







## *You want a bigger battleship? Come to Italy...*

Spring 1936: (two battleship random events)

| Economic Trend +1   |   |
|---|---|
|  | Breakthrough in turbine engine technology.<br>Double value of previous investment in battleship design research, up to a maximum of three steps |
|  | True submersible prototype tested.<br>German submarines +2 levels.  |
|  | Italian naval architects reconcile beauty and durability.<br>Italian battleship design +1 level.  |
|  | Unrest in India.<br>British support level: -1   |
|  | British appeasement policies demoralizing.<br>French support level: -1  |
|  | May Day flyby of Kremlin too low.<br>One Russian air unit purged <span style="color: red;">1</span>   |

Almost everyone in the game had researched battleship design in 1935, so under the playtest rules then being used, Italy got to step 10 of battleship design in Spring 1936, and could lay down BB5s starting in Fall 1936.

Under the published rules, Italy would only reach step 9 of battleship design in Spring 1936, and therefore could start its BB5s in Winter 1936.