

Changes since publication (for June 30, 2015)

GATHERING STORM

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Consistency (deletion indicated):

10.91 The following support modifiers may apply to Russia:

...

F. DIPLOMATIC RESULTS IN RUSSIA: Certain random events, both public and secret, may shift Russia's diplomatic alignment by placing an Axis or Allied flag in Russia or eliminating an opposing flag. When such random events occur:

- ...
- **Removing Flags from Russia:** Flags in Russia are removed as follows:
 - ...
 - **Full Cohesion:** Once Russia reaches full cohesion **and no longer draws purge cards**, it eliminates one foreign flag in Russia each turn.

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GATHERING STORM

Transition to *A World at War*

1. *A WORLD AT WAR*

Clarification:

1.31 COMPLETING RESEARCH: Each major power alliance completes its research as best it can, applying *Gathering Storm* rule 33.2. All *Gathering Storm* research results, including partial results that modify *A World at War* research and production, are then revealed.

2. MAJOR POWERS AT WAR
3. MOBILIZATIONS
4. FORCE LEVELS

Typos, punctuation:

4.32 ARMOR:

...

C. EFFECT OF GERMAN ARMOR RESEARCH:

- ...
- If Germany achieves one *Gathering Storm* armor research result:
 - ~~Six~~ German armor units may be 4-6 armor units.
 - ...
- If Germany achieves two *Gathering Storm* armor research results:
 - 12 German armor units may be 4-6 armor units.
 - ...

- If Germany achieves three *Gathering Storm* armor research results:
 - 12 German armor units may be 4-6 armor units,
 - ...

E.TIMING: If Germany has both 3-6 and 4-6 armor units, the 3-6 armor units come into play first:

Simplification and consistency (deletion indicated):

4.34 AIR:

...

B. ADJUSTMENTS FROM OTHER UNITS: The total number of German air squadrons is increased or decreased as follows. These adjustments are made to the German At Start (active) air squadrons:

- ...
- **Research:** Germany's force pool is reduced by three air squadrons for each of the following research results achieved during *Gathering Storm*:
 - **Air transport:** Three unbuilt air squadrons for an air transport research result. The air transport factor is an allowable build.
 - **Specialized units:** Three unbuilt air squadrons for Germany's initial airborne unit and for the first Axis specialized unit research result. All airborne units are allowable builds.

Grammar:

4.36 GERMAN FORCE POOL:

A. TOTAL BRP VALUE: The total BRP value of Germany's *A World at War* force pool must total 20 BRPs of units for each German mobilization (12 plus the factories for the Rhineland, Austria and Czechoslovakia, for a total value of 300 BRPs), plus 10 BRPs of units (two AAF, one 3-3 infantry unit and one 1-3 infantry unit) to its force pool as allowable builds if Danzig and the Corridor were incorporated into Germany peacefully in *Gathering Storm*.

- ...
- The initial and first additional German airborne unit from the first Axis *Gathering Storm* specialized unit research result added as allowable builds are counted; the second German airborne unit added from the third Axis *Gathering Storm* specialized unit research result is not counted.

Simplification and consistency (deletion indicated):

4.54 AIR:

...

B. ADJUSTMENTS FROM OTHER UNITS: The total number of British air squadrons is increased or decreased as follows. These adjustments are made to the British At Start (active) air squadrons:

- ...
- **Research:** Britain's force pool is reduced by three air squadrons for each of the following:
 - **Strategic bombers:** Three built air squadrons for Britain's starting strategic bomber factor.
 - **Air transport:** Three unbuilt air squadrons for an air transport research result. The air transport factor is an allowable build.

5. ECONOMICS

Substantive change:

5.4 BRP LEVELS

5.41 BRP LEVELS: Each major power's starting BRP level in *A World at War* is the total of the following components:

A. PRORATED COMPONENTS: The total of the following values is prorated to adjust for the season in which war breaks out (100% if the first *A World at War* turn is Spring, 75% if Summer, 50% if Fall, 25% if Winter).

