	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
Winter 1936	0	Spec U			none
Spring 1937	0	CI			none
Summer 1937	2	Strat Bo	Esp	Armor	Cov
Fall 1937	2	Strat Bo	Spec U	Armor	CI







Player Log

Fall 1937

Russia has a party purge and chooses to purge diplomacy. I had to promise the allied player never to purge diplomacy again.

Random events

Economic Trend -1

- Mussolini visits Berlin.
 Italian support level: +1
 German support level: +1
-  Nazis given cabinet posts in new Austrian government.
 Austria: 2
-  Germany supports Hungarian demands for "territorial adjustments."
 Hungary: 2
-  Plans for new French fighters stolen.
 Spy ring effect for one Italian air project
-  Swedish minister misunderstands British reference to "mining" in wartime.
 Sweden: 1
-  Surplus French 75s sold to Bulgarian military.
 Bulgaria: 1
-  Stalin deems single-wing fighter design "consistent with one-party rule".
 Russian strategic bombers +1 level

Economics

Factory conversion: Unfortunately it's still too soon to do another. Next turn they will be able to, unless they get a Great Purge, or some other event that stops them. (*Editor's note: I am trying to think of **what** other event that might be...*)

Research: As mentioned last turn Russia got an espionage result. This allowed them to place a spy ring in Axis military. In turn this showed them all the Axis military research and allowed them to place an extra research point in one military project. Russia picked armor.

Unit construction: An air and an armor. Russia is building as many units as they can to get their garrison up.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy: Russia purged diplomacy, so it can't do any.

	1935				1936			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
Available tile points	5	9	12	8	13	16	21	29
Factories	0	0	-8	0	0	0	0	-8
Unit construction	-2	-2	-2	-2	-2	-2	-2	-2
Shipbuilding	0	0	0	0	0	0	0	0
Research	0	0	0	0	-1	-2	0	0
Diplomacy	0	0	0	0	-1	0	0	-4
Support adjustments	0	0	0	0	0	0	2	0
End of turn	3	7	2	6	9	12	21	15

Indicate mobilizations by red shading.