






































air				
				
2	2	1	1	0

	1935				1936			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	5	9	12					
Factories	0	0	-8					
Unit construction	-2	-2	-2					
Shipbuilding								
Research	0	0	0					
Diplomacy	0	0	0					
Support adjustments	0	0	0					
End of turn	3	7	2					

Indicate mobilizations by red shading.

 Research 																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Effect
Jets			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧			RG/sup
Air Range			+1		+2		+3		+4		+5									R Garris
Strategic Bombers			+1		+2		result		+4		+5		result		+7		+8			R Garris
Air Defense			+1		+2		+3		+4		+5									R Garris
Air Transports			①		②		③		④		result									R Garris
Armor		35	①		②		result		④		⑤		result							R Garris
Rockets			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧			RG/sup
Specialized Units			①		②		result		④		⑤		result		⑦		⑧			RG/sup
Economic Prep.			①	★	②		AC1		④	★	⑤		AC2		⑦	★	⑧			act/sup
Atomic research			+1		+2		+3		+4											support
Radar			+1		+2		+3		+4		+5									R Garris
Counter-intelligence		35	①	★	②		result		④	★	⑤		result							intel
Covert operations		35	①	★	②		result		④	★	⑤		result							intel
Espionage		35	35	35	②		result		④	★	⑤		result							intel
Subversion			+1		+2		+3		+4		+5									intel
Shading:		Research points 1, 4					Research point 2						Research point 3							







	AC	1	2	3	intel
Spring 1935	0	Armor			esp.
Summer 1935	0	esp.			CI
Fall 1935	0	Esp.			Cov

# Player Log

## Fall 1935

### Random events

Russia purges diplomacy, getting another purge effect. The extra EAI makes Russia two counters short on its garrison. This cost Russia one support (and hence one TP), but saves them two TP as it also makes mobilizations two less expensive.

Economic Trend +1	
	Polish-Czech tension over Teschen. The Axis must support one side; Russia or the Allies the other EAI: +1
	
	South American dictatorships improve relations with Italy. Italian support level: +1 EAI: +1
	Research given higher priority by Cabinet. Britain may assign one additional activity counter to research.
	Franco-Belgian negotiations in Liege. Belgium: 1
	Comintern endorses Yugoslavian communist policies. Yugoslavia: 1

### Economics

**Factory conversion:** Russia mobilizes an idle factory.

**Research:** No additional expenditure.

**Unit construction:** Air. This is compulsory.

**Shipbuilding:** None. Russia doesn't build ships.

### Diplomacy

None – Russia chooses to purge diplomacy so that they get the free intel research point. Thanks to the Allies the border states have few Axis flags anyway, so diplomacy is not urgent.