
















Turkey	Air	research	Poland	Yugo	Yugo MC	BB5	BB5	BB5	
 3	 2	 2	 1	 1	 1 <i>Czech.</i>	 1 <i>Ship</i>	 1 <i>Ship</i>	 1 <i>Ship</i>	 0

Infantry	research	Norway	Austria	Yugo MC	BB3	
 2	 2	 1	 1	 1 <i>Czech.</i>	 1 <i>Ship</i>	 0

Summer 1937	Britain	France
Factories	Convert civilian to military 1 SBP, 2 Air	Convert civilian to military 1 Infantry, 1 Air
Research	AC2	AC2
Research results	Battleship design (2) Espionage	Armor
Shipbuilding	AC1x3 (1 per ship) Begin <i>Conqueror</i> BB5 Begin <i>Thunderer</i> BB5 Begin <i>Temeraire</i> BB5 Defer <i>K George V</i> BB4	AC1 Advance <i>Lille</i> BB3
Builds	1 Air AC2	1 Infantry AC2
Diplomacy	Yugoslavia MC + AC1, Turkey AC3, Poland AC1	Yugoslavia MC, Norway AC1, Austria AC1
Balance of power	5 Naval, 1 Air	1 Armor, 1 Infantry
Notes	British spy ring (Yugoslavia)	-

1937								
	Spring		Summer		Fall		Winter	
								
Available tile points	14	15	23	13				
Factories	0	-6	-4	-4				
Unit construction	0	0	-2	-2				
Shipbuilding	-2	0	-3	-1				
Research	-1	-2	-2	-2				
Diplomacy	-2	-3	-5	-3				
Support adjustments	-2	0	0	1				
Anglo-French loans	0	0	0	0	0	0	0	0
End of turn	7	4	7	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	35	35	35	36	36	CW	+4		+5									air/naval
Strategic Bombers		35	35	35	35	36	36	36	36	37	37	CW	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	37		②		result		④		⑤		result							naval
Battleship design		35	RE	35	RE	35	35	36	36	36	36	37	37							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	37	②		result		④		⑤		result							armor
Armor		36	36	36	36	37	37		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	37		+4		+5									air/naval
Counter-intelligence		35	35	36	37		result		④	★	⑤		result							intel
Covert operations		35	35	36	36	37	result		④	★	⑤		result							intel
Espionage		35	35	36	36	RE			④	★	⑤		result							intel
Codebreaking		35	36	36	36		result		①		②		result							naval
Anglo-French coop.		37	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
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
Summer 1937	2	2	Armor	Armor	Br BB5	NAT	Radar	Str Bomb	AF Coop			Covert

## Player Log

### Summer 1937

#### Random events

And we have civil war in Yugoslavia! On the upside, the government is pro-Allied, so we enjoy a +1 diplomatic modifier each turn. And with the double random tile draw for Britain (which was 3 + 2), the British finally have money!

The French RE will be used in Espionage. Based on our reports from Moscow, the plan is to place both Russian and British spy rings this turn. Even if the Axis have a counter-intelligence result in their back pocket, one of the spy rings will remain. Part of me wants to place the British spy ring in Axis Air so that we might allocate an additional point to Strategic Bombers research and try to reach 18 steps more quickly. But I'm going to ignore that part of me and instead place the spy ring in Yugoslavia with the goal of winning the civil war. I haven't tried that before, so at least I'll get to see how it plays out.

**Economic Trend -2**

Separatist parties gain in strength.  
Yugoslavia: 0  
EAI: +1

Labor leaders agree to cooperative approach to economic problems.  
Britain draws two random tiles

Increased spending on intelligence.  
Any Allied intelligence project +1 level

Japanese defeated in border clashes.  
Russian support level: +2

#### Economics

At a cost of 4 tile points, who can resist the allure of converting civilian factories to military factories? Britain and France will both mobilize, and Britain will mobilize its shipbuilding point. With the EAI at +4,

Britain may lay down 3 BB5s at a cost of 3 points total (!). This should help me regain leverage in the Naval BoP, and I will regain the edge in the battleship race. In addition, Britain will announce its second Battleship Design research result, and France will reveal an Armor research result. Finally, Britain will build 1 Air, and France will build 1 Infantry (the maintenance for both units will be covered by the mobilizations this turn). Altogether, this should bring the BoP closer to neutral.

I opted to spend 4 points on research this turn in order to get a point in Anglo-French Cooperation. Now that Germany has revealed its sinister plans by conducting a second aggression, I'd like to gain a level or two of Anglo-French Coop so that I may transfer 1-2 points per turn between Britain and France.

**Factory conversion:** Britain (1 SBP, 2 Air) and France (1 Infantry, 1 Armor) convert civilian to military factories.

**Research:** Br AC2, Fr AC2.

**Unit construction:** Britain builds 1 Air, and France builds 1 Infantry.

**Shipbuilding:** Britain lays down 3 BB5s. France advances a BB3.

## Diplomacy

Russia is not purging, so we can count on Russia to squeeze out the Axis influence from some of the border countries.

Because Italy is busy invading Ethiopia for this turn and next turn (and thus may not place MCs), I am going to prioritize diplomacy in Yugoslavia to try to gain and maintain a lead and perhaps (eventually) win the civil war. Both Britain and France will place MCs in Yugoslavia this turn. This will also generate 2 civil war RPs (in Air Range and Strategic Bombers; both dark gray points!). Because Germany placed the minimal AC1 in Yugoslavia, the Allied total of 5 (2 MCs, AC1, spy ring, +1 government) will give the Allies a 4-point advantage. So long as the "5" civil war counter is not drawn, the Allies will remove a civil war counter and place a British flag this turn.

Otherwise, I am trying to block or remove Axis flags. To strongly contest a possible German trade pact in Turkey, Britain places its DC3 there. The British DC1 in Poland and French DC1 in Austria block the German MCs there. Finally, the French DC1 will block the Italian DC1 in Norway (because Italy only has DC1s remaining for diplomacy).

Russia will block the ACC2 in Rumania with a DC2 and

### Axis initial placements:

**Germany:** Norway  
**German MCs:** Austria, Belgium, Poland  
**Italy:** Finland  
**ACC2:** Rumania

### Allied placements:

**Britain:** Poland, Turkey, Yugoslavia  
**France:** Austria, Norway  
**Civil war MCs:** Yugoslavia (both Britain and France)  
**Russia:** Finland, Rumania

### Axis final placements:









**Germany:** Turkey  
**Italy:** Austria

Well, as luck would have it, the civil war 5 marker was drawn. So the Allies gain a diplomatic advantage, which allows them to place an additional counter during diplomacy next turn.









The rest of the board is more pro-Axis than I'd like to see, but we'll see what we can do to change that. At least the German MCs are now limited to Belgium, Poland, and a civil war country.

## Aggressions

Austria. Like I didn't see that one coming.

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.