









	Finland		research	Rumania			
					 1 <i>Ship</i>	 1 <i>Ship</i>	 0
3	2	2	1	1			

			Czech		Rhineland
				 1 <i>Ship</i>	 0
2	2	1	1		

Spring 1935	Britain	France
Factories	-	-
Research	AC1	-
Research results	-	-
Shipbuilding	-	-
Builds	-	-
Diplomacy	AC2 Finland, AC1 Rumania	AC1 Czechoslovakia, AC0 Rhineland
Balance of power	-	-
Notes	-	-

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

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	+1		+2		+3		+4		+5										air/naval
Strategic Bombers		35	+1		+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	①		②		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
Rockets			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	①		②		result		④		⑤		result								support
Economic Prep.			①		②		AC1		④		⑤		AC2		⑦	★	⑧			act/sup	
Atomic research			+1		+2		+3		+4												support
Radar			+1		+2		+3		+4		+5										air/naval
Counter-intelligence			①	★	②		result		④	★	⑤		result								intel
Covert operations			①	★	②		result		④	★	⑤		result								intel
Espionage		35	①	★	②		result		④	★	⑤		result								intel
Codebreaking			①		②		result		①		②		result								naval
Anglo-French coop.			①		②		+1		+2		+3										intel
<b>Shading:</b>		<b>Research points 1, 4, 7, 10</b>					<b>Research points 2, 5, 8</b>					<b>Research points 3, 6, 9</b>									

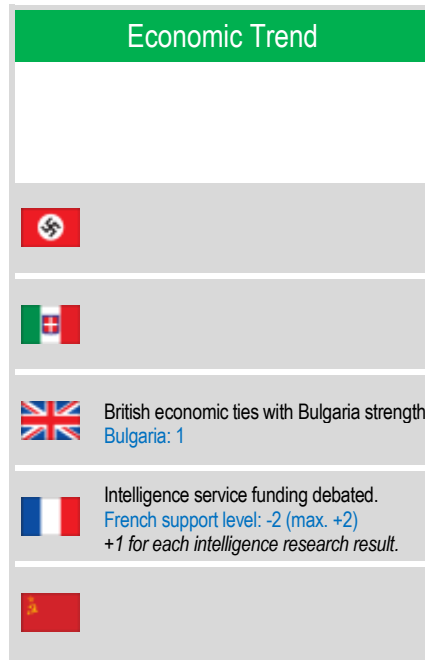
			1	2	3	4	5	6	7	8	9	intel
Spring 1935	1	0	Br BB4	Maginot	Str Bomb	Air Range						Espionage

# Player Log

## Spring 1935

### Random events

Of course France starts the game with a -2 support RE! Bleh. The British diplomatic event in Bulgaria is at least pro-Allied, although not in a key minor country.



### Economics

The economic climate (-2) and the crappy random tile draws (both 1s) mean the Allies will be thrifty this turn. The Allies will spend minimally on diplomacy in order to hopefully convert a factory in the next turn or two.

The Allied research plan for (what would be) the ensuing AWAW game is a heavy bomber strategy. If we can secure 18 steps in Strategic Bombers, then that may allow greater pressure on the German UCL in the mid- to late-war. Air Range research will augment the pro-Allied bomber modifiers and turn around the Battle of the Atlantic sooner. If this were a GS only game, then the Allied bomber plan would be to generate 3 counters on the Air BoP and gain +1 support near the end of the game, perhaps delaying an Axis aggression.

The French project, Maginot Line, is meant to boost the French support and income in Su36, which may or may not slow down the early Axis aggressions. It will help the French income for the remainder of the game.

**Factory conversion:** None.

**Research:** Br AC1.

**Unit construction:** None.

**Shipbuilding:** None.

### Diplomacy

I predict that the Axis DC placements were German DC1 in Finland and Italian DC1 in Belgium. Britain will try to counter or, at best, eliminate the German flag in Finland with a British DC2. The British DC1 in Rumania is to cancel the public German RE1 in Rumania; if he counters, then at least it cost him a DC.

The French DC1 in Czechoslovakia, if unopposed, will gain a fourth flag that protects the French trade pact there. The French DC0 is a bluff, but maybe he will overreact and place a DC2 to secure a third

German flag. As indicated by the map, the Rhineland is the only minor country for which no trade pact is possible. But a third German flag will still net him a -2 instead of a -1 resistance for aggression against the Rhineland. But France simply cannot afford to spend more this turn due to the -2 support event.

**Axis initial placements:**

**Germany:** Finland

**Italy:** Belgium

**ACC1:** Turkey

**Allied placements:**

**Britain:** Finland (DC2), Rumania (DC1)

**France:** Rhineland (DC0), Czechoslovakia (DC1)

**Russia:** None (purge)

**Axis final placements:**

**Germany:** Spain

**Italy:** Yugoslavia

Britain successfully countered the German DC1 in Finland and, further, zapped the German flag there. In so doing, Finland has the fewest Axis flags and will be the target for the ACC1 in Summer 1935.

Czechoslovakia is safer now with 4 French flags.

The Axis picked up some easy flags in their second round placements, but you can't win them all.

**Aggressions**

None.