- **BRP base:** BRPs from factories mobilized in *Gathering Storm*.
- **British Commonwealth:** 40 BRPs from the British Commonwealth (Britain only).
- **Minor countries:** BRPs from:
 - Axis *Gathering Storm* aggressions (Poland, Baltic States, Albania, which becomes an Italian colony - transition rule 5.42).
 - Economic interests generated by *Gathering Storm* trade pacts in unconquered minor countries (transition rule 7.22C).
 - European colonies (Libya, Egypt, Palestine, Lebanon-Syria, Tunisia, Algeria, Morocco and the Ukraine).

- **German economic interest in Russia:** Germany's economic interest in Russia (Germany only - transition rule 5.43).

B. NON-PRORATED COMPONENT: Each major power then adjusts its starting BRP total as follows:

- **Unused tile points:** 3 BRPs for each unused *Gathering Storm* tile point, to a maximum of 30 BRPs (transition rule 1.4).
- **Support levels:** +/-3 BRPs for its relative *Gathering Storm* support level when war breaks out (transition rule 5.44)

C. BRITISH AND FRENCH PACIFIC COLONIES: Britain and France do not count the BRPs from their Pacific colonies until the 1940 YSS (Britain: 40 BRPs; France: 10 BRPs). If the first turn of *A World at War* is Summer 1940 or later, the BRPs from the British and French Pacific colonies are prorated.

5.42 BRP VALUES OF TERRITORIES: Territories have their normal *A World at War* BRP values, except as follows:

A. POLAND: If Poland is divided by Axis aggression or as a result of the Nazi-Soviet Pact:

- By a contested German aggression that results in war:
 - Danzig and the Polish corridor (hexes J35, K34, L34, M33 and N33) is a conquest worth five BRPs.
 - Central Poland (the remainder of Poland, excluding eastern Poland) is worth 15 BRPs.
 - Eastern Poland is worth 10 BRPs.
- By an uncontested German aggression in the course of *Gathering Storm*:
 - Danzig and the Polish corridor (hexes J35, K34, L34, M33 and N33) is incorporated into Germany, increasing its BRP base by five BRPs and its force pool by 10 BRPs of units.
 - Central Poland (the remainder of Poland, excluding eastern Poland) is worth 15 BRPs.
 - Eastern Poland is worth 10 BRPs.

B. BALTIC STATES: If the Baltic States are divided:

- Lithuania (hexes I37, I38, I39 and J38) is worth five BRPs.
- Latvia (hexes G38, G39, G40, H38, H39, H40, H41 and I40) is worth five BRPs.
- Estonia (hexes E40, E41, E42, F40, F41, and G41) is worth five BRPs.

*It is possible, although unlikely, that the Baltic States might be divided as a result of the Nazi-Soviet Pact. The *A World at War* mapboard overlay does not cover this remote possibility.*

5.43 GERMAN ECONOMIC INTEREST IN RUSSIA: The Nazi-Soviet Pact concession level is always rounded to the nearest number divisible by five (*Gathering Storm* rule 31.33). This rounding determines the extent of Germany's economic interest in Russia in *A World at War*:

- A. If the Nazi-Soviet Pact concession level is rounded down by two, Germany does not receive an economic interest in Russia.
- B. If the Nazi-Soviet Pact concession level is rounded down by one, Germany receives an economic interest of 5 BRPs in Russia.
- C. If the Nazi-Soviet Pact concession level is not rounded down, Germany receives an economic interest of 10 BRPs in Russia.
- D. If the Nazi-Soviet Pact concession level is rounded up by one, Germany receives an economic interest of 15 BRPs in Russia.
- E. If the Nazi-Soviet Pact concession level is rounded up by two, Germany receives an economic interest of 20 BRPs in Russia.
- F. The **prorated** value of the German economic interest in Russia is added to the starting German BRP total (5.41A).

