

Turkey	Armor	Infantry	research	Air	Air	Yugo	Norway	BB4	
3	2	2	1	1	1 1 Eco Prep	1 Rhineland	1 Czech.	1 Ship	0

Research	Infantry	Finland	Austria	BB4	
2	2	1	1	1 Ship	0

Summer 1937	Germany	Italy
Factories	Civilian -> Military Mobilize Air/Air/Armor +1 Support from MF	Civilian -> Military Mobilize Air/Armor
Research	AC1	AC2
Research results		
Shipbuilding	Lay Down <i>Hindenburg</i> (BB4) [AC1] Defer <i>Tirpitz</i> (BB4)	Lay Down <i>Littorio</i> (BB4) [AC1] Defer <i>Roma</i> (BB4)
Builds	Armor (DC2) Infantry (DC2) Air (2 DC1)	Infantry (DC2)
ACC	Rumania (ACC2)	
MCs	Austria, Belgium, Poland	
Diplomacy	Yugoslavia (DC1) Norway (DC1) Turkey (DC3)	Finland (DC1) Austria (DC1)
Balance of power	+1 Armor (Armor) +1 Infantry (Infantry) +1 Air (Air) +1 Naval (BB4)	+1 Infantry (Infantry) +1 Naval (BB4)
Notes		

1937								
	Spring		Summer		Fall		Winter	
Available tile points	20	16	20	13				
Factories	-6	0	-4	-4				
Unit construction	-2	0	-6	-2				
Shipbuilding	-4	-4	-1	-1				
Research	-3	0	-1	-2				
Diplomacy	-3	-3	-5	-3				
Support adjustments	1	0	2	2				
End of turn	3	9	5	3				

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	36	37	★	⑤		1943		⑦	★	⑧			air/sup	
Air Range		37	37		+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	37		+2		result		+4		+5									naval	
Advanced Subs		35	35	35	35	36	36	36	37	★	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	37		result		④	★	⑤		result							naval	
Submarines			①	★	②		result		④	★	⑤		result							naval	
Armor		35	35	35	36	36	36	37	37		⑤		result		⑦		⑧			arm/sup	
Armor		36	36	36	37	37	result		④		⑤		result							armor	
Rockets		35	RE				35	35	35	36	36	36	36	36	RE	37	37				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	RE		result		④	★	⑤		result							intel	
Covert operations		35	36	37	②		result		④	★	⑤		result							intel	
Espionage		35	36	37	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
Summer 1937	1	2	A. R.	Subs	Rockets	Torps.	Armor	Armor				Adv Sub	Esp.

Player Log

Summer 1937

Random events

Another +EAI REs? And Yugoslavia in civil war? This is going to be a problem (more below)

The German REs are both nice. The +1 support from the Russian RE may be critical this turn.




The Italian RE is nice; the support doesn't much matter because Italy is tied down in Ethiopia and can't consider an Albania adventure, but the income is very much needed.

The British RE is good for them, especially with tile draws of '2' and '3'.

The French RE is pretty annoying, especially since it was used to drop an Allied spy ring in Yugoslavia this turn. We will just have to cope.

The Russian RE is nice support RE, but given that Russia has more money than they can spend this game it isn't a huge deal.

I would rate this turn a push with respect to the random events.

Economic Trend -2	
	Separatist parties gain in strength. Yugoslavia: 0 EAI: +1
	Secret Russo-German economic talks in Smolensk. Russia: 1
	SD plants a double agent in British intelligence. Axis counter-intelligence +1 level
	Italian industrialists back expansion. Italian support level: +2
	Labor leaders agree to cooperative approach to economic problems. Britain draws two random tiles
	Increased spending on intelligence. Any Allied intelligence project +1 level
	Japanese defeated in border clashes. Russian support level: +2

Economics

The most important thing for the Axis is to make sure that the Allies cannot declare war this turn. And with the EAI at +4, that is a legitimate worry.

