









BB4		Austria	research	Sweden	BC3	BC3	
 3	 2	 2	 1	 1	 1 <i>Ship</i>	 1 <i>Ship</i>	 0

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

Winter 1936	Britain	France
Factories	-	-
Research	AC1	AC2
Research results	Rockets	-
Shipbuilding	AC1x2 Launch <i>Renown</i> BC3 AC3 Advance <i>Duke of York</i> BB4	AC1x2 Launch <i>Strasbourg</i> BC3
Builds	-	-
Diplomacy	Austria AC2, Sweden AC1	Czechoslovakia AC2, Poland AC1
Balance of power	1 Armor, 1 Naval	1 Naval
Notes	-	-

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.

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

Player Log

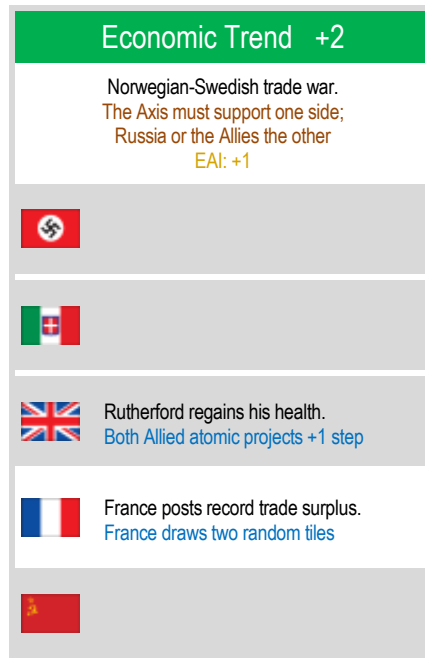
Winter 1936

Random events

Hooray! The British RE is cool because it gains me a free light gray point in Radar (good timing) and tops off Atomic research to +1 (2 steps). That makes my earlier decision (to allocate +1 step to any two research projects, one of which was Atomic research) more worthwhile.

The French RE is fine, although with two 1s for random tile draws, it didn't turn out amazing. I attribute the record trade surplus in part to the poor German harvest.

I find the recent (and fleeting) communist influence in Sweden amusing, particularly since it led to a trade war with the Swedes. Given that Italy enjoys a +1 diplomatic result in Scandinavia this turn (due to removing a Russian flag), who knows what's going on in Scandinavia these days.



Economics

With reasonable levels of tile points (finally!), the Allies can launch 2 BC3s compared to only one German BC3. Since the EAI is still at +1, I will also advance a British BB4. I would like to advance 2 BB4s in order to regain the edge in the battleship race, but I cannot afford it and still have points remaining for diplomacy. The goal, of course, is to try to reduce the BoP back down to 0 to reduce the Russian garrison and the number of pesky German MCs. Between the launching BC3s and the British Rockets result, perhaps we can reduce the BoP from +2 to +1.

Factory conversion: None.

Research: Br AC1, Fr AC2.

Unit construction: None.

Shipbuilding: Britain and France each launch a BC3, and Britain advances a BB4.

Diplomacy

So much for those BoP plans! The second German rockets result ruined that plan. With 3 MCs, Germany enjoys a lot of pressure diplomatically. Fortunately, Russia may place DCs this turn.

The British DC1 must go in Sweden, and I would like to threaten 2 French flags in Poland; hence, the French DC1 in Poland. Otherwise, I'm trying to block the MCs and perhaps even place a flag or remove one of his by using a British DC2 in Austria and a French DC2 in Czechoslovakia.

Axis initial placements:

- Germany:** Norway
- German MCs:** Austria, Belgium, Czechoslovakia
- Italy:** Rumania
- ACC2:** Turkey

Allied placements:

- Britain:** Austria, Sweden
- France:** Czechoslovakia, Poland
- Russia:** Rumania, Turkey

Axis final placements:

- Germany:** Czechoslovakia
- Italy:** Austria

The flags on the mapboard shifted from 5 Axis and 1 Allied (turn start) to 8 Axis and 3 Allied. But the Axis had a lot in their diplomatic arsenal this turn, so we'll see what the Russians and Allies can accomplish jointly next turn.

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.