





































		air	air	
				
2	2	1	1	0

	1935				1936			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	5	9	12	8	13	16	21	
Factories	0	0	-8	0	0	0	0	
Unit construction	-2	-2	-2	-2	-2	-2	-2	
Shipbuilding								
Research	0	0	0	0	-1	-2	0	
Diplomacy	0	0	0	0	-1	0	0	
Support adjustments	0	0	0	0	0	0	2	
End of turn	3	7	2	6	9	12	21	

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	35	36	36		result		④		⑤		result							R Garris
Rockets			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧			RG/sup
Specialized Units		36	36		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	36	★	②		result		④	★	⑤		result							intel
Covert operations		35	36	★	②		result		④	★	⑤		result							intel
Espionage		35	35	35	36	36	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
Winter 1935	0	Armor			none
Spring 1936	1	Armor	Esp		Cov
Summer 1936	2	Spec U	Armor	Esp	CI
Fall 1936	0	Spec U			none

Player Log

Fall 1936

Random events

The Russian random event is very good, because the Economic Climate is poor, validating Stalin's economic predictions. Russia will gain two tile points for a +2 support modifier from its random event.

Economic Trend →0	
	Admiral Horthy visits Kiel. Hungary: 1
	Iron Guard leaders accept German hegemony in Balkans as "inevitable." Rumania: 2
	Money remitted from Italians working in America reaches record high. Italian national income: +1
	Parliament assesses military preparedness. British support level: -2 (max. +2) +1 for each military research result.
	France improves anti-aircraft defenses. Allied air defense +1 level
	Capitalist crisis considered. Russian support level: (max +/-3) Modifier: inverse of Economic Climate.

Russia has a Great Purge. This is great for the cohesion effects, but it means Russia doesn't get to mobilize this turn. At least it is guaranteed Russia will be able to mobilize next turn, because no purge card can be drawn two turns in a row and Russia has a lot of tile points.

Economics

Factory conversion: None (Great Purge)

Research: None (Great Purge)

Unit construction: Air. This is actually not compulsory this turn, since the +2 support increase from Russian's random event puts Russia to 0 support! However Russia is maxing out in terms of how many TP they can save (21), so they might as well build a unit. Probably in a few turns they will try to build more units than necessary in order to improve the Russian garrison situation and increase their support level.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy

None (Great Purge).

Editor's note: *There is an argument to be made that Russia should build three units this turn, because it can't spend on research or diplomacy, has lots of tile points, and may find that it doesn't have the ACs to build units later, even though it can afford the construction and maintenance costs. Some of the costs associated with this plan would be recaptured because Russia's support would be at least one level higher. If Russia got its garrison to +1, it could use a military counter and seriously compete diplomatically in eastern Europe.*

This is a typical decision point in the game. There is no real way of knowing whether the Russian decision this turn was correct or not, mainly because it depends on the future course of the game, including random events and the Russian purge card draws.