Assuming no secret support RE for France, at the end of the turn Germany should have a Support Level of 7 (gaining one for a military factory and one for the Russian RE) while Britain will be at 4 and France at 6 (gaining one for a military factory). Fortunately, both Britain and France have to meet the threshold for declaring war. So Britain is the key country.

With a support difference of -3 (good for Germany), and an EAI of 4 (or possibly 5 if either France or Russia has a Greek RE, which in this game seems likely), the BoP needs to remain at least +2 to be safe.

Given that the BoP is +8 at the start of the turn, the BoP seems safe. But Britain will almost assuredly announce a BB5 result and lay down two BB5s. I would be shocked if they didn't. And that would swing

the naval component of the BoP from +3 to -2, reducing the overall BoP to +3. Now things are getting more dicey.

Additionally, the Allies have announced fewer than normal research results, so they could easily have some 'saved up' and ready to use. That is impossible to predict, but what it really means is that the Axis need to get as many counters on the BoP track as possible to be safe. So that is our plan this turn.

If I am pleasantly surprised, I will annex Austria this turn, but I am planning on having to wait until next turn for that.

Factory conversion: Germany converts a civilian factory into a military factory. Italy also converts a civilian factory into a military factory. I am now at the point in the game where I am cannibalizing my income for more units and support.

Research: German AC1, Italian AC2. This was necessary to maximize unit builds.

Unit construction: Germany builds an armor unit, an air unit, and an infantry unit. Italy builds an infantry unit. This is maximizing our unit builds to help the BoP.

Shipbuilding: Germany lays down the *Hindenburg* (BB4). Italy lays down the *Littorio* (BB4). This is for the +2 Naval BoP. I didn't want to fill up the German shipyard, but I might need the BoP counter. The other BB4s are deferred; there is nothing gained by advancing them and I have run out of ACs.

Diplomacy

The BoP drops to +4, which is certainly better than my worst projections. So we are safe for the turn. The next question is whether or not to go for Austria. It is close, both on whether we can actually take it and whether it would be smart to do so.

Since Yugoslavia is a lost cause this turn, I look to spread my placements out and give the Allies and Russia lots of targets. After Allied and Russian placements, I decide to put the German DC3 in Turkey to bounce the expected British DC3. The tougher question is whether to put the Italian DC1 in Austria for a trade pact or in Bulgaria for a +1 next turn. I decide for the trade pact, but am not sure that is the right call.

Axis initial placements:

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

Italy: Sweden (DC1)

Allied placements:

Britain: Poland, Turkey, Yugoslavia, Yugoslavia (MC)

France: Austria, Norway, Yugoslavia (MC)

Russia: Finland, Rumania

Axis final placements:

Germany: Turkey (DC3)




Italy: Austria (DC1)

Diplomacy goes mostly as expected this turn, with Germany gaining a trade pact in Austria and a flag in Belgium and everything else being a wash. The only unexpected thing was that the Allies got unlucky and didn't get a flag in Yugoslavia, which is a good thing for me.

Aggressions

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

Looking toward Austria, the calculation is:

			
Balance of power	4		
European Aggression Index		4	4
Support levels	7	4	6
Minor country resistance			
Basic resistance level		2	2
Diplomatic alignment		-2	-2
Neighbors		-1	-1
Tile draw		0	0
Threshold value	11	7	9

Even with a '3' tile draw, Austria is guaranteed. The British -1 would barely offset the French +1 so there would be no declarations of war.

So now the question is – does it make sense to do the aggression? This is a tough call, and I am really torn on it. This will make the EAI go one higher, which is mixed but overall bad for the Axis (I think). And it doesn't really gain the Axis anything directly since Germany has a trade pact in Austria anyway. The extra Activity Counter is nice, but the Allies get them too and can use them. On the other hand, we have an extra support level from the flag in Russia that won't last, and Russia is guaranteed to be at High Cohesion in two turns. So we don't really gain anything by waiting and something bad could happen to delay things.

In the end, I decide that Germany will execute the *Anschluss* and annex Austria.