5.44 SUPPORT LEVELS: The starting *A World at War* BRP levels of major powers that go to war in the final turn of *Gathering Storm* are increased or decreased as follows. These adjustments are not made for major powers that are neutral when *A World at War* begins.

- A. Each warring major power compares its support level to that of the opposing major(s) with which it is at war.
- B. If a major power is at war with two or more enemy major powers, their support levels are averaged before the comparison is made.
- C. Each warring major power adds 3 BRPs to its starting *A World at War* BRP level for each support level higher than its adversaries and subtracts 3 BRPs from its starting *A World at War* BRP level for each support level lower than its adversaries.
- D. Fractions are rounded to the next highest (for support advantages) or lower (for support disadvantages) number.

EXAMPLE: Germany, Italy, Britain and France all go to war, with the following support levels: Germany (8), Italy (3), Britain (6) and France (7). Each warring major power then compares its support level to the average of the opposing coalition.

The Axis average is $8 + 3 = 11/2 = 5.5$. The Allied average is $6 + 7 = 13/2 = 6.5$.

Germany has a support advantage of $8 - 6.5 = 1.5$, which rounds to 2. Germany adds 6 BRPs to its starting total.

Italy has a support disadvantage of $3 - 6.5 = -3.5$, which rounds to -3. Italy subtracts 9 BRPs from its starting total.

Britain has a support advantage of $6 - 5.5 = .5$, which rounds to 1. Britain adds 3 BRPs to its starting total.

France has a support advantage of $7 - 5.5 = 1.5$, which rounds up to 2. France adds 6 BRPs to its starting total.

If Italy remained neutral, this would have no effect on the German BRP adjustment, but Britain would subtract 6 BRPs and France would subtract 3 BRPs.

6. RESEARCH

Substantive change:

6.15 AMERICAN RPs: The U.S. receives:

A. One RP for every 50 BRPs (*A World at War* rule 41.22).

B. One RP for every 25 BRPs of base growth prior to the outbreak of war (*A World at War* rule 41.23, 10.25C, D).

C. One RP for every ten USAT and USJT levels above zero, rounded down (*A World at War* rule 41.211). If USAT are negative when war breaks out, the U.S. total is reduced by one RP for every ten USAT levels below zero, rounded towards a reduction (*A World at War* rule 41.211 is applied to negative USAT levels: if the USAT level is -10 to -1, the U.S. receives only one RP; if it is below -10, the U.S. receives no RPs).

Substantive change:

6.21 WHEN GENERAL RESEARCH IS PERMITTED: How general research is first conducted depends on when war breaks out:

A. **1938 OR EARLIER:** If the first turn of *A World at War* is in 1938 or earlier, general research is not permitted until 1939.

B. **1939:** If the first turn of *A World at War* is in 1939, general research is permitted in 1939.

C. **1940:** If the first turn of *A World at War* is in 1940, each alliance faction assigns RPs to general research in 1939 retroactively, as follows:

- The Axis and Western Allies may each assign five RPs to 1939 general research; Russia may assign three RPs to 1939 general research.
- RPs need not be assigned to general research for all categories.
- No more than three RPs may be assigned to general research for any one category.
- All 1939 general research die rolls are resolved before RPs are assigned to 1940 research.

D. **1941:** If the first turn of *A World at War* is in 1941, general research for 1939 is conducted as set out in 6.21C, then the procedure is repeated for 1940, with any modifiers from 1939 general research results being carried over into 1940.

6.22. ATOMIC RESEARCH: For each level of atomic research achieved in *Gathering Storm*, that major power alliance may apply a [+]
modifier to atomic general research:

A. The application of *Gathering Storm* atomic research modifiers is announced at the start of the research phase in which they are applied, before making the research die roll for atomic general research for that year.

B. A major power may apply all its *Gathering Storm* atomic research modifiers to a single atomic general research die roll, spread its *Gathering Storm* modifiers out so there is a [+1] modifier for each atomic general research die roll for as many years as it has *Gathering Storm* modifiers, or anything in between.

