









		Finland	research		BB4	BB4	Poland
					 1 <i>Ship</i>	 1 <i>Ship</i>	 0
3	2	2	1	1			

Belgium	research	Norway			
				 1 <i>Ship</i>	 0
2	2	1	1		

Spring 1937	Britain	France
Factories	-	Convert civilian to military 1 Armor, 1 Infantry
Research	AC1	AC2
Research results	-	-
Shipbuilding	AC1x2 Advance <i>Pr of Wales</i> BB4 Defer <i>King George V</i> BB4	-
Builds	-	-
Diplomacy	Finland AC2, Poland AC0	Belgium AC2, Norway AC1
Balance of power	-	-
Notes	-	-

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

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	36	37	+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		37	①		②		result		④		⑤		result								naval
Battleship design		35	RE	35	RE	35	35	36	36	36	36	37	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		36	37		②		result		④		⑤		result								armor
Armor		36	36	36	36	37	result		④		⑤		result								armor
Rockets			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	+3		+4		+5										air/naval
Counter-intelligence		35	35	36	37		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	36		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
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

Player Log

Spring 1937

Random events

Greece and Yugoslavia are really heating up! And apparently the Italian invasion of Ethiopia revealed some shiny, new armored vehicles (go figure). Once again, the British have to swallow a crappy support RE (but who's counting, right?). The French RE2 in Yugoslavia is cool given that both Greece and Yugoslavia will be on the brink of civil war.

Economic Trend +1

Bombing in Greek Parliament.
Greece: 0
EAI: +1

Italian army unveils new armored vehicles.
Italian support level: +1 EAI: +1

Axis air threat studied.
British support level: -3 (max. +3)
+1 for each air research result.

France gives military aid to Yugoslav government.
Yugoslavia: 2

Dimitrov visits Moscow for briefing.
Bulgaria: 1

Economics

At least the economic climate is positive for a change. With the EAI high, France will mobilize (which evens out its 5 built units and 5 military factories, maximizing maintenance). Britain wanted to mobilize, but needs to save up points to lay down a BB5 next turn.

I was going to try to contest the BoP this turn, but it's pointless. Italy will launch 2 BC3s, and I cannot afford to build 1 Armor as France or I would only have two AC1s remaining for diplomacy. Basically, this shows the cumulative effect of the negative British support REs: the Allies are simply short on cash.

Factory conversion: France converts a civilian to a military factory (1 Armor, 1 Infantry).

Research: Br AC1, Fr AC2.

Unit construction: None.

Shipbuilding: Britain advances a BB4.

Diplomacy

Another great purge leaves Russian cohesion soaring, but another turn with no Russian diplomacy. I must admit that the diplomatic board position is now frustrating. I'm going to try to bluff in Poland with a British DC0 in order to hopefully make him spend a DC2 (and an MC) there to remove a French flag. I also need to block the German DC in Finland to prevent a trade pact, so I'll use a British DC2 to be safe. Altogether, I am sacrificing some of diplomacy this turn to save up to lay down 2 BB5s next turn. I won't have much left for diplomacy after that, but it should bring the BoP back down from the insanity that it is this turn (+8).

France will try to remove the flag in Belgium and snipe the German flag in Norway.

Axis initial placements:

Germany: Finland
German MCs: Austria, Belgium, Poland
Italy: Sweden
ACC2: Turkey

Allied placements:

Britain: Finland, Poland
France: Belgium, Norway
Russia: None

Axis final placements:

Germany: Poland
Italy: Norway

Well, diplomacy went about as well as it could have. We'll see what Russia can do next turn.

Aggressions

Czechoslovakia.

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.								