





































research	Rumania	air	air	Finland	
 2	 2	 1	 1	 1 <i>Meif Cohes.</i>	 0

	1937				1938			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	24	26						
Factories	0	0						
Unit construction	-6	-2						
Shipbuilding								
Research	0	-2						
Diplomacy	0	-3						
Support adjustments	0	2						
End of turn	18	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		 +1	RG/sup
Air Range			+1		+2		+3		+4		+5									R Garris
Strategic Bombers		37	+1		+2		result		+4		+5		result		+7		+8		 +1	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	37	result		④		⑤		result							R Garris
Rockets			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧		 +1	RG/sup
Specialized Units		36	36	36	②		result		④		⑤		result		⑦		⑧		 +1	RG/sup
Economic Prep.			①	★	②		AC1		④	★	⑤		AC2		⑦	★	⑧		 +1	act/sup
Atomic research			+1		+2		+3		+4		 +1									support
Radar			+1		+2		+3		+4		+5									R Garris
Counter-intelligence		35	36	37	②		result		④	★	⑤		result							intel
Covert operations		35	36	37	②		result		④	★	⑤		result							intel
Espionage		35	35	35	36	36	37		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
Summer 1936	2	Strat Bo	Esp	Armor	Cov







Player Log

Summer 1937

It's nice to have the +2 support event, but actually it's the last thing Russia needs as they are flush with TP already.

Random events

Economic Trend -2

- Separatist parties gain in strength.
Yugoslavia: 0
EAI: +1
-  Secret Russo-German economic talks in Smolensk.
Russia: 1
-  SD plants a double agent in British intelligence.
Axis counter-intelligence +1 level
-  Italian industrialists back expansion.
Italian support level: +2
-  Labor leaders agree to cooperative approach to economic problems.
Britain draws two random tiles
-  Increased spending on intelligence.
Any Allied intelligence project +1 level
-  Japanese defeated in border clashes.
Russian support level: +2

Economics

Factory conversion: Unfortunately it's still too soon to do another.

Research: Russia assigns an AC2 to research and gets an espionage result. (More on that next turn)

Unit construction: Air. Russia would build more but it doesn't have the ACs.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy

Russia counters the ACC in Rumania with an AC2 and counters the Italians in Finland with an AC1. The Italians only have AC1s left for diplomacy, so an AC1 should be able to counter them (unless there is an Axis random event in Finland).

	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.								