

Changes since publication (for June 30, 2018)

GATHERING STORM

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14. FACTORY CONVERSION AND MOBILIZATION

Numbering:

14.73 BRITAIN:

...

14.734 BRITAIN'S FIFTH TO SEVENTH MOBILIZATIONS:

A. UNITS: In each of its fifth to seventh mobilizations, Britain may create:

- One armor unit, shipbuilding increase or air unit; plus
- Two air units.

B. RESTRICTIONS: The following restrictions apply to Britain's fifth to seventh mobilizations:

- Britain may not mobilize both an armor unit and a shipbuilding increase in the same turn.
- Britain may not mobilize a shipbuilding increase if it did so in its third or fourth mobilization.
- Britain may not mobilize an infantry unit.

14.735 BRITAIN'S EIGHTH AND FINAL MOBILIZATION:

A. UNITS: In its eighth and final mobilization, Britain may create any three of the following:

- One armor unit or a shipbuilding increase.
- One infantry unit.
- One or more air units.

B. RESTRICTIONS: The following restrictions apply to Britain's eighth and final mobilization:

- Britain may not mobilize both an armor unit and a shipbuilding increase.

- Britain may not mobilize a shipbuilding increase if it did so in a previous mobilization.

14.736 GENERAL RESTRICTONS:

A. UNITS: Britain's eight mobilizations may create no more than eight shipbuilding increases or armor units and two infantry units. Britain's remaining units must be air units.

B. ARMOR MOBILIZATIONS: Britain may not mobilize more than three armor units, including its initial armor unit, until it has achieved a British armor research result.

14.737 POST-1940 UNIT ADDITIONS: Starting in Spring 1941, Britain adds one armor, infantry or air unit to its reserve each turn. These additions are limited by the British counter mix. These additional units do not count against the BRP limit on Britain's *A World at War* force pool (transition rule 4.56A).

Research Segment

15. RESEARCH

Clarification:

15.23 RESTRICTIONS: Research points may be assigned to any eligible project, subject to the following restrictions and the specific project restrictions set out in 15.42. Each turn:

...

D. INTELLIGENCE RESEARCH POINTS: The single Axis, Allied and Russian intelligence research point:

- must be assigned to counter-intelligence, covert operations, espionage or codebreaking (Axis and Allies only).
- must be assigned to whichever of counter-intelligence, covert operations, espionage or codebreaking has the fewest research steps in it (player choice if tied) prior to the assignment of research points in the turn in question. This determination may be made after the application of a national random event, but must be made before any other research points are assigned.
- prevents the assignment of a second, normal research point to the same project in that turn (the 15.23A restriction applies, including the spy ring exception).
- may be assigned to an eligible project regardless of the stage of that project's research (the 15.23B restriction does not apply).
- may not be assigned by Russia in turns in which Russian research is prohibited by purge effects.

E. GERMAN ADVANCED RESEARCH POINT: The single German advanced research point:

- must be assigned to jets, advanced submarines or rockets.
- must be assigned to whichever of jets, advanced submarines or rockets has the fewest research steps in it (player choice if tied) prior to the assignment of research points in the turn in question. This determination may be made after the application of a national random event, but must be made before any other research points are assigned.
- prevents the assignment of a second, normal research point to the same project in that turn (the 15.23A restriction applies, including the spy ring exception).
- may be assigned to an eligible project regardless of the stage of that project's research (the 15.23B restriction does not apply).

F. RUSSIAN ADVANCED RESEARCH POINT: The single Russian advanced research point:

- must be assigned to jets or rockets.
- must be assigned to whichever of jets or rockets has fewer research points in it (player choice if tied) prior to the assignment of research points in the turn in question. This determination may be made after the application of a national random event, but must be made before any other research points are assigned.
- prevents the assignment of a second, normal research point to the same project in that turn (the 15.23A restriction applies, including the spy ring exception).
- may be assigned to an eligible project regardless of the stage of that project's research (the 15.23B restriction does not apply).
- may not be assigned by Russia in turns in which Russian research is prohibited by purge effects.

16. RESEARCH EFFECTS

Construction Segment

17. MAINTENANCE

18. BUILDING MILITARY UNITS

Shipbuilding

19. SHIPBUILDING

Renumbering:

19.76 SCRAPPING SHIPS PROHIBITED: Construction of ships may be continued, accelerated or deferred, but ships may not be eliminated in order to free shipyard space for the construction of other ships.

Balance of Power

20. THE BALANCE OF POWER

Russia

21. RUSSIAN GARRISON
22. RUSSIAN PURGES

Consistency:

22.21 PURGE EVENTS: Each turn, Russia may be subject to one of the following purges:

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B. PARTY: The Party Purge event affects research or diplomacy. Russia must choose *one* of the following prohibitions. The Russian player's choice will be apparent after the economic phase is completed and spending on research is revealed:

- **Research:** Russia may not conduct research or use its intelligence or advanced research point, subject to the following exceptions:
 - Russia still receives its one basic research point.
 - Russian research random events apply normally.
 - Russia may use an activity counter for research if allowed to do so by a random event.

