		1	
Russia			
Spain		R1	
Sweden			
Turkey		1	
Yugoslavia		1	


## Civil Wars

	Govt	Rebels	Event	Event	Event	Event	Event
Spain		 	At start  Spain	Sum 35  Spain			
Yugoslavia	 	 					AC1
Greece	 						

## Aggressions

Sp 1935	Su 1935	Fa 1935	Wi 1935	Sp 1936	Su 1936	Fa 1936	Wi 1936	Sp 1937	Su 1937	Fa 1937	Wi 1937
None	Rhine.										
Sp 1938	Su 1938	Fa 1938	Wi 1938	Sp 1939	Su 1939	Fa 1939	Wi 1939	Sp 1940	Su 1940	Fa 1940	Wi 1940


## Minor Country Resistance Levels


	Basic	Flags	Bel/Lux		Resist.
Rhineland	0	-2		=	-2


	Basic	Flags	Czech	Hung	Yugo		Resist.
Austria	2	-1	1			=	2


	Basic	Sudet.	Flags	Austria	Hung	Poland	Rum		Resist.
Czech.	4		2					=	6

	Basic	Corridor	Flags	Czech	Rum	Russia		Resist.
Poland	6		1	1			=	8

	Basic	Poland	Russia		Resist.
Baltic States	1			=	1





	Basic	Flags		Resist.
Ethiopia	1		=	1

	Basic	Flags	Greece	Yugo		Resist.
Albania	2	-1			=	1






	Basic	Civ war	Flags	Bulg	Turkey	Yugo		Resist.
Greece	4						=	4




	Basic	Civ war	Flags	Austria	Bulg	Greece	Hung	Rum		Resist.
Yugoslavia	5								=	5

## Crisis calculator

				
Balance of power	0	0	0	0
European Aggression Index			0	0
Support levels	0	0	0	0
Minor country resistance				
Basic resistance level			0	0
Diplomatic alignment			0	0
Neighbors			0	0
Tile draw			0	0
<b>Threshold value</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>

# Shipbuilding

				
Level	Spring	Summer	Fall	Winter
5				
4				
3				
2				
Launch				
				
Launched				







				
Level	Spring	Summer	Fall	Winter
5				
4				
3			1	
2			2	
Launch				
				
Launched				






1 =



2 =



				
Level	Spring	Summer	Fall	Winter
5				
4				
3				
2				
Launch				
				
Launched				

				
Level	Spring	Summer	Fall	Winter
5				
4				
3				
2				
Launch				
				
Launched				

# Victory Points

Support levels		-1		0		-1
		0		-1		
Unmobilized factories		-9		-6		-4
		-3		-3		
Balance of power		0		0		
Axis aggressions		1				
		0				
Minor country resistance				0		0
Trade pacts		0		1		0
Research						0
Nazi-Soviet Pact		0				0
Pre-emptive war (-5+EAI)		0		0		0
<b>Totals</b>		<b>-12</b>		<b>-9</b>		<b>-5</b>

## Victory Points - End of Turn

	1935				1936				1937				1938				1939				1940			
	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi
<b>Axis +</b>																								
<b>Allied/ Russian +</b>																								