









		Albania	research	Turkey			
					 1 <i>Ship</i>	 1 <i>Ship</i>	 0
3	2	2	1	1			

		Rumania	Yugo		
				 1 <i>Ship</i>	 0
2	2	1	1		

Summer 1935	Britain	France
Factories	-	-
Research	AC1	-
Research results	-	-
Shipbuilding	Defer <i>Repulse</i> BC3	-
Builds	-	-
Diplomacy	AC2 Albania, AC1 Turkey	AC1 Rumania, AC1 Yugoslavia
Balance of power	-	-
Notes	-	-

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

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		+2		+3		+4		+5										air/naval
Strategic Bombers		35	35		+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	RE	35	RE		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	35		②		result		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	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
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

Player Log

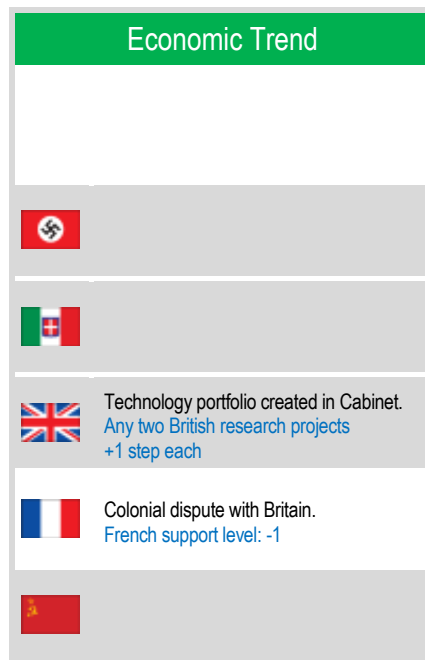
Summer 1935

Random events

The random events this turn are interesting. The general event for doubling previous research in battleship design boosts the British battleship design research to 2 steps. The British secret event is +1 step in any two research projects. By placing 1 research point in battleship design and using the British research event for another point, Britain can end the turn with 4 steps in battleship design research. The Axis may be at 3 steps, but the British should secure their result in Winter 1935, one turn sooner than the Axis. That may allow a battleship race that could turn into something more interesting, although the EAI and economic climate may have more to do with the ability of either side to lay down or advance BB4s or (possibly) BB5s.

That leaves one other research project to apply +1 step from the British random event. I am choosing atomic research because it's interesting, and I'm betting on one of the two atomic research cards surfacing this game. Worst case, one of the end-game points could be used to top it up to [+1] when AWAW begins.

The French random event is hilariously crappy again. It appears that the French aren't leaping into war preparations anytime soon.



Economics

Those random tile draws! A pair of 3s for the Allies (and worse for the Axis) is a pleasant surprise.

The economic climate improved to -1 this turn, but with 13 points, Britain doesn't quite have sufficient points to allow for a factory conversion and any kind of diplomatic threat. So the British will save up for one more turn before converting a factory.

France will lay low and save.

Factory conversion: None.

Research: Br AC1.

Unit construction: None.

Shipbuilding: None.

Diplomacy

It's hard to tell the values of the initial Axis DCs, but because everyone is saving up for a factory conversion, my guess is that we will try to avoid one another's DCs to remove enemy flags. It's nice to have trade pacts, but over the long term, I prefer to prevent my opponent from enjoying the extra tile points from trade pacts. Thus, I consider one enemy flag to be a weak threat toward securing a trade pact, but two enemy flags must be dealt with immediately.

Ignoring the Rhineland (which I contest in some games, but will not in this game), the following minor countries have Axis flags in them:

- Albania (2)
- Austria (1)
- Hungary (1)
- Rumania (1)
- Spain (1)
- Turkey (1)
- Yugoslavia (1)

The Russian diplomatic RE1 in Spain will zap the Axis flag there (although either Germany or Italy could unknowingly cancel the Russian RE1 with a DC1 during the Axis final placement). As the Allied player, I don't want to see Russia incur a great garrison burden early in the game. I also don't want the Axis to gain trade pacts and enjoy supplemental income. So Britain and France will try to remove four Axis flags this turn.

Spain and Turkey are "big" minor countries whose trade pacts score a player 2 tile points per turn, not the usual 1 tile point per turn. So Spain and Turkey are primary targets. But so is Albania because Italy nearly has a trade pact there (2 flags). Rumania could become a garrison problem for Russia, so Rumania is also on the Allied list this turn. Of the three remaining minor countries (Austria, Hungary, and Yugoslavia), they are of equal importance in 1935, so I will choose Yugoslavia.

How might Randy react to these Allied DC placements?

The Axis player does not know how strong a DC the Allies might be willing to place to zap Axis flags this turn. Both Britain and France have sufficient tile points to place DC2s or the British DC3, and yet they want to save up for a factory conversion soon. So I will anticipate that Randy will "snipe" with his final Axis DC placements (by "snipe" I mean that he will place only DC1s in unopposed diplomatic targets during the Axis final DC placements). This allows the Axis to gain the most with the least investment. The opportunity cost to the Axis player is that the Allies will remove four Axis flags this turn at a low cost.

So, for diplomacy this turn, Britain will spend a DC2 in Albania (immediate threat of a trade pact) and a DC1 in Turkey, and France will allocate a DC1 to each of Rumania and Yugoslavia.

Axis initial placements:

Germany: Czechoslovakia
Italy: Belgium
ACC1: Finland

Allied placements:

Britain: Albania, Turkey
France: Rumania, Yugoslavia
Russia: None

Axis final placements:

Germany: Rhineland
Italy: Bulgaria

Aggressions

None.