













Belgium	research	Poland				BC3	
					 1 <i>Rhineland</i>	 1 <i>Ship</i>	
3	2	2	1	1			0

Yugo		research	Czech		
				 1 <i>Ship</i>	
2	2	1	1		0

Winter 1935	Germany	Italy
Factories	Idle -> Military <i>Mobilize Infantry/Air/Armor</i>	Idle -> Military <i>Mobilize Infantry/ Armor</i> <i>+1 Support from Mil. Factories</i>
Research	AC2	AC1
Research results		
Shipbuilding	<i>Adv. Gneisenau (BC3) [AC1]</i>	<i>Defer Caio Duilio (BB3)</i> <i>Defer A. Doria (BB3)</i>
Builds	-	-
ACC	Rumania (ACC1)	
MCs		
Diplomacy	Belgium (DC3) Poland (DC2)	Yugoslavia (DC2) Czechoslovakia (DC1)
Balance of power		
Notes		

1935								
	Spring		Summer		Fall		Winter	
								
Available tile points	7	5	12	4	18	10	17	11
Factories	0	0	0	0	8	0	8	8
Unit construction	0	0	0	0	0	0	0	0
Shipbuilding	0	0	0	0	-1	-2	-1	0
Research	-2	-1	-2	-1	-2	-1	-2	-1
Diplomacy	-2	-3	-2	-1	-2	-1	-5	-1
Support adjustments	0	0	-1	0	1	0	0	1
End of turn	3	1	7	2	6	6	1	2

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		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	result		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		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	②		result		④		⑤		result		⑦		⑧			arm/sup
Armor			①		②		result		④		⑤		result							armor
Rockets		35	RE				35	35	35	★	⑤		1943		⑦	★	⑧			arm/sup
Specialized Units			①	★	②		result		④	★	⑤		result		⑦	★	⑧			arm/sup
West Wall		35	35		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	①	★	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.

Player Log

Winter 1935

Random events

The German general event is nice, although the EAI staying high is messing up my plans. Germany will mobilize another military factory; I am abandoning the plan for another civilian factory this game.







Italy is still a bit of a mess. They need to mobilize this turn, but then won't have the TP to either advance ships or build a unit to take advantage of the military factory. The Italian RE is nice; it works well with wanting to remove the Russian flag in Yugoslavia this turn.

The British random event is another research RE; this one for Rockets.

The French random event is a Czechoslovakia 2 diplomatic RE! That is really annoying!

Russian is purging too quickly; they could be to medium cohesion next turn. That is not good, but there isn't much that can be done about it.

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

Economic Trend -2	
	League of Nations denounces Axis aggression. No effect.
	Successful Party conference. German support level: +1 EAI: +1.
	Italian military establishes contact with Croatian separatists. Yugoslavia: 1
	Britain repeals prohibition on private rocket experiments. British rockets +1 level.
	France purchases Czech tanks. Czechoslovakia: 2
	Wreckers found in Red Army units. Purge one additional military unit 

Economics

Germany will convert an idle factory to a military factory again. They can't quite afford to convert an idle factory to a civilian factory, so now the plan is to convert two idle factories to military factories as quickly as possible. Italy will also convert their idle factory to a military factory so they can keep up with the Allies.

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: Germany converts an idle factory to a military factory and mobilizes an infantry, air, and armor. Germany gets +1 support level from military factories for going to 4 military factories. Italy converts an idle factory to a military factory and mobilizes an infantry and armor. Italy gets +1 support level from military factories for going to 4 military factories.

Research: German AC2, Italian AC1. Basically, we continue researching the projects we worked on last turn.

Unit construction: None

Shipbuilding: We take advantage of the EAI and advance the German BC3 for 1 TP. We don't have the money to advance the Italian ships, so we defer them.

Diplomacy

This turn I should have an advantage; I have more TPs and ACs than Britain and Italy, and Russia can't place anything. So the goals are to kill the Russian flag in Yugoslavia and try to keep Belgium and Czech from going back to Allied trade pacts. Unfortunately, France has an MC this turn but it should be manageable.

Axis initial placements:

Germany: Rumania (ACC1), Belgium (DC3)

Italy: Yugoslavia (DC2)

Allied placements:

Britain: Finland, Turkey

France: Austria, Poland

Russia: None (purge)

Axis final placements:

Germany: Poland (DC2)

Italy: Czechoslovakia (DC1)

The lost 2 flags so this turn definitely went the Allies way. This wasn't a good turn, but at least the Axis will have a free +1 in the Balkans next turn from removing the Russian flag in Yugoslavia.

Aggressions

No German aggressions.

Italy cannot take Ethiopia, so they do nothing.