C. Each *Gathering Storm* atomic research modifier may only be used once.

D. If war breaks out in 1940 or later, *Gathering Storm* atomic research modifiers may be applied to 1939 and 1940 atomic general research die rolls (6.21C, D), subject to the restriction that the modifier applied may not exceed the level of *Gathering Storm* atomic research achieved up to that year.

6.23 SPY RINGS: *Gathering Storm* spy rings are eliminated when war breaks out, and have no effect on *A World at War* at war general research.

7. DIPLOMACY

Clarification:

7.12 ADDITIONAL DPs: If war breaks out in a Winter *Gathering Storm* turn, so that *A World at War* begins with a YSS followed by a Spring turn:

A. **BRPs:** Each major power also receives one DP for every 100 BRPs (round down) in its BRP total, in accordance with *A World at War* rule 49.14.

B. **WARSAW:** Germany receives one DP for control of Warsaw if it gained control of central Poland during *Gathering Storm*.

C. **ATHENS:** Italy receives one DP for control of Athens if it gained control of Greece during *Gathering Storm*.

8. POLAND

9. RUSSIA

10. UNITED STATES

Substantive change (deletion):

10.11 The U.S-Axis tension level in Spring 1935, when *Gathering Storm* begins, is -50 (minus fifty). The starting USAT level in *A World at War* is determined by the extent to which the USAT level rises as a result of *Gathering Storm*:

...

D. NAZI-SOVIET PACT: If the Nazi-Soviet Pact has been signed, +2 for each 5 BRPs of concessions below 35 BRPs; -2 for each 5 BRPs of concessions above 35 BRPs. The historical Pact concessions were worth 35 BRPs.

D. PRE-EMPTIVE WAR: If a pre-emptive war breaks out, rather than war directly related to Axis aggression against a minor country, +/-5, offset by the EAI at the end of the last turn of *Gathering Storm*:

- +5 if the Axis declared war, minus the EAI.

- -5 if the Allies or Russia declared war, plus the EAI.

Historical example:

-50 (Spring 1935 U.S.-Axis tension level)
 +36 (18 Gathering Storm turns)
 +9 (Axis aggressions)
 +5 (EAI, including a random event)
 0 (Nazi-Soviet Pact)
 +50 total

Starting U.S.-Axis tension level in *A World at War* = 0.

Substantive change (added event modifier):

10.12 U.S.-AXIS TENSION INCREASES: Once war breaks out, U.S.-Axis tensions increase in accordance with the *A World at War* rules, subject to the following:

A. STATUS MODIFIERS:

- +3 If no major powers are at war with the European Axis. This modifier does not apply if war broke out between Italy and the Western Allies and Italy surrenders before Germany is at war.

B. EVENT MODIFIERS:

- 3 If Russia controls one or more hexes in central Poland.

Clarification:

10.2 U.S. BEGINS PLAY IN FALL 1939:

10.21 Regardless of when war breaks out in Europe, the U.S. begins play in *A World at War* in Fall 1939. This will initially consist only of construction, tracking BRPs and resolving the 1940 YSS.

10.22 FORCES: The U.S. begins with the following air and ground units:

A. ATLANTIC:

- **At start:** One strategic bomber, two 3-4 mechanized infantry units, six replacements.
- **Fall 1939 allowable builds:** One 2-3 infantry unit, one 1-3 infantry unit.
- **Spring 1940 allowable builds:** Two AAF, eight NAS, one 1-3 marine unit.

B. PACIFIC:

- **At start:** Three AAF, 10 NAS, one air transport, one 2-3 infantry unit, four 1-3 infantry units, one 1-3 marine unit, six replacements.
- **Filipino units:** Two 1-2 infantry units.

10.23 DEPLOYMENT LIMITS:

A. ATLANTIC: One strategic bomber, two 3-4 mechanized infantry units and six replacements start in the Atlantic U.S. box.

