	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

Player Log


Winter 1936


Random events


Russia has a party purge, and they choose to purge research so that they can still do diplomacy.


Economic Trend +2


Norwegian-Swedish trade war.
The Axis must support one side;
Russia or the Allies the other
EAI: +1

 Poor harvest.
German national income: -1

 Mussolini and Stalin meet in Crimea.
Russia: 1

 Rutherford regains his health.
Both Allied atomic projects +1 step

 France posts record trade surplus.
France draws two random tiles

 Rumanian communists oppose rightist
drift to war with Russia.
Rumania: 1

Economics

Factory conversion: Russia mobilizes an idle factory. This also gives it a support bonus.

Research: None (Party purge of research).

Unit construction: Air.

Shipbuilding: None. Russia doesn't build ships.

Diplomacy: Russia places an AC2 in Turkey and an AC2 Rumania. The Turkey placement matches the German AC2 and the Rumanian AC2 covers the Italian placement in Rumania. Together with their random event it gives the Russian a total of +3 in Rumania, so they probably will be able to remove a German flag.