

Turkey	Research	Norway	Armor	Armor	Air	Air	Yugo	Yugo/MC	BB4	
3	2	2	1	1	1 1 Eco Prep	1 Rhineland	1 Czech.	1 Austria	1 Ship	0



Poland		Research	Bulgaria		
2	2	1	1	1 Ship	0

Fall 1937	Germany	Italy
Factories	Civilian -> Military Mobilize Air/Air/Armor +1 Support from MF	Civilian -> Military Mobilize Infantry/Air
Research	AC2	AC1
Research results		Armor
Shipbuilding	Advance Tirpitz (BB4) [AC1]	Defer Roma (BB4)
Builds	Armor (2 AC1) Air (2 AC1)	
ACC	Rumania (ACC2)	
MCs	Belgium, Poland, Yugo (CW)	
Diplomacy	Norway (DC2) Yugoslavia (DC1) Turkey (DC3)	Bulgaria (DC1) Poland (DC2)
Balance of power	+1 Armor (Armor) +1 Air (Air)	+1 Armor (Armor Result)
Notes		

1937								
	Spring		Summer		Fall		Winter	
Available tile points	20	16	20	13	22	7		
Factories	-6	0	-4	-4	-4	-4		
Unit construction	-2	0	-6	-2	-4	0		
Shipbuilding	-4	-4	-1	-1	-1	0		
Research	-3	0	-1	-2	-2	-1		
Diplomacy	-3	-3	-5	-3	-7	-3		
Support adjustments	1	0	2	2	3	1		
End of turn	3	9	5	3	7	0		

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

<span style="margin: 0 10px;">Research</span>																					
		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	37	37	⑤		1943		⑦	★	⑧			air/sup	
Air Range		37	37	37	RE		+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		37	37	37	+2		result		+4		+5									naval	
Advanced Subs		35	35	35	35	36	36	36	37	★	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	36	37	37	result		④	★	⑤		result							naval	
Submarines			①	★	②		result		④	★	⑤		result							naval	
Armor		35	35	35	36	36	36	37	37	37	CW		result		⑦		⑧			arm/sup	
Armor		36	36	36	37	37	37		④		⑤		result							armor	
Rockets		35	RE				35	35	35	36	36	36	36	36	RE	37	37	37			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup	
West Wall		35	35	36	36	36	36		④		⑤		result							support	
Economic Prep.		35	35	35	36	36	37		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	RE		result		④	★	⑤		result							intel	
Covert operations		35	36	37	②		result		④	★	⑤		result							intel	
Espionage		35	36	37	②		result		④	★	⑤		result							intel	
Codebreaking		35	36	37	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.
Winter 1936	2	1	Subs	E. P.	Rockets	Armor	W. Wall	Armor				Adv Sub	Code
Spring 1937	3	0	A. R.	E. P.	Rockets	Torps.	Armor	Armor				Jets	Covert
Summer 1937	1	2	A. R.	Subs	Rockets	Torps.	Armor	Armor				Adv Sub	Esp.
Fall 1937	2	1	A. R.	Subs	Rockets	Torps.	Armor	Armor				Jets	Code

# Player Log

## Fall 1937

### Random events

A simple and nice pro-Axis general RE. Hurrah! The Economic Trend is annoying, but has become expected.

The German REs are also very nice. The Austria: 2 becomes a +2 Support RE, which is definitely handy.







The Italian RE is nice; it can be used on Air Range

The British RE is a Sweden RE. Nice for the Allies; annoying for us.

The French RE is a Bulgaria RE? Really? That is incredibly annoying!

The Russian RE is a research project, but probably not one that they are working on. So hopefully it is a waste.

I would normally rate this turn in the favor of the Axis, but the French RE is so annoying that I have a hard time doing that.

Economic Trend -1	
	Mussolini visits Berlin. Italian support level: +1 German support level: +1
	Nazis given cabinet posts in new Austrian government. Austria: 2
	Germany supports Hungarian demands for "territorial adjustments." Hungary: 2
	Plans for new French fighters stolen. Spy ring effect for one Italian air project
	Swedish minister misunderstands British reference to "mining" in wartime. Sweden: 1
	Surplus French 75s sold to Bulgarian military. Bulgaria: 1
	Stalin deems single-wing fighter design "consistent with one-party rule". Russian strategic bombers +1 level

### Economics

Like last turn, the most important thing for the Axis is to make sure that the Allies cannot declare war this turn. Fortunately, after looking at the numbers, I don't think that this is a concern this turn. The +5 support advantage Germany has over Britain and the +2 support event should be more than enough to deal with anything the Allies can do.

If we can safely take Poland or the Corridor, that will be considered but I also don't expect that to happen. And it has to be safe, it is not worth risking war this turn. So the assumption is no aggressions this turn.

Next turn Italy finally finishes conquering Ethiopia (what took them so long!) and Germany finishes their Rockets program. The rest of the research projects are at a very good stopping point next turn. So war next turn is a distinct possibility. The biggest downside is that Germany is not yet fully mobilized, which is a problem. But if everything else looks good, it will have to be considered.

Other than the mobilizations, the biggest failure of Germany to prepare for war is the lack of an Air Transport. [Hey! I couldn't do everything!] That is fixed with 3 RPs, but can only be done if AWAW starts in spring. Additionally, if war breaks out in winter then the Allies and Russian Spy Rings won't get to be used again. So there are some other good reasons to go to war in winter.

Net, I am assuming that we could go to war next turn and I will try to be ready for it.

**Factory conversion:** Germany converts a civilian factory into a military factory. Italy converts their last civilian factory into a military factory.

**Research:** German AC2, Italian AC1.

**Unit construction:** Germany builds an armor unit and an air unit. If this was just a GS game I would build out an infantry unit instead of an armor unit, but since I am planning on AWAW I need to make sure I have enough armor to actually take Poland on the first turn. So I need to build out an armor. Italy can't afford to build a unit this turn

**Shipbuilding:** Germany advances the *Tirpitz* (BB4). Italy wants to lay down another ship, but they don't have enough money, and this turn shipbuilding is prioritized lower than mobilizing, research, and diplomacy. So they defer the *Roma* (BB4).

## Diplomacy

The BoP drops to +2, which still allows MCs in the two remaining targets. I will push hard for a flag in Norway and Turkey and for removing a flag in Poland. I don't think that the Allies can stop all three unless they have an annoying RE. My expectation is that they will stop Norway and Turkey and let the French flag in Poland get removed.

### Axis initial placements:

**Germany:** Rumania (ACC2), Belgium (MC), Poland (MC), Yugoslavia (MC), Norway (DC2)

**Italy:** Bulgaria (DC1)

### Allied placements:

**Britain:** Poland, Spain, Turkey, Yugoslavia (MC)

**France:** Finland, Norway, Yugoslavia

**Russia:** None (Purge)

### Axis final placements:

**Germany:** Turkey (DC3)

**Italy:** Poland (DC2)

Even with Russia not doing diplomacy, this turn was a loss. The French RE in Bulgaria and the Allied Covert really were annoying. Not a good turn. ☹

## **Aggressions**

Italy is still invading Ethiopia and can't do any new aggressions.

Germany doesn't want to sign a Pact with Russia yet, so no aggressions. I don't think that The Corridor is possible in any case, but it doesn't really matter.