B. PACIFIC: See scenario for details.

10.24 CONSTRUCTION: In Fall 1939, the U.S. must construct its allowable builds and start naval construction, using the American *A World at War* shipyards as its starting position, adjusting its BRP level to reflect these expenditures.

10.25 ECONOMICS:

A. STARTING BRP BASE AND LEVEL: The U.S. begins *A World at War* with a BRP base of 100 and a BRP level of 100 BRPs in Fall 1939.

B. PRE-WAR AMERICAN MOBILIZATIONS:

- The U.S. may not mobilize in the Atlantic prior to Spring 1940 unless war has broken out in Europe, regardless of USAT.
- The U.S. may not mobilize in the Atlantic more than once per turn, even if the USAT level is 20 or more when war breaks out.
- For each 1940 pre-war American mobilization, the U.S. adds 25 BRPs to its BRP base and BRP level, and increases its force pool and shipbuilding levels (*A World at War* rules 36.2, 36.3).
- If the Pacific theatre is being played, American Pacific mobilizations increase the starting American BRP base and BRP level normally, even if war hasn't yet broken out in Europe when they occur.

C. 1940 YSS:

- A 1940 YSS is conducted for the U.S. and Japan, even if war has not yet broken out in Europe.
- The American BRP base first grows during the 1940 YSS, at a growth rate of 50%, regardless of when war in Europe breaks out.
- RPs generated from American BRP base growth in the 1940 YSS are counted in the Western Allied RP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.

D. WAR IN 1941 OR LATER: In the unlikely event that war breaks out only in 1941 or later, the U.S. conducts a 1941 YSS and American RPs generated in both the 1940 YSS and the 1941 YSS are counted in the initial Western Allied RP totals.

Delete as redundant:

10.3 U.S.-JAPANESE TENSIONS:

10.31 Regardless of when war breaks out, if a Global War game is being played, U.S.-Japanese tensions begin at 0 in Fall 1939, just as in a normal game of *A World at War*.

11. JAPAN
12. *A WORLD AT WAR* RULE ADJUSTMENTS

Consistency:

21.211 RESTRICTIONS ON NAVAL MOVEMENT THROUGH STRAITS: Naval movement through certain straits is prohibited as set out below. Entry into a prohibited strait to carry out a naval activity is permitted provided the naval units leave the strait on the same side they entered, without passing through the strait. The control requirements set out below must be met at the start of the phase in which the naval activity is conducted:

...

G. STRAIT OF OTRANTO (AA25, AA26): Brindisi (AA25) and Durazzo (AA26) must be under friendly or neutral control.

Consistency:

49.32 RUSSIAN DP ALLOCATIONS: Russia may allocate DPs only to:

- A. Bulgaria, Croatia, Finland, Greece, Hungary, Poland, Rumania, Serbia, Sweden, Turkey, the Ukraine and Yugoslavia; and
- B. Any other minor country which has a pro-Russian diplomatic modifier as a result of *Gathering Storm* diplomacy.

Consistency:

49.434 CROATIA, FINLAND, SERBIA, SWEDEN AND YUGOSLAVIA: Croatia, Finland, Serbia, Sweden and Yugoslavia may not be named by Russia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Croatia, Finland, Serbia, Sweden and Yugoslavia before these conditions are met. This prohibition does not apply to the Western Allies.

Substantive change:

58.21 CALCULATING THE FRENCH SURRENDER LEVEL: The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. If France voluntarily surrenders (58.11B), the French surrender level is automatically +1. Otherwise the French surrender level is the cumulative total of the following modifiers (positive modifiers favor the Axis):

...

D. TURN OF SURRENDER: The number of turns after Germany gains control of any hex in France, including the turn in which this first occurs: one turn: +2; two turns: no modifier; three turns: -2; four or more turns: -4.

13. VICTORY CONDITIONS

AGGRESSION GUIDE

NAZI-SOVIET PACT

Consistency:

If the German player does not negotiate the Nazi-Soviet Pact:

	Russia's purge level is increased by one (Danzig and the Corridor) or seven (all of Poland) (22.31C).
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