























Poland	BB4	Czech	research				
 3	 2	 2	 1	 1	 1 <i>Rhineland</i>	 1 <i>Ship</i>	 0

research	Belgium	BB3	Greece	BB3	
 2	 2	 1	 1	 1 <i>Ship</i>	 0

Spring 1936	Germany	Italy
Factories	-	-
Research	AC1	AC2
Research results	Battleships (BB4)	
Shipbuilding	Lay Down <i>Bismarck</i> (BB4) [AC2]	Adv. <i>Caio Duilio</i> (BB3) [AC1] Adv. <i>A. Doria</i> (BB3) [AC1]
Builds	-	-
ACC	Turkey (ACC1)	
MCs	Czech (DC2) Poland (DC3)	Belgium (DC2) Greece (DC1)
Diplomacy		
Balance of power	+2 Naval (BB, BB4)	
Notes		

1936								
	Spring		Summer		Fall		Winter	
								
Available tile points	13	7						
Factories	0	0						
Unit construction	0	0						
Shipbuilding	-2	-2						
Research	-1	-2						
Diplomacy	-5	-3						
Support adjustments	-2	0						
End of turn	3	0						

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	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	35	36		④		⑤		result							naval
Battleship design		35	RE	35	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	35	36	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	36		result		④		⑤		result		⑦		⑧			arm/sup
Armor		36	①		②		result		④		⑤		result							armor
Rockets		35	RE				35	35	35	36	⑤		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall		35	35	36	②		result		④		⑤		result							support
Economic Prep.		35	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	36	★	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		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

Player Log

Spring 1936

Random events

The number of +1 EAI REs is really unusual, and annoying. It is going to make taking Ethiopia nearly impossible; it will be interesting to see how that works out.

The German RE is bad, but fortunately this is a good turn to get it in. No aggressions are planned, and the TP loss is no worse this turn than any other time.

The Italian RE is a very nice diplomatic event.

The British RE is very bad, which is nice to see.


The French RE is another research RE and is a nice one, especially when it came up. It gives France the Maginot Line a turn early and gets them a dark gray research set for free.


Russian is still purging too quickly; I am curious if Don is overall happy about this or not.


Net, I think that the Axis came out slightly ahead this turn with the REs, although the +1 EAK and the Russian purge make it hard to judge.


Economic Trend →0


Bulgaria demands concessions in Thrace.
Bulgaria: 1
Greece: 1
EAI: +1

 Intelligence capabilities assessed.
German support level: -2 (max. +2)
+1 for each intelligence research result.

 Italian support increased for western European fascist groups.
One Western European country: 1

 Air production committee reports.
British support level: -3 (max. +3)
+1 for each air research result.

 French universities endorse military research.
Any French project +1 level

 Red Air Force purged. 1
One Russian air unit purged

Economics

Germany wants to convert another idle factory to a military factory, but can't quite afford it. Italy wants to build a unit but also can't quite afford it because they want to advance their two BB3s while it only costs 1 TP.

Since Italy can't afford to lay down a BB4, there really is no point in getting their BB result this turn. It would be a counter on the Naval BoP, but that is likely to not matter. So I can afford to defer getting the result. That also means I can start a new Italian project and free up a light gray TP for a German project like Armor. And maybe it will manage to mislead the Allies a little!

This turn all I will do this turn is spend a German "1" activity counter for research and an Italian "2" activity counter for research.

Factory conversion: Nothing

Research: German AC1, Italian AC2. Germany announces BB result.

Unit construction: None

Shipbuilding: We take advantage of the EAI and lay down our first German BB4 for 2 TP and advance both Italian BB3s for 1 TP each.

Diplomacy

This turn I am going to try and kill Allied flags; I really need to get things a little more balanced. The French still have an MC which is annoying but I have +1 in the Balkans from removing the Russian flag last turn.

Axis initial placements:

Germany: Turkey (ACC1), Czechoslovakia (DC2)

Italy: Belgium (DC2)

Allied placements:

Britain: Belgium, Austria

France: Poland, Rumania

Russia: Turkey

Axis final placements:

Germany: Poland (DC3)

Italy: Greece (DC1)

This turn the Allies lost 2 flags (and a trade pact) and the Axis stayed the same, so it was a pro-Axis turn. Right now the Axis are 2 flags behind but we should be able to make that up over time..

Aggressions

No German aggressions.

Italy cannot take Ethiopia, so they do nothing.