




























































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

Greece		research	Spain	BB4	
				 1 <i>Ship</i>	
2	2	1	1		0

Summer 1936	Germany	Italy
Factories	Idle -> Military <i>Mobilize Infantry/Air/Armor</i> <i>+1 Support from Mil. Factories</i>	-
Research	AC2	AC1
Research results	Jets (1944) Adv. Subs (1944)	Battleships (BB4)
Shipbuilding	Lay Down <i>Tirpitz</i> (BB4) [AC1]	Lay Down <i>Roma</i> (BB4) [AC1]
Builds	+1 Air [2 AC1]	-
ACC	Rumania (ACC2)	
MCs	Belgium Czechoslovakia	
Diplomacy	Turkey (AC1) Czech (AC1)	Greece (AC2) Spain (AC1)
Balance of power	+2 Air (Jets, Air Unit) +2 Naval (Adv. Subs, BB4)	+2 Naval (BB Result, BB4)
Notes		

1936								
	Spring		Summer		Fall		Winter	
								
Available tile points	13	7	14	6				
Factories	0	0	-6	0				
Unit construction	0	0	-2	0				
Shipbuilding	-2	-2	-1	-1				
Research	-1	-2	-2	-1				
Diplomacy	-5	-3	-3	-3				
Support adjustments	-2	0	1	0				
End of turn	3	0	1	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	35	35	35	36	36		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	36		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	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	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	36		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall		35	35	36	36		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	36	②		result		④	★	⑤		result							intel
Covert operations		35	36	★	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
Summer 1936	2	1	Subs	BB	Rockets	C-I	W. Wall	Jets				Adv. Sub	Covert

Player Log

Summer 1936

Random events

Another +1 EAI RE? This is getting ridiculous.

The German RE is pretty nice; it should guarantee a flag in Austria.

The Italian RE is annoying. Not much more to say on that.

The British RE is basically a free TP. Nice but not excessively nice; I can live with that.


The French RE is ...


Russian is ...


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 -2


Tensions in Greece rise.
Greece: 0
EAI: +1

 Austrian Nazi leaders make big plans in Berlin.
Austria: 2

 Lira devalued.
Italian national income: -1

 German contacts with IRA uncovered.
British support level: +1





Economics

Germany is going to go ahead and convert an idle factory to a military factory. At a cost of 6 TPs (and one is gained back from the support level), it is just too nice to turn down. Everything else will revolve around that.

Next, laying down BB4's only costs 1 TP this turn, so we need to take advantage of that too. That means we need to finish off the Italian BB project this turn.

This means that Italy still can't afford to build a unit, and that Germany only can if they are willing to limit their diplomacy. I think that is worth it though, so Germany will do that.

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

Factory conversion: Nothing

Research: German AC2, Italian AC1. Germany announces a Jets and an Advanced Sups result. Italy announces BB result.

Unit construction: Germany builds an air unit to take advantage of their new military factory.

Shipbuilding: We take advantage of the EAI; Germany lays down the *Tirpitz* (BB4) and Italy lays down the *Roma* (BB4). Both cost 1 TP.

Diplomacy

The BoP suddenly swings to +2 and Germany gets to place two MCs. Nice! While still having the goal of killing Allied flags we can maybe start to try and get an edge in a minor country or two.

Axis initial placements:

Germany: Rumania (ACC2), Belgium (MC), Czechoslovakia (MC), Turkey (DC1)

Italy: Greece (DC2)

Allied placements:

Britain: Turkey, Czechoslovakia

France: Greece, Bulgaria

Russia: None

Axis final placements:

Germany: Czech (DC2)

Italy: Spain (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.