









research	Belgium		Austria		BB4	BB4	
 3	 2	 2	 1	 1	 1 <i>Ship</i>	 1 <i>Ship</i>	 0

Poland	research	Rumania			
 2	 2	 1	 1	 1 <i>Ship</i>	 0

Spring 1936	Britain	France
Factories	-	-
Research	AC3	AC2
Research results	-	Maginot Line
Shipbuilding	AC1x2 Begin <i>King George V</i> BB4	-
Builds	-	-
Diplomacy	Belgium AC2, Austria AC1	Poland AC2, Rumania AC1
Balance of power	1 Naval	-
Notes	-	-

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

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	+3		+4		+5										air/naval
Strategic Bombers		35	35	35	35	36	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	35	36	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		36	①		②		result		④		⑤		result								armor
Rockets		RE	35	36	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	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			+1		+2		+3		+4		+5										air/naval
Counter-intelligence		35	35	36	②		result		④	★	⑤		result								intel
Covert operations		35	35	36	②		result		④	★	⑤		result								intel
Espionage		35	35	36	②		result		④	★	⑤		result								intel
Codebreaking		35	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 BB4	Espionage	Air Range	Str Bomb	C-I	Rockets		Code

Player Log


Spring 1936


Random events


The British -3 support RE is awful, but the French research RE scores France its Maginot Line result for free. Otherwise, there is (no surprise) tension in the Balkans.


Economic Trend →0


Bulgaria demands concessions in Thrace.
Bulgaria: 1
Greece: 1
EAI: +1





 Air production committee reports.
British support level: -3 (max. +3)
+1 for each air research result.

 French universities endorse military research.
Any French project +1 level



Economics

I will likely pull back on laying down BB4s soon, but not just yet. With another +2 EAI, laying down another BB4 only costs 2 points. Otherwise, the Allies will invest maximally in research this turn in order to take advantage of the British Rockets RE from last turn. Then Rockets will be the fourth “dark gray/light gray” project next turn, which is good; I don’t want to waste those dark gray/light gray RPs.

Factory conversion: None.

Research: Br AC3, Fr AC2.

Unit construction: None.

Shipbuilding: Britain lays down 1 BB4.

Diplomacy

The Axis influence is now largely contained:

- Austria (1)
- Rumania (1)

The public REs in Bulgaria and Greece are minor because neither is a high priority diplomatic target, so I will ignore them this turn. Also, the Allies need to save up tile points for additional mobilizations (and Britain has that crappy secret -3 support RE), so they will try to minimize spending.

It is noteworthy that Italy removed an Italian flag from Yugoslavia last turn. Consequently, this turn Italy enjoys the equivalent of a covert operation in the Balkans (24.83A): Albania, Bulgaria, Greece, Turkey, or Yugoslavia. I cannot do much about that, but it’s worthwhile to note. If I were him, I would use it to cancel the French public RE1 in Greece, but we’ll see what Randy decides.

The Axis initial placements are expected: Germany likely placed a DC2 or DC3 in Czechoslovakia (but might be bluffing with a DC1), and Italy is trying to counter (DC1) or overpower (DC2) the French MC in Belgium. Initially, my thinking was to avoid German DCs this turn because he retained his DC3 for

diplomacy and Britain did not. But with 3 French flags in Czechoslovakia and 2 French flags in Poland, I then reconsidered. I want to maintain my position in at least one of those minor countries. But *then*, I reconsidered where I could ensure similar diplomatic results, and Belgium seemed the better choice for overpowering either the Italian DC1 or DC2. And if he bluffs me, then so be it. You can't win them all.

If I were him, I would expect me to place both British DC2s this turn (when, in fact, I only have 3 tile points remaining). So I will bluff (?) both of my British placements as strong DCs when in fact only one is a DC2. Britain will place a DC2 in Belgium, which ensures the placement of a second Allied flag in Belgium. This will threaten a trade pact in Belgium next turn, so he won't be able to ignore it. Britain will also place a DC1 in Austria under my Allied directive: *Leave no Axis flags on the board*.

France will place a DC2 in Poland and fight for its trade pact there. I anticipate that he will use the German DC3 to overpower it, but I want to try anyway. If he only spends a DC2 in Poland, I don't want to lose a flag having underspent in Poland this turn. Finally, France will spend a DC1 in Rumania to zap the only other Axis flag on the mapboard.

Axis initial placements:

Germany: Czechoslovakia
Italy: Belgium
ACC1: Turkey

Allied placements:

Britain: Belgium, Austria
France: Poland, Rumania
French MC: Belgium
Russia: Turkey

Axis final placements:

Germany: Poland
Italy: Greece
Italy in Balkans: Turkey

Well, you can't win them all. The Axis invested more in diplomacy (and enjoyed an Italian RE that was usable in Belgium, not to mention the free +1 diplomatic modifier in a Balkan from eliminating a Russian flag in the Balkans last turn), and it showed. The Axis still have 2 flags on the board, but reduced the Allied flags from 6 to 4.

Perhaps next turn Britain can retain its DC3 for diplomacy.

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.