









	research		Czech	Belgium		BC3	
					 1 <i>Rhineland</i>	 1 <i>Ship</i>	
3	2	2	1	1			0

BB3x2		research	Austria		Greece
				 1 <i>Ship</i>	
2	2	1	1		0

Fall 1935	Germany	Italy
Factories	Idle -> Military <i>Mobilize Infantry/Air/Armor</i> <i>+1 Support from Mil. Factories</i>	-
Research	AC2	AC1
Research results		
Shipbuilding	<i>Adv. Scharnhorst (BC3) [AC1]</i>	<i>Launch C. Cavour (BB3)</i> <i>Launch G. Cesare (BB3) [AC2]</i>
Builds	-	-
ACC	Turkey (ACC1)	
MCs		
Diplomacy	Czech (DC1) Belgium (DC1)	Greece (DC0) Austria (DC1)
Balance of power		Naval x2 (BB3, BB3)
Notes		

1935								
	Spring		Summer		Fall		Winter	
								
Available tile points	7	5	12	4	18	10		
Factories	0	0	0	0	8	0		
Unit construction	0	0	0	0	0	0		
Shipbuilding	0	0	0	0	-1	-2		
Research	-2	-1	-2	-1	-2	-1		
Diplomacy	-2	-3	-2	-1	-2	-1		
Support adjustments	0	0	-1	0	1	0		
End of turn	3	1	7	2	6	6		

Indicate mobilizations by red shading, conversions to civilian factories by green shading.

<div style="display: flex; justify-content: space-around; align-items: center;"> ⚡ Research 🇨🇪 </div>																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Effect
Jets		35	35	35	②		1944		④	★	⑤		1943		⑦	★	⑧			air/sup
Air Range			+1		+2		+3		+4		+5									air/naval
Strategic Bombers			+1		+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
Naval Air Training			①		②		result		④		⑤		result							naval
Battleship design		35	RE	35	35		result		④		⑤		result							naval
Battleship design		35	RE	35	35		result		④		⑤		result							naval
ASW research			+1		+2		result		+4		+5									naval
Torpedoes			+1		+2		result		+4		+5									naval
Advanced Subs		35	35	35	②		1944		④	★	⑤		1943		⑦	★	⑧			nav/sup
Harbor attacks			①	★	②		result													naval
Harbor attacks			①	★	②		result													naval
Light ships			①	★	②		result		④	★	⑤		result							naval
Submarines			①	★	②		result		④	★	⑤		result							naval
Submarines			①	★	②		result		④	★	⑤		result							naval
Armor		35	35	35	②		result		④		⑤		result		⑦		⑧			arm/sup
Armor			①		②		result		④		⑤		result							armor
Rockets		35		RE			35	35	④	★	⑤		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall		35	①		②		result		④		⑤		result							support
Economic Prep.		35	35		②		AC1		④		⑤		AC2		⑦		⑧			act/sup
Atomic research			+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		35	①	★	②		result		④	★	⑤		result							intel
Espionage		35	①	★	②		result		④	★	⑤		result							intel
Codebreaking			①		②		result		①		②		result							naval
Occupation policies			①		②		result		④		⑤		result							Russia
Moslem unrest			①	★	②		result		④	★	⑤		result							infantry
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	adv	intel
Spring 1935	2	1	Jets	Rockets	BB	BB	Armor	E. P.				Adv Sub	CI
Summer 1935	2	1	Jets	Rockets	BB	BB	Armor	E. P.				Adv Sub	Covert
Fall 1935	2	1	W. Wall	BB	Rockets	Jets	BB	Armor				Adv Sub	Esp.

Player Log

Fall 1935

Random events

The general event is nice; it means I can break the trade pact in Czechoslovakia. Putting a second flag in Poland is a bit of a mixed blessing, but not bad. The +2 EAI though is unexpected and overall bad; it does mean I need to make a change to my plans.

Germany will now mobilize a military factory rather than a civilian factory. That is not what the grand plan was, and I will have to decide whether or not to convert to a civilian factory this game.

Italy is a bit of a mess. I would like to take advantage of the +2 EAI to mobilize a military factory but there is unfortunately not quite enough tile points to do so. Sigh... So we just cope.

The British random event is a nice event, but it looks like he didn't use it. The Western Allies don't seem to be taking their research program too seriously right now.

The French random event is annoying because it kept me from getting the flags in Belgium under control

The Russian random event is interesting; it is bad because it helps the Russian garrison but it is a target for me to eliminate.

Net, I think that the Allies came out slightly ahead this turn with the REs.

Economic Trend +1	
	Polish-Czech tension over Teschen. The Axis must support one side; Russia or the Allies the other EAI: +1
	Danube trade bloc promoted. German support level: + +1 for each trade pact in Central Europe.
	Metaxas negotiates secret agreement for support against "communist threat." Greece: 2
	South American dictatorships improve relations with Italy. Italian support level: +1 EAI: +1
	Research given higher priority by Cabinet. Britain may assign one additional activity counter to research.
	Franco-Belgian negotiations in Liege. Belgium: 1
	Comintern endorses Yugoslavian communist policies. Yugoslavia: 1

Economics

Germany will convert an idle factory to a military factory. That will net Germany 2 TPs a turn (one for support, one for unit maintenance). The initial plan was to get a civilian factory so that Germany could spend an extra TP a turn on research, but it makes sense to take advantage of the lowered cost given the EAI.

Again this turn all I will do this turn is spend a German "2" activity counter for research and an Italian "1" activity counter for research. It would have been nice to get an extra TP for research, but it just doesn't work out.

Factory conversion: Germany converts an idle factory to a military factory and mobilizes an infantry, air, and armor. Germany gets +1 support level from military factories for going to 4 military factories.

Research: German AC2, Italian AC1. Basically, we continue researching the projects we continued last turn. Since we want to start working on the West Wall, something has to pause. That will be Economic Prep.

Unit construction: None

Shipbuilding: We take advantage of the EAI and advance or launch all ships in the Fall column at 1 TP each.

Diplomacy

I want to continue to the plan to kill Allied flags and to minimize expenditures on diplomacy. I really want to save money as Italy so I will use the AC0 again. In an attempt to maximize my Res, I will put the Italian AC0 in Greece where I have a 2 strength RE. Hopefully I can get the Western Allies to put an AC2 into Greece to counter it. With the public RE, I should be able to kill the trade pact in Czechoslovakia this turn.

Axis initial placements:

Germany: Turkey (ACC1), Czechoslovakia (DC1)

Italy: Greece (DC0)

Allied placements:

Britain: Albania, Hungary

France: Greece, Poland

Russia: None (purge)

Axis final placements:

Germany: Belgium (DC1)

Italy: Austria (DC1)

The Allies gained 1 flag and the Axis lost 2 flags so this turn definitely went the Allies way. Of course, they also spent twice as much on diplomacy, so that is to be expected. But it definitely looks like I need to ramp up my diplomatic budget starting next turn. I will also need to target that Russian flag in Yugoslavia.

Aggressions

No German aggressions; I don't expect to do another aggression until at least 1937 (at least at this point).

Italy cannot take Ethiopia, so they do nothing. Italy probably won't be able to take Ethiopia next turn either given the expected +1 EAI, so now we target spring 1936.