



Turkey	research	Yugo	Armor	Armor	Air	Air	Yugo/MC	Poland		

Belgium		research	Yugo/MC	Bulgaria	BB4	

Winter 1937	Germany	Italy
Factories	Civilian -> Military <i>Mobilize Infantry/Air/Armor</i>	-
Research	AC2	AC1
Research results	Rockets (3) [+1 Support] Submarines Counter-Intelligence	
Shipbuilding	-	Lay Down V. Veneto (BB4) [AC1] Defer Roma (BB4)
Builds	Armor (2 AC1) Air (2 AC1)	-
ACC	Finland (ACC2)	
MCs	Belgium, Poland, Yugoslavia	Yugoslavia
Diplomacy	Yugoslavia (DC2) Turkey (DC3) Poland (DC1)	Bulgaria (DC1) Belgium (DC2)
Balance of power	+1 Armor (Armor) +1 Air (Air) +1 Naval (Subs)	+1 Naval (BB4)
Notes	The C-I will remove the Allied Spy Ring in Yugoslavia unless something else gets announced.	

1937								
	Spring		Summer		Fall		Winter	
Available tile points	20	16	20	13	22	7	22	6
Factories	-6	0	-4	-4	-4	-4	-3	0
Unit construction	-2	0	-6	-2	-4	0	-4	0
Shipbuilding	-4	-4	-1	-1	-1	0	0	-1
Research	-3	0	-1	-2	-2	-1	-2	-1
Diplomacy	-3	-3	-5	-3	-7	-3	-7	-4
Support adjustments	1	0	2	2	3	1	1	0
End of turn	3	9	5	3	7	0	7	0
Indicate mobilizations by red shading, conversions to civilian factories by green shading.								

Research																			Effect		
		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	37	⑤		1943		⑦	★	⑧			air/sup	
Air Range		37	37	37	RE	CW	+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	37	+2		result		+4		+5									naval	
Advanced Subs		35	35	35	35	36	36	36	37	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	37	37		④	★	⑤		result							naval	
Submarines		37	①	★	②		result		④	★	⑤		result							naval	
Armor		35	35	35	36	36	36	37	37	37	CW	37	result		⑦		⑧			arm/sup	
Armor		36	36	36	37	37	37		④		⑤		result							armor	
Rockets		35	RE				35	35	35	36	36	36	36	RE	37	37	37	37	37	37	arm/sup
Specialized Units		37	CW	★	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	37		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	37	37		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.
Fall 1937	2	1	A. R.	Subs	Rockets	Torps.	Armor	Armor				Jets	Code
Winter 1937	2	1	Special	Subs	Rockets	Subs	C-I	Armor				Jets	Code

# Player Log

## Winter 1937

### Random events

The general RE, along with one of the German and Italian REs, is pretty funny. The Allies will have to support Hungary. I assume they will do that with a DC1, and then the two secret REs will trump that. And in any case, the Axis aren't required to spend one of their allocations and the Allies will have to spend one of their allocations on Hungary.

The German RE for factory construction is okay but not great; Germany has enough TPs. The Hungary RE is cool and should annoy the Allies.

The Italian REs are both nice; Italy can use the extra TPs and a second Hungary RE actually matters.

The British RE is very annoying! I do not want my Russian flag killed right now! Oh well...

The French RE is fine; I don't think that in this game it is a huge deal.

The Russian RE is yet another purge – Russia is definitely coming on strong.

I would rate this turn slightly in the favor of the Axis; pretty much all the REs were decent.

Economic Trend →0	
	Hungarian-Czech animosity. The Axis must support one side; Russia or the Allies the other EAI: +1
	Nazi Party strengthens ties with Hungarian rightists. Hungary: 1
	Machine tool production increased. Factory conversion cost: -1
	Exports boom fueled by record Italian wine production. Italy draws two random tiles
	Italy gives financial support to reactionary Hungarian factions. Hungary: 1
	High level contacts between Britain and Russia. Russia: 1
	French scientists confer with American counterparts. Both Allied atomic projects +1 step
	Treason in air force. One Russian air unit purged <span style="color: red;">❶</span>

### Economics

The question is whether to go to war this turn or to delay for a little longer. I can't see war being delayed beyond summer 1938 (2 turns from now), and even that seems optimistic. The problem is that Russia is getting too many purges and will soon be at full cohesion. That would be a problem.

The only reason to delay beyond this turn is if the Axis will be in a better situation or the next turn. So things that will get better:

- Germany will have two more mobilizations after this turn, so any delay gives Germany more units and better preparation for war. This is the biggest reason to delay.

- The German economy is in better shape than the Allied economies. So Germany may be able to get more units built and make some progress diplomatically.
- Germany still has two turns of extra random events; something good could happen with those extra random events.

Things that will likely not get better:

- The German flag in Russia could go away any turn; the swing in support would affect both VPs and Germany going into AWAW.
- With Russia active in diplomacy, it may be wishful to think there will be any diplomatic gains.
- The Axis research plan is at a very good point right now. One or two turns doesn't get much; it finishes up German armor next turn and gives the possibility of Jets or Advanced Subs in 1942 in summer. The tradeoff is that the Allies and Russia will also get more research done and it seems likely that what they get will be better.
- Next turn both the Allied and Russian Spy Rings will be usable again.

