


















































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

	1937				1938			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
								
Available tile points	24	26	27	28				
Factories	0	0	0	0				
Unit construction	-6	-2	-4	-6				
Shipbuilding								
Research	0	-2	-2	0				
Diplomacy	0	-3	0	0				
Support adjustments	0	2	0	0				
End of turn	18	21	21	22				

Indicate mobilizations by red shading.

 <b>Research</b> 																					
		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		37	37	37RE		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	37	37	SP	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	⑤		result								R Garris
Rockets			①	★	②		1944		④	★	⑤		1943		⑦	★	⑧				RG/sup
Specialized Units		36	36	36	37		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	37		result		④	★	⑤		result								intel
Covert operations		35	36	37	<input checked="" type="checkbox"/>		result		④	★	⑤		result								intel
Espionage		35	35	35	36	36	37		④	★	⑤		result								intel
Subversion		37	+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 1937	2	Strat Bo	Esp	Armor	Cov
Fall 1937	2	Strat Bo	Spec U	Armor	CI
Winter 1937	0	Subv			none

## Player Log

### Winter 1937

With a Great Purge, Russia's only option is to build units, which it does. Apart from topping up its armor research once war breaks out, there is nothing else Russia can do. The game will now be decided on the battlefield, and Russia is in reasonable shape for that.

### Random events

**Economic Trend →0**

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Hungarian-Czech animosity.  
The Axis must support one side;  
Russia or the Allies the other  
EAI: +1
- 

Nazi Party strengthens ties with  
Hungarian rightists.  
Hungary: 1
- 

Machine tool production increased.  
Factory conversion cost: -1
- 

Exports boom fueled by record Italian  
wine production.  
Italy draws two random tiles
- 

Italy gives financial support to reactionary  
Hungarian factions.  
Hungary: 1
- 

High level contacts between Britain  
and Russia.  
Russia: 1
- 

French scientists confer with American  
counterparts.  
Both Allied atomic projects +1 step
- 

Treason in air force.  
One Russian air unit purged

1

## Economics

**Factory conversion:** Prohibited..

**Research:** Prohibited.

**Unit construction:** Armor, infantry and air.

**Shipbuilding:** None. Russia doesn't build ships.

**Diplomacy:** Prohibited..

	1935				1936			
	Spr	Sum	Fal	Win	Spr	Sum	Fal	Win
<b>Available tile points</b>	5	9	12	8	13	16	21	29
<b>Factories</b>	0	0	-8	0	0	0	0	-8
<b>Unit construction</b>	-2	-2	-2	-2	-2	-2	-2	-2
<b>Shipbuilding</b>	0	0	0	0	0	0	0	0
<b>Research</b>	0	0	0	0	-1	-2	0	0
<b>Diplomacy</b>	0	0	0	0	-1	0	0	-4
<b>Support adjustments</b>	0	0	0	0	0	0	2	0
<b>End of turn</b>	3	7	2	6	9	12	21	15
Indicate mobilizations by red shading.								