









	armor	Albania	research	Hungary	BC3		
					 1 <i>Ship</i>	 1 <i>Ship</i>	 0
3	2	2	1	1			

	Greece	Poland		BC3	
				 1 <i>Ship</i>	 0
2	2	1	1		

Fall 1935	Britain	France
Factories	Mobilize idle factory 1 Armor, 2 Air	Mobilize idle factory 1 Armor, 1 Infantry
Research	AC1	-
Research results	-	-
Shipbuilding	AC1 Launch <i>Repulse</i> BC3	AC1 Launch <i>Dunkerque</i> BC3
Builds	AC2 1 Armor	-
Diplomacy	Albania AC2, Hungary AC1	Greece AC2, Poland AC1
Balance of power	1 Armor, 1 Naval	1 Naval
Notes	-	-

1935								
	Spring		Summer		Fall		Winter	
								
Available tile points	7	5	13	7	18	12		
Factories	0	0	0	0	-8	-8		
Unit construction	0	0	0	0	-2	0		
Shipbuilding	0	0	0	0	-1	-1		
Research	-1	0	-1	0	-1	0		
Diplomacy	-3	-1	-3	-2	-3	-3		
Support adjustments	0	-2	0	0	0	1		
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	3	2	9	5	3	1		

Indicate mobilizations by red shading, conversions to civilian factories by green shading.

		Research																		
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Effect
<i>Jets</i>			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧			air/sup
Air Range		35	35	35	+2		+3		+4		+5									air/naval
Strategic Bombers		35	35	35	+2		result		+4		+5		result		+7		+8			air
Air Defense			+1		+2		+3		+4		+5									air/naval
Air Transports			①		②		③		④		result									air/inf
Naval Air Training			①		②		result		④		⑤		result							naval
Battleship design		35	RE	35	RE	35	result		④		⑤		result							naval
Battleship design			①		②		result		④		⑤		result							naval
ASW research			+1		+2		result		+4		+5									naval
Harbor attacks			①	★	②		result													naval
Light ships			①	★	②		result		④	★	⑤		result							naval
Submarines			①	★	②		result		④	★	⑤		result							naval
ASW			①	★	②		result		④	★	⑤		result							naval
Transports			①	★	②		result		④	★	⑤		result		⑦	★	⑧			naval/sup
Armor			①		②		result		④		⑤		result							armor
Armor			①		②		result		④		⑤		result							armor
<i>Rockets</i>			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
Maginot Line		35	35	35	②		result		④		⑤		result							support
Economic Prep.			①		②		AC1		④		⑤		AC2		⑦	★	⑧			act/sup
Atomic research		RE	+1		+2		+3		+4											support
Radar			+1		+2		+3		+4		+5									air/naval
<i>Counter-intelligence</i>		35	①	★	②		result		④	★	⑤		result							intel
<i>Covert operations</i>		35	①	★	②		result		④	★	⑤		result							intel
<i>Espionage</i>		35	①	★	②		result		④	★	⑤		result							intel
<i>Codebreaking</i>			①		②		result		①		②		result							naval
Anglo-French coop.			①		②		+1		+2		+3									intel
Shading:		Research points 1, 4, 7, 10					Research points 2, 5, 8					Research points 3, 6, 9								

			1	2	3	4	5	6	7	8	9	intel
Spring 1935	1	0	Br BB4	Maginot	Str Bomb	Air Range						Espionage
Summer 1935	1	0	Br BB4	Maginot	Str Bomb	Air Range						C-I
Fall 1935	1	0	Str Bomb	Maginot	Br BB4	Air Range						Covert

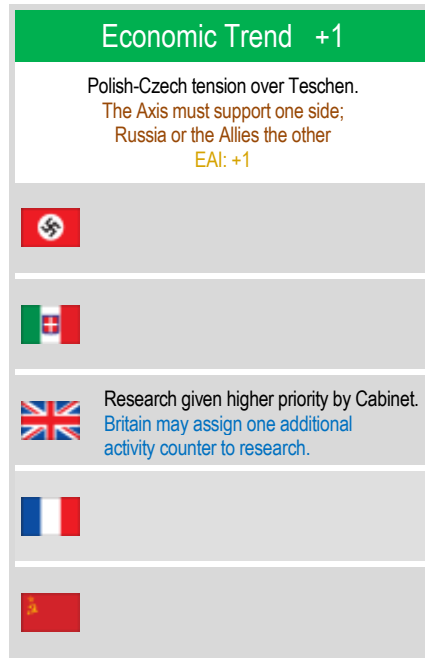
Player Log

Fall 1935

Random events

That EAI! I guess it's time to advance some battlecruisers. Since the British may begin construction of BB4s next turn, I'll pass on the option of laying down a British BC3 this turn.

The French and Russian REs are diplomatic, so they're helpful. But the British RE (allocate another AC to research) is not because the primary benefit (placing more RPs in light gray and dark gray projects) is lost this turn. So I will ignore the British RE this turn.



Economics

I was going to convert to a British civilian factory first, but the EAI is too good to pass up. So both Britain and France will mobilize idle factories instead. I chose 1 Armor and 1 Infantry for France so that the Allies have infantry available to build and contest the Infantry BoP. For Britain, 1 Armor and 2 Air allow for more flexibility in opposing those BoP areas.

Because Britain mobilizes, it can afford to support a third unit for free next turn. As such, Britain builds 1 Armor to make it one counter more difficult for the Axis to reach the 3-unit surplus for a +2 in the Armor BoP.

Factory conversion: Idle to military (Britain and France).

Research: Br AC1.

Unit construction: Britain builds 1 Armor.

Shipbuilding: Britain and France each launch a BC3.

Diplomacy

Europe is looking pretty neutral at the start of the turn. Only 4 Axis flags remain in minor countries:

- Albania (1)
- Austria (1)
- Finland (1)
- Hungary (1)

The Russian diplomatic RE1 in Yugoslavia may open a diplomatic problem for the Axis to resolve on a subsequent turn. The French diplomatic RE1 in Belgium will score a trade pact if left unopposed. And an Axis "snipe" will cancel the RE1, maintaining the 2 French flags in Belgium (which is fine).

Russia is passing on diplomacy again, so Turkey will gain a German flag. The general RE ensures that Germany can easily break the French trade pact in Czechoslovakia. In exchange, France gains an easy flag in Poland given the mandatory placement in Poland. It may be worth the pressure on the Russian garrison to try for a third French flag in Poland after this turn (since that trade pact is worth 2 tile points per turn). Russia would have a greater garrison requirement, but in exchange, France could spend more tile points during diplomacy defending Finland, Rumania, and Turkey against Axis influence.

Greece seems harmless, so I anticipate an Italian DC1 there, especially since Italy is saving up for its first mobilization. France is feeling frisky, so we'll try a DC2 in Greece to beat the Italian DC1 or DC2.

The Axis don't seem flush with cash, so I will again assume sniping until he proves me wrong. That means he will place DC1s in minor countries in which Britain did not place. So I will try Albania (DC2) and Hungary (DC1).

Axis initial placements:

Germany: Czechoslovakia
Italy: Greece
ACC1: Turkey

Allied placements:

Britain: Albania, Hungary
France: Greece, Poland
Russia: None

Axis final placements:

Germany:
Italy:

That was quite a surprise in Greece! At least the French DC2 cancelled the German RE2 I Greece. Otherwise, not net change in flags for the West and the Axis. Russia picked up a flag in Yugoslavia, which may turn out interesting in subsequent turns.

Aggressions

None.