

Turkey	Poland	research		Yugo MC	Air	Air	BB5	BB5	BB4		Spain
3	2	2	1	1	1 Czech.	1 Austria	1 Ship	1 Ship	1 Ship	0	1 Civil War

Norway	research	Infantry	Infantry	Finland	Yugo			
2	2	1	1	1 Czech.	1 Austria	1 Ship	0	1 Civil War

Fall 1937	Britain	France
Factories	Convert civilian to military 1 Armor, 2 Air	-
Research	AC2	AC2
Research results	Strategic bombers (2) Covert Operations	-
Shipbuilding	AC1x3 (1 per ship) Begin <i>Cromwell</i> BB5 Begin <i>Lionheart</i> BB5 Advance <i>K George V</i> BB4	-
Builds	1 Air AC1x2	1 Infantry AC1x2
Diplomacy	Poland DC2, Spain DC1, Turkey DC3, Yugoslavia MC	Finland DC1 Norway DC2 Yugoslavia DC1
Balance of power	3 Air, 2 Naval	1 Infantry
Notes	-	-

1937								
	Spring		Summer		Fall		Winter	
Available tile points	14	15	23	13	16	9		
Factories	0	-6	-4	-4	-4	0		
Unit construction	0	0	-2	-2	-2	-2		
Shipbuilding	-2	0	-3	-1	-3	0		
Research	-1	-2	-2	-2	-2	-2		
Diplomacy	-2	-3	-5	-3	-7	-4		
Support adjustments	-2	0	0	1	1	0		
Anglo-French loans	0	0	0	0	1	-1	0	0
End of turn	7	4	7	2	0	0		

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	CW	37		+5									air/naval
Strategic Bombers		35	35	35	35	36	36	36	36	37	37	CW	37		+7		+8			air
Air Defense			RE			+2		+3		+4		+5								air/naval
Air Transports			①		②		③		④		result									air/inf
Naval Air Training		37	37	37	②		result		④		⑤		result							naval
Battleship design		35	RE	35	RE	35	35	36	36	36	36	37	37							naval
Battleship design		37	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		36	37	37	37	CW	result		④		⑤		result							armor
Armor		36	36	36	36	37	37		④		⑤		result							armor
<i>Rockets</i>			RE		36	36	36	36		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	RE		+2		+3		+4											support
Radar		36	36	36	RE	37	37		+4		+5									air/naval
<i>Counter-intelligence</i>		35	35	36	37		result		④	★	⑤		result							intel
<i>Covert operations</i>		35	35	36	36	37	37		④	★	⑤		result							intel
<i>Espionage</i>		35	35	36	36	RE			④	★	⑤		result							intel
<i>Codebreaking</i>		35	36	36	36	37	result		①		②		result							naval
Anglo-French coop.		37	37		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
Winter 1936	1	2	Armor	Armor	Br BB5	Radar	Rockets	Str Bomb				Code
Spring 1937	1	2	Armor	Armor	Br BB5	NAT	Radar	Str Bomb				C-I
Summer 1937	2	2	Armor	Armor	Br BB5	NAT	Radar	Str Bomb	AF Coop			Covert
Fall 1937	2	2	Fr BB4	Armor	Air Range	NAT	Covert	Str Bomb	AF Coop			Code

Player Log

Fall 1937

Random events

With war coming soon, I suppose it's no surprise that Mussolini would visit Berlin.

Generally, I don't mind diplomatic REs, but Sweden and Bulgaria are not high priority targets, and the RE1 in Bulgaria will simply remove the Russian flag there. I suppose they aren't negative support REs, so I'm not complaining!

Economic Trend -1

Mussolini visits Berlin.
 Italian support level: +1
 German support level: +1

Swedish minister misunderstands British reference to "mining" in wartime.
 Sweden: 1

Surplus French 75s sold to Bulgarian military.
 Bulgaria: 1

Stalin deems single-wing fighter design "consistent with one-party rule".
 Russian strategic bombers +1 level

Economics

I think all signs point to an early war. Everyone is well mobilized, and the Axis position will only get worse because Stalin has purged like crazy. This is an interesting board position to consider for new Axis players. An early war isn't necessarily better for the Axis because they still have to survive until Summer 1945 in AWAW. But an early war may not be worse either (and may prove to be better, especially because Randy is a good AWAW player). The Axis will not benefit from Allied lack of preparedness; France is already fully mobilized, and Britain isn't far behind. Russia will complete its third of four pre-war mobilizations next turn, and once Russia reaches high cohesion, the fourth pre-war mobilization will occur

in Fall 1938 (unless Russia draws a Great Purge that turn). In my view, Russia is 2-3 turns ahead of schedule and in a very good position for GS or AWAW. (Of course, the Allied press boasts that the Russians avoided a downward spiral in part because the early-war Allied diplomatic strategy was to remove all Axis flags from the border countries to protect the Russian garrison while Stalin was purging like crazy.) So Russia and the Allies are about as well positioned for war as they could be in terms of mobilizations.

