









|   |   |   |   |   |  |   |
|---|---|---|---|---|--|---|
|   | research  |   | Czech   | Rhineland   |  |   |
|  |  |  |  |  | <br>1<br><i>Ship</i> |  |
| 3   | 2   | 2   | 1   | 1   |  | 0   |

|   |   |   |   |  |   |
|---|---|---|---|--|---|
|   |   | research  | Bulgaria  |  | Belgium   |
|  |  |  |  | <br>1<br><i>Ship</i> |  |
| 2   | 2   | 1   | 1   |  | 0   |

| Summer 1935      | Germany                        | Italy   |
|------------------|--------------------------------|---|
| Factories        | -                              | -   |
| Research         | AC2                            | AC1   |
| Research results | Rockets                        | -   |
| Shipbuilding     | Defer <i>Scharnhorst</i> (BC3) | Defer <i>Caio Dulio</i> (BC3)<br>Defer <i>C. Cavour</i> (BC3) |
| Builds           | -                              | -   |
| ACC              | Finland (AC1)                  |   |
| MCs              |                                |   |
| Diplomacy        | Czech (DC1)<br>Rhineland (DC1) | Belgium (DC0)<br>Bulgaria (DC1)                               |
| Balance of power | Armor (Rockets)                | -   |
| Notes            |                                |   |

| 1935                  |   |   |   |   |  |   |   |   |
|-----------------------|---|---|---|---|--|---|---|---|
|                       | Spring  |   | Summer  |   | Fall   |   | Winter  |   |
|                       |  |  |  |  |  |  |  |  |
| Available tile points | 7   | 5   | 12  | 4   |  |   |   |   |
| Factories             | 0   | 0   | 0   | 0   |  |   |   |   |
| Unit construction     | 0   | 0   | 0   | 0   |  |   |   |   |
| Shipbuilding          | 0   | 0   | 0   | 0   |  |   |   |   |
| Research              | -2  | -1  | -2  | -1  |  |   |   |   |
| Diplomacy             | -2  | -3  | -2  | -1  |  |   |   |   |
| Support adjustments   | 0   | 0   | -1  | 0   |  |   |   |   |
| End of turn           | 3   | 1   | 7   | 2   |  |   |   |   |

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 | ★  | 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                          | RE | 35 | ②  |   | result                  |   | ④  |   | ⑤      |                         | result |    |    |    |    |    |    |         | naval     |
| Battleship design                             |  | 35                          | RE | 35 | ②  |   | result                  |   | ④  |   | ⑤      |                         | result |    |    |    |    |    |    |         | naval     |
| ASW research                                  |  |                             | +1 |    | +2 |   | result                  |   | +4 |   | +5     |                         |        |    |    |    |    |    |    |         | naval     |
| Torpedoes                                     |  |                             | +1 |    | +2 |   | result                  |   | +4 |   | +5     |                         |        |    |    |    |    |    |    |         | naval     |
| Advanced Subs                                 |  | 35                          | 35 | ★  | 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                          | 35 |    | ②  |   | result                  |   | ④  |   | ⑤      |                         | result |    | ⑦  |    | ⑧  |    |    | arm/sup |           |
| Armor   |  |                             | ①  |    | ②  |   | result                  |   | ④  |   | ⑤      |                         | result |    |    |    |    |    |    |         | armor     |
| Rockets                                       |  | 35                          | RE |    |    |   | 35                      |   | 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                          | 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                          | ①  | ★  | ②  |   | result                  |   | ④  | ★ | ⑤      |                         | result |    |    |    |    |    |    |         | intel     |
| Covert operations                             |  | 35                          | 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     |
| Summer 1935 | 2 | 1 | Jets | Rockets | BB | BB | Armor | E. P. |   |   |   | Adv Sub | Covert |

# Player Log

## Summer 1935

### Random events

A really like the general random events that double research, but getting it on the second turn when there is only 1 step to double is not too useful. Fortunately, I am not looking at a heavy naval strategy so it doesn't matter too much.

