











	research	Yugo	BC3	Finland		BC3	
					 1 <i>Rhineland</i>	 1 <i>Ship</i>	
3	2	2	1	1			0

Air	Czech	research	Sweden		
				 1 <i>Ship</i>	
2	2	1	1		0

Fall 1936	Germany	Italy
Factories	-	-
Research	AC2	AC1
Research results	-	-
Shipbuilding	Launch <i>Scharnhorst</i> (BC3) [2 AC1]	
Builds	-	Air [AC2]
ACC	Turkey (ACC2)	
MCs	Austria (MC) Czechoslovakia (MC)	
Diplomacy	Yugoslavia (DC2) Finland (DC1)	Sweden (DC1) Czech (DC2)
Balance of power	+1 Naval (BC3)	+1 Air (Air)
Notes		

1936								
	Spring		Summer		Fall		Winter	
								
Available tile points	13	7	14	6	13	9		
Factories	0	0	6	0	0	0		
Unit construction	0	0	-2	0	0	-2		
Shipbuilding	-2	-2	-1	-1	-2	0		
Research	-1	-2	-2	-1	-2	-1		
Diplomacy	-5	-3	-3	-3	-3	-3		
Support adjustments	-2	0	1	0	0	0		
End of turn	3	0	1	1	6	3		
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
Jets		35	35	35	35	36	36	36	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	35	36		④		⑤		result							naval
Battleship design		35	RE	35	35	35	36		④		⑤		result							naval
ASW research			+1		+2		result		+4		+5									naval
Torpedoes			+1		+2		result		+4		+5									naval
Advanced Subs		35	35	35	35	36	36		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		36	36	★	②		result		④	★	⑤		result							naval
Submarines			①	★	②		result		④	★	⑤		result							naval
Armor		35	35	35	36	36	result		④		⑤		result		⑦		⑧			arm/sup
Armor		36	36		②		result		④		⑤		result							armor
Rockets		35	RE				35	35	35	36	36	36	1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall		35	35	36	36	36	result		④		⑤		result							support
Economic Prep.		35	35	35	36		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	36	36	②		result		④	★	⑤		result							intel
Covert operations		35	36	★	②		result		④	★	⑤		result							intel
Espionage		35	36	★	②		result		④	★	⑤		result							intel
Codebreaking		35	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.
Winter 1935	2	1	W. Wall	BB	Rockets	E. P.	BB	Jets				Adv Sub	Code.
Spring 1936	1	2	W. Wall	BB	Rockets	Armor	Armor	Jets				Adv Sub	CI
Summer 1936	2	1	Subs	BB	Rockets	C-I	W. Wall	Jets				Adv. Sub	Covert
Fall 1936	2	1	Subs	E. P.	Rockets	Armor	W. Wall	Armor				Jets	Esp.

Player Log

Fall 1936

Random events

A nice general RE; a free diplomatic RE is nice to have.

The German RE is pretty nice; it should guarantee a second flag in Rumania.

The Italian RE is nice and humorous. It is nice to see all of those hard working Italians in America sending money home a turn after the Lira was devalued. They are just getting the most they can for their savings!

The British RE is pretty bad for them, especially given the lack of tile points for everyone this game.


The French RE is a nice research RE.


The Russian RE is nice, but would be nicer if Russia actually had some economic issues rather than being flush.


The Axis definitely came out ahead in the REs this turn.


Economic Trend →0


Admiral Horthy visits Kiel.
Hungary: 1

 Iron Guard leaders accept German hegemony in Balkans as "inevitable."
Rumania: 2

 Money remitted from Italians working in America reaches record high.
Italian national income: +1

 Parliament assesses military preparedness.
British support level: -2 (max. +2)
+1 for each military research result.

 France improves anti-aircraft defenses.
Allied air defense +1 level

 Capitalist crisis considered.
Russian support level: (max +/ -3)
Modifier: inverse of Economic Climate.

Economics

This is normally the turn where I plan out my research for the rest of the game. While it can (and will) change based on research REs, it is nice (at least for me) to have a plan.