Regarding diplomacy, the Axis have enjoyed their mid-game burst of flag placement. The Allies have done about all they could to slow the Axis diplomatic progress, and with Russian diplomatic participation increasing, we should be able to wear away at some of those Axis flags. But from the Axis player's perspective, ending GS soon might retain more of those Axis flags and secure an Axis win in GS (even if the resulting AWAW game might result in a loss because of a very early war). We'll see what Randy decides, but at this point, my guess is that Germany will mobilize every turn and then declare war pre-emptively (or via an outrageous aggression) in Summer 1938.

This preface is important for new Allied players. From the perspective of the Allied player, GS is like a dance where your partner will stomp on your toes and elbow you in the side during every possible spin. As the Allied player, you must watch your toes and body to avoid those blows; you must get into the mind of your opponent (imagine my horror at peering into the dark abyss that is Randy's madness); and you must steadfastly determine how to remain one step ahead of your opponent. It isn't easy, but assessing the consequences will preserve a safer board position in AWAW (and might win you the game in GS).

Britain is one factory conversion ahead of Germany, so Britain will mobilize again this turn (1 Armor, 2 Air). If Germany converts a civilian factory again this turn, then Britain will do likewise next turn. In Spring 1938, it will be a trickier decision. Britain doesn't want to fully mobilize while Germany remains at 2 civilian factories only to have Germany prolong GS, take advantage of the Allied lack of tile points, and see the Axis diplomatic position improve again. So it is a delicate balance. But for now, my plan is to convert British civilian to military factories if it appears that Germany will do likewise. At the end of GS (and/or the start of AWAW), you don't want your mobilized forces to arrive late to the party.

My research investment scores a second Strategic Bombers result and a Covert operation (which may come in handy soon). To challenge the BoP more, I will also fill the final two spaces in the British shipyard with 2 more BB5s. Now, if this were a GS-AWAW game, I might stop at 3 BB5s because I'm fond of building CVLs. But I'm trying to win GS, so I'm going big and laying down 5 BB5s. If, when AWAW begins, I'm unhappy with my decision, then I'll either increase the shipbuilding in Glasgow to 5 (and shipyard capacity to 10) or I'll scuttle a BB5 or two.

Finally, Britain will build 1 Air and France 1 Infantry to try to slow the Axis ooze on the BoP.

Factory conversion: Britain converts a civilian to a military factory (1 Armor, 2 Air).

Research: Br AC2, Fr AC2.

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

Shipbuilding: Britain advances 1 BB4 and lays down 2 BB5s.

Diplomacy

With Russia purging diplomacy, this will be another turn where the Axis make diplomatic gains. Germany is using an MC in Yugoslavia, so the chances of removing a civil war counter are low. Still, Britain may place an additional DC this turn because we gained a diplomatic advantage during the civil war last turn. I'll use it in Spain to try to place a British flag there.

I must refute the possible German trade pact in Turkey, so Britain will place a DC3 in Turkey. We will minimize our efforts in Yugoslavia (French DC1, British MC) while we try to diplomatically expunge the Axis influence from Norway (French DC2) and Finland (French DC1). We want to make Poland as difficult as possible, so Britain will place a DC2 in Poland to try to maintain or gain an Allied flag there.

Axis initial placements:

Germany:	Norway, Yugoslavia
German MCs:	Belgium, Poland, Yugoslavia
Italy:	Bulgaria
ACC2:	Rumania

Allied placements:

Britain: Poland, Spain, Turkey
France: Finland, Norway, Yugoslavia
Civil war MCs: Yugoslavia (Britain)
Russia: None
Axis final placements:
Germany: Turkey
Italy: Poland

I will conduct the British covert operation this turn. The only question is whether Poland or Russia should be the target. They each are important:

1. Poland (to retain a French flag)
2. Russia (to remove the German flag)

From the perspective of an Axis aggression, the effects of a covert op on either Poland or Russia would have similar effects this turn:

1. Polish resistance is 1 higher (making an aggression more difficult)
2. German support is 1 lower (making an aggression more difficult)

Let's consider the short-term differences first. Can Germany conduct an aggression against Danzig and the corridor this turn?

