














	research		Finland	Spain		
					 1 Ship	
3	2	2	1	1		0

	Belgium	research	Yugo		
				 1 Ship	
2	2	1	1		0

Spring 1935	Germany	Italy
Factories	-	-
Research	AC2	AC1
Research results	-	-
Shipbuilding	-	-
Builds	-	-
ACC	Turkey (ACC1)	
MCs		
Diplomacy	Finland (AC1) Spain (AC1)	Belgium (AC2) Yugoslavia (AC1)
Balance of power	-	-
Notes		

1935								
	Spring		Summer		Fall		Winter	
								
Available tile points	7	5						
Factories	0	0						
Unit construction	0	0						
Shipbuilding	0	0						
Research	-2	-1						
Diplomacy	-2	-3						
Support adjustments	0	0						
End of turn	3	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
Jets		35	①	★	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	①		②		result		④		⑤		result							naval
Battleship design		35	①		②		result		④		⑤		result							naval
ASW research			+1		+2		result		+4		+5									naval
Torpedoes			+1		+2		result		+4		+5									naval
Advanced Subs		35	①	★	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	①		②		result		④		⑤		result		⑦		⑧			arm/sup
Armor			①		②		result		④		⑤		result							armor
Rockets		35	RE				1944		④	★	⑤		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall			①		②		result		④		⑤		result							support
Economic Prep.		35	①		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			①	★	②		result		④	★	⑤		result							intel
Espionage			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

Player Log

Spring 1935

Random events

A nice general random event – it is always good to get a pro-Axis diplomatic random event.

The German random event is awesome and will mean a Rockets result in Summer 1935; I guess Rockets are on this game!








The Italian random event is a nice general diplomatic random event.

The British random event is annoying (just because I find all enemy diplomatic events annoying) but at least it is Bulgaria.

France got a bad random event, which is always nice.

The Russian random event is a mixed one for the Axis – I don't like to see purges, but a unit removed early is nice.

Net, I think that the random events were in my favor this turn!

Economic Trend -2	
	German military mission arrives in Bucharest. Rumania: 1
	Successful test of rocket engine prototype. German rockets +2 levels
	Albania adopts lira as official currency. Albania: 1
	British economic ties with Bulgaria strengthened. Bulgaria: 1
	Intelligence service funding debated. French support level: -2 (max. +2) +1 for each intelligence research result.
	Former Czarist officers purged. One Russian infantry unit purged 

Economics

I will attempt to follow what I consider a fairly normal plan – one more civilian factory for Germany, and then mobilize the remaining idle factories for Germany and Italy as soon as possible. I will hold off on building units for now.

Unfortunately, the -2 Economic Trend and the “1” tile draw for Germany means that I am starting out with less TPs than I would want, so I will have to be conservative on my expenses for a turn or two.

That means that all I will do this turn is spend a German “2” activity counter for research and an Italian “1” activity counter for research.

Factory conversion: None

Research: German AC2, Italian AC1. Germany will put points into all three high-tech projects until they get to light gray steps (step 4) to maximize the high-tech point each turn. I put a research point in Rockets before using the random event out of habit, so only a white research point rather than a (theoretically) more valuable light gray research point is needed (although that makes no difference in the first turn).

Unit construction: None

Shipbuilding: None

Diplomacy

The plan for now is to try and reduce the Allied flags in Belgium and Czechoslovakia while being a pain to Russia. Since the Axis go last with their second placements, I will use the second placement for sniping cheap targets for now.

Axis initial placements:

Germany: Turkey (ACC1), Finland (DC1)

Italy: Belgium (DC2)

Allied placements:

Britain: Finland, Rumania

France: Rhineland, Czechoslovakia

Russia: None (Purge)

Axis final placements:

Germany: Spain (DC1)

Italy: Yugoslavia (DC1)

Overall, the results were okay. The French trade pact in Belgium was removed, and the flag situation generally went in the Axis favor. The only negatives were Britain countering the DC in Finland and removing a flag, and the fourth Allied flag in Czechoslovakia. Fortunately I have lots of time to deal with that latter problem.

Aggressions

No aggressions – Germany cannot take the Rhineland yet, and Italy cannot take Ethiopia. But that is okay; I am not in a rush. I will wait for the appropriate opportunity to strike.