In this game my plan is a little simpler than normal. I don't plan on getting another civilian factory, so I will rarely have 9 research points in a turn. That means only two dark gray research points a turn, which pretty much means only two projects that will go beyond 6 steps. One of those projects will be Rockets, because high-tech projects are cool and because I have the opportunity to get it to 18 steps. Given my plans, the other project will be Armor. Boring, but necessary for the German plans of domination.

One fallout of this analysis is that Germany cannot afford BB5s. It is always sad when reality sets in.

Now that I know what my two 'big' projects are and that everything else will just be trying to pick up 6 steps results, it is pretty easy to lay out a plan. It is a little hard to read, but you can see it below.

Axis Research Plans

	1935				1936				1937				1938				1939			
	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
	Dark Gray																			
3	BB	Rockets			Rockets			Rockets												
6	Econ. Prep.	Armor	Jets		Armor		Armor													
9	Light Gray																			
2	Rockets		BB		BB	Econ. Prep.		Subs		Air Range										
5	Armor		BB	Armor	W. Wall		Armor		Torpedoes											
8	White																			
1	BB	West Wall			Subs			Air Range		Specialized Unit										
4	Jets		E. P.	Armor	CI	Armor		Torpedoes		Subs										
7	HT																			
	Adv. Sub				Jets		A. Sub	Jets	A. Sub	Jets	A. Sub	Jets	A. Sub							
Int	CI	Covert	Esp.	Code.	CI	Covert	Esp.	Code	Covert	Esp.	Code	CI	Covert	Esp.	Code					
	Results																			
	Rockets				BB	Jets	Rockets	E. Prep	Armor	Subs	Rockets									
					Adv. Sub.	W. Wall	Armor					Armor	Torp.							
					BB															
	Balance of Power Counters																			
	+1 Armor				+1 Naval	+1 Air	+3 Armor	+1 Armor +1 Naval				+2 Armor +1 Naval								

Key

Normal project; normal plan
Mandatory Italian project
Optional or estimated project; highly likely to change
Unallocated and available for research
No research point available

The interesting thing is that it works out nicely for the game ending in summer 1938. Given the number of Russian purges, the countries heading toward civil war, and the high EAI for the last year, an early war might be necessary. I wasn't planning on it, but it might need to happen. It is good to know that I have a research plan that will work with an early war.

Germany can't quite afford to mobilize another idle factory, so they will hold off and try to save enough money to have an opportunity next turn. If the EAI goes to zero next turn it might be a little too expensive though.

Keeping to the cheap theme, Germany will not build any units since that would cost maintenance. Italy will finally build a unit since they have enough military factories to support it. Germany will spend 2 tile points (sort of wasting one) to launch a BC3; it would be more frugal to wait but I want to free up a slot in the German shipyards.

Factory conversion: Nothing

Research: German AC2, Italian AC1.

Unit construction: Italy builds an air unit to take advantage of their fourth military factory.

Shipbuilding: Germany launches the *Scharnhorst* (BC3) at a cost of 2 TP.

Diplomacy

The BoP stays at +2 so Germany gets to place two MCs again. Nice! We will continue to push in the key minor countries.

Axis initial placements:

Germany: Turkey (ACC2), Austria (MC), Czechoslovakia (MC), Yugoslavia (DC2)

Italy: Sweden (DC1)

Allied placements:

Britain: Czechoslovakia, Spain

France: Austria, Hungary

Russia: None (Purge)

Axis final placements:

Germany: Finland (DC1)

Italy: Czechoslovakia (DC2)

This was a good turn for the Axis – they gained two flags and the Allies lost two flags. Additionally, Russia lost a flag so Italy will have a +1 in Scandinavia this turn. The Axis also managed to end up with the flag situation in the countries next to Russia such that Germany can put the ACC in Turkey again next turn, which should force Russia to respond.

Aggressions

No German aggressions.

Italy cannot take Ethiopia, so they do nothing. It is getting closer though – if the EAI goes down to zero next turn then they might have a shot at it.