






































air				
				
2	2	1	1	0

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

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		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		35	①	★	②		result		④	★	⑤		result								intel
Covert operations		35	①	★	②		result		④	★	⑤		result								intel
Espionage		35	35	35	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.
Summer 1935	0	esp.			CI
Fall 1935	0	Esp.			Cov
Winter 1935	0	Armor			-

Player Log

Winter 1935

Random events

Russia had a Great Purge which changes two active units back to reserve and also gives three purge events. Russia gets an additional purge event and an addition unit back to reserve for its event. This makes Russia very close to mid cohesion. The deactivating of units has a negative effect on the garrison, but also decreases Russian maintenance. From my point of view overall this is a good thing at this stage of the game, since overall it will save them TP over the next few turns. Since Russia has a great purge they can only build a unit and use its free research point.

Economic Trend -2	
	Successful Party conference. German support level: +1 EAI: +1
	Italian military establishes contact with Croatian separatists. Yugoslavia: 1
	Britain repeals prohibition on private rocket experiments. British rockets +1 level.
	France purchases Czech tanks. Czechoslovakia: 2
	Wreckers found in Red Army units. Purge one additional military unit 

Economics

Factory conversion: None

Research: No additional expenditure.

Unit construction: Air. This is compulsory.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy

None – Russia has a great purge so they can't do diplomacy.