






































	research	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		
Factories	0	0	-8	0	0	0		
Unit construction	-2	-2	-2	-2	-2	-2		
Shipbuilding								
Research	0	0	0	0	-1	-2		
Diplomacy	0	0	0	0	-1	0		
Support adjustments	0	0	0	0	0	0		
End of turn	3	7	2	6	9	12		

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	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	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 1935	2	Spec U	Armor	Esp	CI

Player Log

Summer 1936

Random events

Russia has a military purge, which puts it into medium cohesion. On the good side this means they don't have to suffer the -1 support of low cohesion and Russia also gets an extra AC1 counter. On the bad side the ACC becomes strength 2.

Economic Trend -2	
	Tensions in Greece rise. Greece: 0 EA: +1
	Austrian Nazi leaders make big plans in Berlin. Austria: 2
	Lira devalued. Italian national income: -1
	German contacts with IRA uncovered. British support level: +1
	Yugoslav King visits France. Yugoslavia: 1
	Russia and Sweden agree on Baltic demilitarization. Sweden: 1

Economics

Factory conversion: None

Research: Russia uses an AC2 since they want to be able to get two light grey research points.

Unit construction: Air. This is compulsory.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy

Russia can afford to do some diplomacy. However the British wanted to do diplomacy on Turkey, so Russia didn't do any.