












































research	Air	Poland	Finland	BB4	BB4	BB4	BB4	
3	2	2	1	1	1 1 Eco Prep	1 Rhineland	1 Ship	0

BB4	Norway	Sweden	BB3	BB3	
2	2	1	1	1 Ship	0

Spring 1937	Germany	Italy
Factories	Idle -> Military <i>Mobilize Infantry/Air/Armor</i>	-
Research	AC3	-
Research results	Economic Prep.	-
Shipbuilding	Adv. <i>Bismarck</i> (BB4) [2 AC1] Lay Down <i>Siegfried</i> (BB4) [2 AC1]	Launch <i>Caio Duilio</i> (BB3) [AC1] Launch <i>A. Doria</i> (BB3) [AC1] Lay Down <i>Impero</i> (BB4) [AC2]
Builds	Air [AC2]	-
ACC	ACC2 (Turkey)	
MCs	Austria, Belgium, Poland	
Diplomacy	Finland (DC1) Poland (DC2)	Sweden (DC1) Norway (DC2)
Balance of power	+1 Air (Air) +1 Naval (BB4)	+3 Naval (BB4, 2 BB3)
Notes	Add the Econ. Prep. AC1	

1937								
	Spring		Summer		Fall		Winter	
Available tile points	20	16						
Factories	-6	0						
Unit construction	-2	0						
Shipbuilding	-4	-4						
Research	-3	0						
Diplomacy	-3	-3						
Support adjustments	1	0						
End of turn	3	9						
Indicate mobilizations by red shading, conversions to civilian factories by green shading.								

 <span style="margin-left: 100px;">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	★	⑤		1943		⑦	★	⑧			air/sup
Air Range		37	+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		37	+1		+2		result		+4		+5									naval
Advanced Subs		35	35	35	35	36	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	36	②		result		④	★	⑤		result							naval
Submarines			①	★	②		result		④	★	⑤		result							naval
Armor		35	35	35	36	36	36	37	④		⑤		result		⑦		⑧			arm/sup
Armor		36	36	36	37		result		④		⑤		result							armor
Rockets		35	RE				35	35	35	36	36	36	36	36	RE	37	⑧			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	②		result		④	★	⑤		result							intel
Covert operations		35	36	37	②		result		④	★	⑤		result							intel
Espionage		35	36	★	②		result		④	★	⑤		result							intel
Codebreaking		35	36		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

# Player Log

## Spring 1937

### Random events

Two more EAI REs? And another Great Purge? Greece up to 4 civil war counters? I think that it is time to recognize that war is coming much faster than expected and that Russia is going to be ready for it, so we might need to accelerate our plans. Hopefully that is doable.

The German RE is great! Another level to Rockets, which means we finish the project off in winter of this year.







The Italian RE is nice although the +EAI is a mixed blessing.

The British RE is another negative support RE; which is definitely nice for us.

The French RE is another diplomatic RE in Yugoslavia; we now have both Greece and Yugoslavia in the brink of civil war.

The Russian RE is a diplomatic RE in Bulgaria; fortunately Bulgaria is pretty much a backwater country.

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

Economic Trend +1	
	Bombing in Greek Parliament. Greece: 0 EAI: +1
	Increased funding for research. Any German project +1 level
	Italian army unveils new armored vehicles. Italian support level: +1 EAI: +1
	Axis air threat studied. British support level: -3 (max. +3) +1 for each air research result.
	France gives military aid to Yugoslav government. Yugoslavia: 2
	Dimitrov visits Moscow for briefing. Bulgaria: 1

### Economics

Germany needs to convert their last idle factory into a military factory; the push is on. I want to get the BoP up as high as possible (although this is largely out of my control), so I will push on shipbuilding and an air unit.

I want a BoP of +3 this turn if possible; that gives Germany 3 MCs and pretty much guarantees annexing Austria, which I think is needed since time is running out.

**Factory conversion:** Germany converts an idle factory into a military factory.

**Research:** German AC3, nothing from Italy. I don't like using the German AC3 like this, but I need all of the Italian ACs this turn for other activities. An Economic Preparation result is announced, and the AC1 will be used this turn.

**Unit construction:** Germany builds an air unit.

**Shipbuilding:** Germany lays down the *Siegfried* (BB4) and advances the *Bismarck* (BB4) at a cost of 4 TPs. Italy launches the *Caio Duilio* (BB3) and the *A. Doria* (BB3), and lays down the *Impero* (BB4) at a cost of 4 TPs.

## Diplomacy

The BoP grows to +8! That was certainly unexpected. Germany should have no problems just taking all of Czechoslovakia this turn, so I can focus my diplomatic efforts elsewhere. With Russia under a Great Purge, I should be able to gain some ground this turn. I would like to kill a French flag in Poland if possible, but otherwise it is pretty much just spreading out the opportunities.

### Axis initial placements:

**Germany:** Turkey (ACC2), Austria (MC), Belgium (MC), Poland (MC), Finland (DC1)

**Italy:** Sweden (DC1)

### Allied placements:

**Britain:** Finland, Poland

**France:** Belgium, Norway

**Russia:** None (purge)

### Axis final placements:

**Germany:** Poland (DC2)




**Italy:** Norway (DC2)

The Axis make a little more progress on diplomacy.

## Aggressions

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

With the huge BoP this turn, Germany looks to Czechoslovakia.

			
Balance of power	8		
European Aggression Index		2	2
Support levels	4	1	2
Minor country resistance			
Basic resistance level		4	4
Diplomatic alignment		0	0
Neighbors		0	0
Tile draw		0	0
<b>Threshold value</b>	<b>12</b>	<b>7</b>	<b>8</b>

Even if Britain has a +3 secret Support RE and the tile draw is a '3', the Allies couldn't go to war. Britain would be at +1 and France would be at -1, so Britain couldn't go to war. So Czechoslovakia is completely safe.

The next question is – does it make sense to do the aggression? And I think at this point it does. The Russian cohesion is high, two civil wars are on the brink of starting, and the EAI continues to be high from REs. So we need to move forward.

Germany will occupy all of Czechoslovakia.