So while it isn't yet clear if going to war this turn is the right thing or not, it seems likely. I will hedge my bets a little planning on that. In specific, I will go ahead and get a counter-intelligence result and kill the Allied spy ring in Yugoslavia and I will save enough activity counters and tile points for maximum diplomacy. A final decision will be made after the results of diplomacy are known.

**Factory conversion:** Germany converts a civilian factory into a military factory.

**Research:** German AC2, Italian AC1.

**Unit construction:** Germany builds an armor unit and an air unit. I want to build an infantry unit (again!) but will need the armor and air the first turn in AWAW. Italy can't afford to build a unit this turn

**Shipbuilding:** Germany has a full shipyard and can't do anything. Italy lays down a BB4 to get the BoP counter, filling up their shipyard. Since they don't have enough TPs to also advance the *Roma*, it will get deferred.

## Diplomacy

The BoP goes up to +3, so Germany puts MCs in the two remaining targets. The primary targets are Turkey, Poland, and Yugoslavia. Germany will put a DC3 in Turkey which is the best they can do. Britain can stop them, but it will be expensive (they only have 5 TPs left). The German MC plus if necessary an Italian DC2 should take care of Poland. Yugoslavia will have 4 points (DC2 and 2 MCs). To get an advantage the Allies will have to put 3 points into Yugoslavia.

Since the Allies have 8 TPs total, if they put 4 in Yugoslavia, 3 in Turkey, and 1 in Hungary (mandatory) they are out of diplomacy. I assume that they will do less in Yugoslavia.

The Axis will have a DC2 and DC1 remaining for the second round to try to clean up.

### Axis initial placements:

**Germany:** Finland (ACC3), Belgium (MC), Poland (MC), Yugoslavia (MC), Turkey (DC3)

**Italy:** Bulgaria (DC1)

### Allied placements:

**Britain:** Poland, Turkey, Yugoslavia

**France:** Belgium, Hungary, Rumania

**Russia:** None (Purge)

### Axis final placements:

**Germany:** Poland (DC1)

**Italy:** Belgium (DC2)

I am gambling a little this turn. I think that the Allies placements are Poland (1), Turkey (3), Yugoslavia (1), Belgium (2), Hungary (1), Rumania (1). That uses up all 8 TPs that the Allies have plus their free DC1 from Yugoslavia. If that is right, I can get away with a DC1 in Poland and with a DC2 in Belgium I




will get a trade pact. So I am going to gamble in Poland this turn. Of course, the French RE will probably mess that up.

Other than Britain eliminating the German flag in Russia, diplomacy actually went as expected. If there is a next turn, the Axis would have a +1 from opposing the Communist threat and an AC1 from the civil war. The flag situation overall looks pretty good both for ending the game this turn and for continuing on.

### Aggressions

Germany now needs to decide if (1) do we want to start the war now, and (2) if we start the war do we want a Pact with Russia.

Although we know the results, the calculation for demanding the Danzig Corridor is below. Demanding all of Poland would be 2 worse. So anything we do will give the Allies the opportunity to attack.

			
Balance of power	3		
European Aggression Index		4	4
Support levels	7	3	4
Minor country resistance			
Basic resistance level		4	4
Diplomatic alignment		0	0
Neighbors		-1	-1
Tile draw		0	0
<b>Threshold value</b>	<b>10</b>	<b>10</b>	<b>11</b>

So do we pull the trigger? If we decide to pull the trigger, let's look at the Pact calculation. It is:

Basic	30
German support level:	-7
Russian support level	+1
EAI	+4
Minor country diplomatic results	-3
Polish resistance (before tile draw)	+3
<b>Total</b>	<b>28</b>

The result is 28 plus the tile draw, so 29-31. In all cases, that is pretty good – Russia would get eastern Poland, the Baltic States, and either Bessarabia or the Finnish border hexes, but not both. Given the strength of Russia and the decent Pact concessions, it makes sense to sign the Pact.

Now back to Poland. There are some benefits to waiting – we have accumulated:

- +1 diplomatic result in the Balkans (from Bulgaria)
- DC1 in any diplomatic target (from Yugoslavia)
- Two more extra REs (from previous aggressions)

We have already lost the German flag in Russia, so we aren't risking that any more. We can probably get a trade pact with Turkey next turn. But we probably won't keep the trade pact with Belgium and we risk an Allied trade pact with Yugoslavia. Overall, while the diplomatic situation will change, it is hard to see it getting better.

The research situation seems like it will just get worse. There is marginal gains for the Axis for one more turn, and there could be something significant for the Allies. This is just a guess, but it is a risk.

So we will go for Danzig and the Corridor. That is 2 points less in Pact concessions and 2 points less in VPs for the Allies. If the Allies decide not to contest (because the Corridor is not as bad as all of Poland) then we will play another turn, but I doubt they will contest.

Italy could do an aggression against Albania, but it seems stupid. The expected resistance is 4, which free VPs for the Allies. Plus, they could consider just declaring war on Italy. I am not sure how that would work out, but since Germany isn't fully mobilized they couldn't immediately help. So it just feels like a bad idea.