









	Czech	Air	research	Spain			
 3	 2	 2	 1	 1	 1 <i>Ship</i>	 1 <i>Ship</i>	 0

Infantry	research	Austria	Hungary		
 2	 2	 1	 1	 1 <i>Ship</i>	 0

Fall 1936	Britain	France
Factories	-	-
Research	AC1	AC2
Research results	-	-
Shipbuilding	-	-
Builds	1 Air AC2	1 Infantry AC2
Diplomacy	Czechoslovakia DC2, Spain DC1	Austria DC1, Hungary DC1
Balance of power	1 Air	1 Infantry
Notes	-	-

1936								
	Spring		Summer		Fall		Winter	
								
Available tile points	11	7	9	11	8	12		
Factories	0	0	-6	0	0	0		
Unit construction	0	0	0	0	-2	-2		
Shipbuilding	-2	0	0	-1	0	0		
Research	-3	-2	-1	-2	-1	-2		
Diplomacy	-3	-3	-4	-3	-3	-2		
Support adjustments	-3	1	2	0	-2	0		
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	0	3	0	5	0	6		

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	35	36	36		+4		+5									air/naval
Strategic Bombers		35	35	35	35	36	36	36	+4		+5		result		+7		+8			air
Air Defense		RE			+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	35	36	36	36	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		36	36	36	②		result		④		⑤		result							armor
Rockets		RE		36	36	36	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	35	RE			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		36	36		+2		+3		+4		+5									air/naval
Counter-intelligence		35	35	36	②		result		④	★	⑤		result							intel
Covert operations		35	35	36	36		result		④	★	⑤		result							intel
Espionage		35	35	36	36		result		④	★	⑤		result							intel
Codebreaking		35	36	36	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								

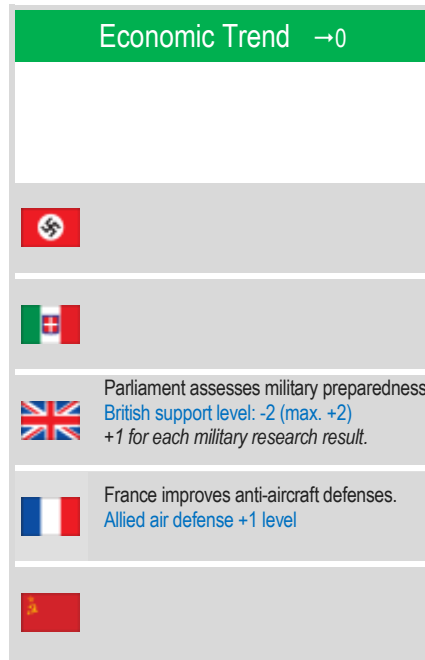
			1	2	3	4	5	6	7	8	9	intel
Spring 1935	1	0	Br BB4	Maginot	Str Bomb	Air Range						Espionage
Summer 1935	1	0	Br BB4	Maginot	Str Bomb	Air Range						C-I
Fall 1935	1	0	Str Bomb	Maginot	Br BB4	Air Range						Covert
Winter 1935	2	2	Covert	Maginot	Br BB4	Espionage	Air Range	Str Bomb	C-I			Code
Spring 1936	3	2	Covert	Armor	Br BB5	Espionage	Air Range	Str Bomb	C-I	Rockets		Code
Summer 1936	1	2	Armor	Rockets	Br BB5	Radar	Air Range	Str Bomb				Code
Fall 1936	1	2	Armor	Rockets	Br BB5	Radar	Covert	Str Bomb				Espionage

Player Log

Fall 1936

Random events

Once again, Britain draws a crappy secret support RE. We're back to minimal spending. The French research RE is alright, although I'm still hoping for a +1 level for Intelligence projects instead.



Economics

There are not many tile points to go around this turn, but I want to try to bring the BoP back closer to 0. Britain and France will each build one unit. Britain has 4 military factories but only 3 built units, so by building a British unit I avoid "wasting" a free maintenance point. France appears to be more economically stable, so I think France can afford the additional 1 point of maintenance per turn. And when France does increase its military factories from 4 to 5, the additional maintenance point will cover the maintenance for the infantry unit that I build this turn.

By building 1 British Air unit and 1 French Infantry unit, this will make it more difficult for Italy to attack Ethiopia; it will reduce the number of German MCs; and it will reduce the pressure on the Russian garrison. That's the most I can accomplish this turn.

Otherwise, research continues as planned. The only decision was whether to contest the BoP more and choose Air Range over Strategic Bombers, but I chose Strategic Bombers because it would be cool to try to secure 18 steps in it.

Factory conversion: None.

Research: Br AC1, Fr AC2.

Unit construction: Britain builds 1 Air, and France builds 1 Infantry.

Shipbuilding: None.

Diplomacy

There are single flags in 7 minor countries now (3 Axis, 3 Allied, 1 Russian), so the board is fairly open. But with another Great Purge, Russia is diplomatically useless, and with the BoP remaining at +2, Germany still enjoys 2 MCs. At least we can hope that the purges will eventually make Russia stronger so that it can actually play DCs.

With a DC2 and 3 DC1s, all that the Allies can really do this turn is try to slow the Axis diplomatic surge. Britain can try to bluff Czechoslovakia (since Randy doesn't know that Britain has another crappy support RE) with a DC2. I'll try to block in a few other key minor countries also.

Axis initial placements:

- Germany:** Yugoslavia
- German MCs:** Austria, Czechoslovakia
- Italy:** Sweden
- ACC2:** Turkey

Allied placements:

- Britain:** Czechoslovakia, Spain
- France:** Austria, Hungary
- Russia:** None

Axis final placements:

- Germany:**
- Italy:**

The diplomatic position is no longer tenable without Russian participation. This turn alone the position changed from 3/3/1 Axis/Allied/Russian flags to 5/1/0. Let's hope that Russia can do more soon.

Aggressions

None.

1935								
	Spring		Summer		Fall		Winter	
Available tile points	7	5	13	7	18	12	10	7
Factories	0	0	0	0	-8	-8	0	0
Unit construction	0	0	0	0	-2	0	0	0
Shipbuilding	0	0	0	0	-1	-1	-5	-1
Research	-1	0	-1	0	-1	0	-2	-2
Diplomacy	-3	-1	-3	-2	-3	-3	-2	-3
Support adjustments	0	-2	0	0	0	1	0	0
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	3	2	9	5	3	1	1	1

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