




































infantry	armor	air	air		
 2	 2	 1	 1	 1 <i>Meif Cohes.</i>	 0

	1937				1938			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	24							
Factories	0							
Unit construction	-6							
Shipbuilding								
Research	0							
Diplomacy	0							
Support adjustments	0							
End of turn	18							

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	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	37	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
Winter 1936	0	Spec U			none
Spring 1937	0	CI			none


Player Log


Spring 1937


Random events


Economic Trend +1


Bombing in Greek Parliament.
Greece: 0
EAI: +1

 Increased funding for research.
Any German project +1 level

 Italian army unveils new armored vehicles.
Italian support level: +1 EAI: +1

 Axis air threat studied.
British support level: -3 (max. +3)
+1 for each air research result.

 France gives military aid to Yugoslav government.
Yugoslavia: 2

 Dimitrov visits Moscow for briefing.
Bulgaria: 1

Economics

Factory conversion: Unfortunately it's too soon to do another, and Russia has a Great Purge anyway.

Research: None (Great Purge).

Unit construction: Armor, infantry and air. Russia has too many tile points, and it's getting late enough in the game. Russia has already mobilized twice, so it can start to build more units.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy: None (Great Purge).

	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.								