



































 2	 2	 1	 1	 0
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	1935				1936			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	5							
Factories	0							
Unit construction	-2							
Shipbuilding								
Research	0							
Diplomacy	0							
Support adjustments	0							
End of turn	3							

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			①	★	②		result		④	★	⑤		result							intel
Covert operations			①	★	②		result		④	★	⑤		result							intel
Espionage		35	①	★	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.

Player Log

Spring 1935


Random events


Russia doesn't care about the economic climate, unless it increases the European Aggression Index by going to -3, and Russia can't do much about the Rumanian diplomatic random event because it is poor.


Getting two purge events in the first turn is a good start for Russia.


Economic Trend -2


German military mission arrives in Bucharest.
Rumania: 1





 British economic ties with Bulgaria strengthened.
Bulgaria: 1

 Intelligence service funding debated.
French support level: -2 (max. +2)
+1 for each intelligence research result.

 Former Czarist officers purged.
One Russian infantry unit purged 1

Economics

Factory conversion: None.

Research: No additional expenditure.

Unit construction: Infantry. This is compulsory.

Shipbuilding: None.

Diplomacy

None - the Party purge will apply to diplomacy, rather than research, so Russia gets its free intelligence RP.