The German random event is annoying, but since it is a secret event it gives me the option of trying to fake out the Allies during aggressions. I will have to think on that as the turn progresses.







The Italian random event is a bad event, especially since the Italians are having money problems.

The British random event is a good event, unfortunately. It is very flexible and should mean two projects will get a result one turn early now.

France got a second bad random event. ☹️

The Russian random event is a nice diplomatic RE.

Net, I think that the Allies came out ahead this turn with the REs.

| Economic Trend -2   |   |
|---|---|
|  | Light-weight steel alloys become available.<br>Double value of current investment in battleship design research, up to a maximum of three steps |
|  | Conservatives oppose Nazi excesses.<br>German support level: -1   |
|  | Illegal strike hits Fiat.<br>Italian national income: -1  |
|  | Technology portfolio created in Cabinet.<br>Any two British research projects +1 step each  |
|  | Colonial dispute with Britain.<br>French support level: -1  |
|  | Russian agents train Spanish communists.<br>Spain: 1  |

### Economics

The German economy is still lagging a little but doing okay; hopefully I can afford a civilian factory next turn. The Italian economy is in the pits right now, so all I can do is wait.

Again this turn 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. Basically, we continue researching the projects we started last turn. We do get to announce a Rockets result.

**Unit construction:** None

**Shipbuilding:** None. All three ships in the Summer column of the shipyards are deferred. 3 TP to advance a ship is just too expensive right now.

## Diplomacy

This turn the plan is to set up Rhineland for a possible aggression since I have a secret support RE (even though it is bad, the Allies don't know that), and to kill Allied flags. Unfortunately I can't really afford to place two real DCs for Italy or they would be down to a balance of zero tile points.

### Axis initial placements:

**Germany:** Finland (AC1), Czechoslovakia (DC1)

**Italy:** Belgium (DC0)

### Allied placements:

**Britain:** Albania, Turkey

**France:** Rumania, Yugoslavia

**Russia:** None (voluntary)

### Axis final placements:




**Germany:** Rhineland (DC1)

**Italy:** Bulgaria (DC1)

Overall, the results were a wash. Not much change in anything.

## Aggressions

This turn Germany has an interesting decision to make with remilitarizing the Rhineland. The calculation is below:

|                           |  |  |  |
|---------------------------|---|--|---|
| Balance of power          |   |  |   |
| European Aggression Index |   |  |   |
| Support levels            | -1  | 0  | -1  |
| Minor country resistance  |   |  |   |
| Basic resistance level    |   | 0  | 0   |
| Diplomatic alignment      |   | -2   | -2  |
| Neighbors                 |   | 0  | 0   |
| Tile draw                 |   | 0  | 0   |
| <b>Threshold value</b>    | <b>-1</b>   | <b>-2</b>  | <b>-3</b>   |

So on a tile draw of '1', there is nothing that the Allies can do. But with a tile draw of '2' Britain could declare war on German and with a tile draw of '3' both Britain and France could declare war on Germany.

But the Allies don't know that Germany has a negative secret support RE. And if it was a positive support RE (even only +1), then remilitarizing the Rhineland is guaranteed. So it seems like it is unlikely that the Allies will oppose it.

If the Allies do oppose, there is a 1/3<sup>rd</sup> chance that Germany gets +2 Support next turn (and both Britain and France get -2 Support) and a 2/3<sup>rd</sup> chance that Germany gets -1 Support (and both Britain and France get +1) support. So that actually seems like a wash. [Note that Germany would back down if necessary.]

Taking the Rhineland means that Germany can start working on the West Wall and Russia adds the Great Purge card. I think those balance, so Germany will go for the Rhineland.

Italy cannot take Ethiopia, so they do nothing.

And in the end, the Allies let Germany remilitarize the Rhineland unopposed (as expected).