









BB4/BC3		research	Finland	Turkey	BB4	BB4	
 3	 2	 2	 1	 1	 1 <i>Ship</i>	 1 <i>Ship</i>	 0

Poland	research	Austria		BC3	
 2	 2	 1	 1	 1 <i>Ship</i>	 0

Winter 1935	Britain	France
Factories	-	-
Research	AC2	AC2
Research results	Battleship design (BB4)	-
Shipbuilding	AC1x2 Begin <i>Prince of Wales</i> BB4 AC3 (2 of 3) Begin <i>Duke of York</i> BB4 AC3 (1 of 3) Advance <i>Renown</i> BC3	AC1 Advance <i>Strasbourg</i> BC3
Builds	-	-
Diplomacy	Finland AC1, Turkey AC1	Austria AC1, Poland AC2
Balance of power	3 Naval	-
Notes	-	-

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.

		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		+3		+4		+5									air/naval
Strategic Bombers		35	35	35	35		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		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
<i>Rockets</i>			RE	★	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		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
<i>Counter-intelligence</i>		35	35	★	②		result		④	★	⑤		result							intel
<i>Covert operations</i>		35	35	★	②		result		④	★	⑤		result							intel
<i>Espionage</i>		35	35	★	②		result		④	★	⑤		result							intel
<i>Codebreaking</i>		35	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
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

Player Log


Winter 1935


Random events


The general RE is one of my favorites (made more hilarious by the German public RE). The British research RE is ok – I suppose I'll work at least 6 steps of rockets into my research plans now that we gained 2 free steps. The French diplomatic RE2 in Czechoslovakia is quite cool because we can leave Czechoslovakia empty; Randy will likely try to snipe with a DC1; and we'll instead gain a flag and a trade pact.


Economic Trend -2

League of Nations denounces Axis aggression.
No effect.

 Successful Party conference.
German support level: +1 EAI: +1

 Britain repeals prohibition on private rocket experiments.
British rockets +1 level.

 France purchases Czech tanks.
Czechoslovakia: 2



Economics

Once again we enjoy a favorable EAI for shipbuilding! Good timing, too. I will boldly (brazenly?) lay down 2 BB4s that will gain me an edge in the battleship race. The three counters added to the Naval BoP (2 for the BB4s, one for the battleship design result) should boost our edge in the Naval BoP to 6 counters. Britain will squeeze out a 5th tile point in shipbuilding to advance the BC3. France will also advance a BC3.

The factory conversions last turn were expensive, so this turn the Allies revisit their research strategies. Because this is turn 4, it is time to increase our research efforts. First, consider the Intelligence category.

I want to try to complete the Intelligence projects up through 3 steps each so that the free Intel point counts as a light gray point instead of a white point. If, in Winter 1935, I invest 3 points (Counter-intelligence, Covert operations, and Espionage) and use the free Intel point in Codebreaking, and then do likewise in Spring 1936, then the free Intel point will complete step 3 of Codebreaking in Summer 1936. With all of the white Intel points completed by turn 6, in a historical 18-turn game, that leaves 12 turns of free Intel points to complete 3 additional steps in all four Intel projects (3 light gray steps per project; 3 x 4 projects = 12 Intel points). I'm not sure that this is optimal, but I'll give it a try. And any Intel research REs in the future will score free light gray points, which is always nice.

With four projects to advance in light gray or dark gray and three Intelligence projects, we need a total of 7 RPs. With the basic 3 RPs, that means we need to spend 4 points. Because Britain is spending so much on shipbuilding, the British and French will split the costs and invest 2 RPs each in research this turn.

This won't leave much for diplomacy, but hopefully it will be enough. Russia is purging like crazy, which is good in the long term, but makes Russia diplomatically useless for now.

Factory conversion: None.

Research: Br AC2, Fr AC2.

Unit construction: None.

Shipbuilding: Britain lays down 2 BB4s and advances a BC3; France advances a BC3.

Diplomacy

We have corralled the Axis influence to only three minor countries:

- Austria (2)
- Finland (1)
- Turkey (1)

Britain and France each have the tile points and ACs to place AC2/AC1 during diplomacy. So the Axis must account for that.

The ACC1 must go in Rumania. The German DC in Belgium is likely a DC2, but at least a DC1. The Italian DC in Yugoslavia is probably a DC1.

We want to remove a flag in Austria, but with a German AC3 at large (and the British AC3 spent on shipbuilding), we face our first AC compromise of the turn. To force his hand, we will allocate a French DC1 to Austria. If he wants to cancel it, then he might choose a German DC3 to secure his trade pact (knowing that we might spend a French DC2). Whenever you can get your opponent to spend a DC3 to beat your DC1, it's a win. And if he ignores Austria, then we still remove an Italian flag.

Let's consider Turkey and Finland. We can't leave Turkey open because he could snipe it and place a second Axis flag in a big minor country (and we don't want that). So we have to play in Turkey. A British DC1 should be strong enough for Turkey. I like the idea of trying to eliminate all Axis influence on the continent, so I will place a British DC1 in Finland.

That means 3 of the Allied 4 DC placements were used to block Axis gains instead of exploit Allied opportunities. I'm ok with that. With 2 French flags in three minor countries, we are in position to force a possible trade pact in any of them. This is where the French RE2 in Czechoslovakia becomes handy. If we appear "too busy" with eliminating Axis flags, then hopefully our RE2 beats his DC1 snipe in his final placements. Then we still gain a trade pact in Czechoslovakia. And for the 4th Allied placement, I will use a French DC2 in Poland. Yes, that hurts the beleaguered Russian garrison situation, but it also gains France 2 tile points per turn from a big trade pact. And France can use that surplus income to help Russia diplomatically.

Axis initial placements:

Germany: Belgium
Italy: Yugoslavia
ACC1: Rumania

Allied placements:

Britain: Finland, Turkey
France: Austria, Poland
French MC: Belgium
Russia: None

Axis final placements:

Germany: Poland
Italy: Czechoslovakia

I would consider this turn a diplomatic victory for the Allies. The Axis removed a French flag (at a cost of 3 points) and a Russian flag, and the Allies removed three Axis flags at a cost of DC1 per flag. The French RE2 in Czechoslovakia scored a trade pact for France. I like what I see. Maybe next turn Russia can begin to carry its own weight diplomatically.

Aggressions

None.