









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

Greece	research	Bulgaria		BC3	
 2	 2	 1	 1	 1 <i>Ship</i>	 0

Summer 1936	Britain	France
Factories	Mobilize idle factory 1 Armor, 2 Air	-
Research	AC1	AC2
Research results	Strategic Bombers	-
Shipbuilding	-	AC1 Begin <i>Lille</i> BC3
Builds	-	-
Diplomacy	Turkey AC3, Czechoslovakia AC1	Greece AC2, Bulgaria AC1
Balance of power	1 Air	-
Notes	-	-

1936								
	Spring		Summer		Fall		Winter	
								
Available tile points	11	7	9	11				
Factories	0	0	-6	0				
Unit construction	0	0	0	0				
Shipbuilding	-2	0	0	-1				
Research	-3	-2	-1	-2				
Diplomacy	-3	-3	-4	-3				
Support adjustments	-3	1	2	0				
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	0	3	0	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	35	35	36	36		+4		+5									air/naval
Strategic Bombers		35	35	35	35	36	36		+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	36		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	36		②		result		④		⑤		result							armor
Rockets			RE	36	36		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		36	+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	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
Summer 1936	1	2	Armor	Rockets	Br BB4	Radar	Air Range	Str Bomb				Code






Player Log

Summer 1936

Random events

The Allied REs are good this turn. The British RE, in particular, allows Britain just enough flexibility in spending to threaten more during diplomacy.

Tensions are indeed rising in Greece and Yugoslavia this turn. With 3 civil war counters in each, both minor countries become moderately important for diplomacy. It is better to be ahead in diplomacy when the civil war begins than to try to catch up during the civil war.

Economic Trend	
	Tensions in Greece rise. Greece: 0 EAI: +1
	
	
	German contacts with IRA uncovered. British support level: +1
	Yugoslav King visits France. Yugoslavia: 1
	

Economics

This turn was a challenge to plan. Britain mobilizes (at a cost of only 6), and the mobilization earns Britain 1 tile point because it reaches the magic level of 4 military factories. With $9 + 1 = 10$ tile points, less 6 for the mobilization and 1 for research, Britain has 3 points remaining for diplomacy. By revealing the secret +1 support event, I lose the element of surprise during the crisis phase. But I don't think that Italy (with the pro-Allied BoP) is in position to go for Ethiopia, or so I hope. So by revealing the British RE during the economic phase, I will have an additional tile point (4 total) for use during diplomacy. On this turn, 4 tile points is the magic number because, given my AC usage, Britain could play DC3/DC1 or DC2/DC2.

On the downside, I really want to begin construction of a BB4 for only 1 tile point, but I want to regain the initiative in diplomacy, so I am opting to pass on British naval construction this turn.

As a side note, I considered mobilizing +1 SBP for Britain, but opted for the units instead so that they enter the British force pool sooner. With the British Rockets and French Armor research results arriving soon, I want to try to contest the Armor BoP more this game. I will likely mobilize the British shipbuilding in the next mobilization because I will want to lay down a few BB5s.

I considered mobilizing a French civilian factory, but reconsidered. It's a little too early, and the BoP isn't in play in a major way just yet. So better to enjoy the 4 (vs. 2) tile points from civilian factories for longer. But since the French have cash, they will lay down the *Lille* BC3 at a cost of only 1 tile point.

For research, I allocated to Radar so that I am maximizing my light gray points: Rockets will reach 6 steps in Winter 1936, which is just in time to switch over to allocating light gray points to Radar in Spring 1937.

Factory conversion: Britain mobilizes an idle factory (1 Armor, 2 Air).

Research: Br AC1, Fr AC2.

Unit construction: None.

Shipbuilding: France lays down 1 BC3.

Diplomacy

How are the Axis doing diplomatically?

- Bulgaria (1)
- Turkey (1)

But with the big shift in the BoP from -1 to +2, the German MCs will now net the Axis diplomatic results each turn in some or all of Belgium, Austria, and Czechoslovakia. I will try contest the BoP soon, but the crappy economic climate has limited spending on both sides.

The Axis have 4 (Germany) and 4 (Italy) available to spend on diplomacy this turn. Germany could spend either DC3/DC1 or DC2/DC1 (but not DC3/DC2). Italy could spend DC2/DC1 or two DC1s. As Randy is fond of sniping, I anticipate his final placements will be DC1s.

The French RE1 in Yugoslavia and Russian RE1 in Sweden will be pleasant surprises after DCs have been placed. Russia chose to pass on diplomacy again, so no assistance there.

I refuse to allow 2 German flags in Turkey, so Britain will place a DC3 in Turkey. If he is bluffing, then it will cost Britain a lot, but at least there won't be any Axis flags in Turkey afterward. And if Germany placed its DC3 in Turkey, at least it will be a draw.

Britain's second placement will be DC1 in Czechoslovakia. Randy doesn't know if Britain placed a DC2 in Turkey and Czechoslovakia or a DC3 in one and a DC1 in the other. So by placing a DC1, at least he has to snipe it to remove the French flag.

France will let Belgium go this turn and turn its attention to blocking the Italian placement in Greece with a DC2 and removing the German flag in Bulgaria with a DC1.

Axis initial placements:

Germany: Turkey
German MCs: Belgium, Czechoslovakia
Italy: Greece
ACC2: Rumania

Allied placements:

Britain: Turkey, Czechoslovakia
France: Greece, Bulgaria
Russia: None









Axis final placements:

Germany: Czechoslovakia
Italy: Spain

Well, I'm trying to limit the Axis, but with Germany placing 2 MCs and Russia still on the sidelines, only the diplomatic REs are keeping the Allies in the diplomacy game. Still, 3 Axis, 3 Allied, and 1 Russian flag aren't too bad a board position. And if Britain waits a few turns to mobilize, the Allies should have more to spend on diplomacy in the coming 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.								