

	research	Air	BC3	Norway	Czech	BC3	
3	2	2	1	1	1 Rhineland	1 Ship	0



Infantry	Rumania	research	Austria		
2	2	1	1	1 Ship	0

Winter 1936	Germany	Italy
Factories	Idle -> Military <i>Mobilize Infantry/Air/Armor</i>	-
Research	AC2	AC1
Research results	Rockets (2) Armor West Wall	-
Shipbuilding	Launch <i>Gneisenau</i> (BC3) [2 AC1]	
Builds	Air [AC2]	Infantry [AC2]
ACC	Turkey (ACC2)	
MCs	Austria, Belgium, Czechoslovakia	
Diplomacy	Norway (DC1) Czech (DC1)	Rumania (DC2) Austria (DC1)
Balance of power	+3 Armor (Rockets, Armor) +1 Air (Air) +1 Naval (BC3)	+1 Infantry (Infantry)
Notes	+1 Support from the West Wall	

1936								
	Spring		Summer		Fall		Winter	
Available tile points	13	7	14	6	13	9	19	11
Factories	0	0	6	0	0	0	8	0
Unit construction	0	0	-2	0	0	-2	-2	-2
Shipbuilding	-2	-2	-1	-1	-2	0	-2	0
Research	-1	-2	-2	-1	-2	-1	-2	-1
Diplomacy	-5	-3	-3	-3	-3	-3	-2	-3
Support adjustments	-2	0	1	0	0	0	1	1
End of turn	3	0	1	1	6	3	4	6

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	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	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		④		⑤		result		⑦		⑧			arm/sup
Armor		36	36	36	②		result		④		⑤		result							armor
Rockets		35	RE				35	35	35	36	36	36	36		⑦	★	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	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	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

Player Log

Winter 1936

Random events

We almost got the EAI back down to zero; but the general RE provided another +1 EAI. I don't think that at Norwegian-Swedish trade war will really help out either side.

The German RE is annoying but not terrible.







A Russian diplomatic RE – nice! It probably won't last long, but it will be nice while it lasts. And the +1 Support it will give Italy means that Ethiopia is possible this turn; off the top of my head I think it is takable if the BoP stays at +2.

The British RE is one of the weaker research REs, at least as long as the atom isn't split.

I guess Germany is buying all of the excess French food! Fortunately, the tile draws were bad so this is really a neutral RE.

The Russian RE is ...

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

Economic Trend +2	
	Norwegian-Swedish trade war. The Axis must support one side; Russia or the Allies the other EAI: +1
	Poor harvest. German national income: -1
	Mussolini and Stalin meet in Crimea. Russia: 1
	Rutherford regains his health. Both Allied atomic projects +1 step
	France posts record trade surplus. France draws two random tiles
	

Economics

I am basically sticking to the plan this turn. Germany converts another idle factory to a military factory, mobilizes, and launches the last German BC3. Italy seems like it can afford some unit maintenance now so they will go ahead and build an Italian unit too.

I want a BoP of +2 or +3 this turn if possible. With the German Support Level going to 3, a BoP of +3 is a third MC and with a BoP of +2 Ethiopia is in play. The Axis are adding a bunch of counters to the BoP track, but of course the Allies could interfere with my plans.

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

Research: German AC2, Italian AC1. The second Rockets result is announced, as well as German Armor and the West Wall.

Unit construction: Germany builds an air unit and Italy builds an infantry unit.

Shipbuilding: Germany launches the *Gneisenau* (BC3) at a cost of 2 TP.

Diplomacy

The BoP grows to +3 and Germany has a Support Level of 3 so Germany gets to place three MCs this turn. Nice! We will continue to push in the key minor countries.

Axis initial placements:

Germany: Turkey (ACC2), Austria (MC), Belgium (MC), Czechoslovakia (MC), Norway (DC1)

Italy: Rumania (DC2)

Allied placements:

Britain: Austria, Sweden

France: Czechoslovakia, Poland

Russia: Rumania, Turkey

Axis final placements:




Germany: Czechoslovakia (DC1)

Italy: Austria (DC1)

This was a good turn for the Axis – they gained two flags and the Allies lost two flags. Additionally, Russia lost a flag so Italy will have a +1 in Scandinavia this turn. The Axis also managed to end up with the flag situation in the countries next to Russia such that Germany can put the ACC in Turkey again next turn, which should force Russia to respond.




Aggressions

Italy can finally invade Ethiopia safely. The BoP is large enough to offsite the EAI and minor country resistance. The +1 Support from the flag in Russia helps but turns out not to be necessary.

			
Balance of power	3		
European Aggression Index		1	1
Support levels	2	1	2
Minor country resistance			
Basic resistance level		1	1
Diplomatic alignment		0	0
Neighbors		0	0
Tile draw		0	0
Threshold value	5	3	4

So Italy invades Ethiopia.

This turn Germany has an interesting decision to make with annexing Austria. The calculation is below:

			
Balance of power	3		
European Aggression Index		1	1
Support levels	3	1	2
Minor country resistance			
Basic resistance level		2	2
Diplomatic alignment		-1	-1
Neighbors		0	0
Tile draw		0	0
Threshold value	6	3	4

So Germany can take Austria unless the tile draw is a '3', and I doubt that the Allies would gamble on that. So Austria is ours if we want it. But there are also problems with taking Austria – namely +1 EAI and +1 Support Level for the Allies for the rest of the game. I think it makes sense to hold off on *Anschluss* for a little longer.

Germany will do no aggressions.