Let's assume the covert op is conducted in Russia, which removes a German flag in Russia and reduces the German support level from 9 to 8.

By losing the 1 French flag in Poland, the Polish resistance drops from 6 to 5 (and Danzig and the corridor are 2 less, or 3). The BoP is +2, and Germany would enjoy a support advantage of 3 over France (8 vs. 5) and 5 over Britain (8 vs. 3). If Germany went after Danzig and the corridor this turn, the math would be as follows for an Allied DoW:

-2 BoP
 -5 support for Britain
 +4 EAI
 +3 resistance
 ==
 0 (and +2 for France)

+1 to +3 (Polish resistance tile draw)

Thus

+1 to +3 for Britain
 +3 to +5 for France

It would take a German secret support event to make aggression possible against Danzig and the corridor, and even that could be risky (depending on whether the secret support RE were +1, +2, or +3).

So, now that the BoP is nearer to 0, Germany probably cannot go after Danzig and the corridor this turn.

The long-term differences are worth considering:

1. This is the end game, so every flag in Poland counts. Retaining a French flag in Poland this turn is a big deal. In contrast, a No Purge card could zap the German flag in Russia. So we should choose Poland as the target for the covert op.

2. But what if we allow the French flag to be removed from Poland and use the covert in Russia? This is the end game, and if Germany goes after Danzig and the corridor this turn (let's say with a German +3 support RE), then Germany will likely negotiate a Nazi-Soviet Pact. If so, then a German flag in Russia is a 3-point swing in determining the Russian concession level (+1 German support, -1 Russian support, and -1 for an Axis flag in Russia). In addition, playing the covert op in Russia means 1 French flag is removed from Poland. This would reduce the current Russian garrison requirement by 1, bringing the Russian support level up from -1 to 0. So choosing to play the covert op in Russia is a 4-point swing in the Nazi-Soviet Pact.

But will a 4-point swing in the Pact matter? My intuition is yes, but let's see.

What would the Nazi-Soviet Pact calculation be this turn? Let's assume that we play the covert op in Russia.

30 base
 -7 support (Germany 8, Russia 1)
 +4 EAI
 0 flags in Russia
 -2 border countries (0 Finland, -1 Rumania, -1 Turkey)
 +1 Russian flag in Bulgaria
 +5 Polish resistance
 ==
 31

+1 to +3 (Polish resistance tile draw)

So 32-34.

For GS VP determination, a Russian concession level of 33-37 is par (i.e., 0 VPs for Germany and Russia). But if the concession level drops to 28-32 points, then it's a 2-point swing in VPs (+1 Axis, -1 Russia). Thus, by playing the covert op in Russia, there is a 2 in 3 chance that we will hit par levels for the Pact and not suffer a VP penalty (and Russia will enjoy its historical Pact Line in AWAW). If we instead play the covert op in Poland, then the Russian concession level would be 4 points less (i.e., 28-30); it would cost us 2 VPs in GS; and in AWAW, Russia would suffer from a less favorable Pact Line (to be specific, Russia would lose access to either the Finnish border hexes or Bessarabia).

In conclusion, we eventually want to remove the German flag in Russia because it will likely affect the Russian concession level when Germany and Russia negotiate the Nazi-Soviet Pact. But since it is unlikely that Germany can conduct an aggression against Danzig and the Polish corridor this turn, we will hope that Russia will draw a No Purge card soon and remove the German flag from Russia.

So I will play the British covert operation in Poland this turn to retain the French flag and bolster Polish resistance for future turns.

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.

1936								
	Spring		Summer		Fall		Winter	
Available tile points	11	7	9	11	8	12	10	13
Factories	0	0	-6	0	0	0	0	0

Unit construction	0	0	0	0	-2	-2	0	0
Shipbuilding	-2	0	0	-1	0	0	-5	-2
Research	-3	-2	-1	-2	-1	-2	-1	-2
Diplomacy	-3	-3	-4	-3	-3	-2	-3	-3
Support adjustments	-3	1	2	0	-2	0	0	0
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	0	3	0	5	0	6	1	6
Indicate mobilizations by red shading, conversions to civilian factories by green shading.								