European Aggression Index

23. EUROPEAN AGGRESSION INDEX

Diplomatic Phase

24. DIPLOMACY
25. CIVIL WARS

Restore accidental deletion:

25.41 GOVERNING AND REBELLING FACTIONS: In each civil war there is one governing and one rebelling faction, each supported by one of the three alliances in the game. The faction in bold is the governing faction and the second faction is the rebelling faction.

...

D. GOVERNMENT ADVANTAGE: The governing faction (25.4) receives a +1 modifier in all civil war diplomacy.

Clarification:

25.52 DIPLOMATIC RULES APPLY: The military and diplomatic aid provided by contending alliances in aid of their civil war factions are represented as follows:

A. DIPLOMATIC COUNTERS: Each contending alliance must place a diplomatic counter with a value of at least one in a civil war country in the normal manner, if not prohibited from doing so (24.56D, 24.61A, random events where a dispute between two minor countries precludes placement of a diplomatic counter in a minor country engaged in a civil war). If more than one civil war is being fought, a contending alliance may also use diplomatic counters with a value of zero to support their civil war factions.

- The placement of a diplomatic counter in a civil war country does not count against the limit on diplomatic counter placement.
- Greece and Spain are eligible targets for a Russian diplomatic counter if civil wars have broken out in them, provided Russian purge effects don't prevent Russian diplomacy.
- If Russian purge effects prevent Russian diplomacy, Russia must use any additional civil war diplomatic counter (24.53A) it has to meet this requirement.

Crisis Phase

26. CRISIS PHASE
27. AXIS AGGRESSION
28. MINOR COUNTRY RESISTANCE
29. RESOLVING AXIS AGGRESSION
30. AGGRESSION EFFECTS
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32. DECLARATIONS OF WAR

33. THE END OF THE GAME

Victory Determination

34. VICTORY DETERMINATION

GATHERING STORM

Transition to *A World at War*

1. *A WORLD AT WAR*

Reposition after 1.43:

1.44 EFFECT: These additional BRPs do not affect the major power's BRP base, but instead supplement the major power's at start BRP level on the first turn of *A World at War* (5.41B).

2. MAJOR POWERS AT WAR

Clarification:

2.22 DECLARATIONS OF WAR ON MAJOR POWERS:

2.221 BRP COST AND USAT EFFECTS: The normal *A World at War* declaration of war costs (35 BRPs, USAT increases or decreases, except for the declaration of war that brings the U.S. into the European war) apply to all declarations of war on major powers except:

A. If Germany or Italy is at war with only one of Britain and France, the Axis major power that is at war may declare war on the neutral Western Allied major power at no BRP cost and with no USAT effects.

B. Similarly, the neutral Western Allied major power may declare war on the Axis major power that is at war with the other Western Allied major power at no BRP cost and with no USAT effects.

3. MOBILIZATIONS

4. FORCE LEVELS

Consistency:

4.32 ARMOR:

...

C. EFFECT OF GERMAN ARMOR RESEARCH:

• ...

• If Germany achieves 15 steps of *Gathering Storm* armor research, as indicated by a "★", Germany may produce 5-6 armor units in *A World at War* once war breaks out between Germany and Russia (6.51B).

Clarification:

6.49 ASW AND TRANSPORT PRODUCTION:

...

B. Without any *Gathering Storm* transport research, the Western Allies start *A World at War* with 34 built transports and 5 unbuilt transports (39 transports in total). If the Allies conducted transport research in *Gathering Storm*:

• Three steps of transport research, as indicated by a "★", builds one unbuilt transport (35 built transports and 4 unbuilt transports; 39 transports in total).

• One *Gathering Storm* transport research result adds an unbuilt transport (35 built transports and 5 unbuilt transports; 40 transports in total).

5. ECONOMICS

Substantive change:

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, to a maximum gain or loss of 15 BRPs for each warring major power.

D. Fractions are rounded to the next highest (for support advantages) or lower (for support disadvantages) number.

6. RESEARCH
7. DIPLOMACY

Substantive change:

7.31 MINOR COUNTRY FORCES: The basic minor country force levels are as set out in the Minor Country Forces Table. The force level for each minor country may, at the option of the side that has one or more flags in the minor country at the end of *Gathering Storm*, be left at the basic level or increased or decreased as follows:

A. ONE OR TWO FLAGS: Add or remove one ground unit, as follows:

- Belgium and Norway are unaffected.
- Other minor countries that only have 1-3 infantry units (Albania, Bulgaria, Croatia) add or remove a 1-3 infantry unit.
- Other minor countries that have both 1-3 infantry units and 2-3 infantry units add or remove a 1-3 infantry unit.
- Minor countries that only have 2-3 infantry units (Finland, Spain, Sweden, Turkey) add or remove a 2-3 infantry unit.
- Ireland adds a 1-3 infantry unit (Axis flags) or removes a 1-3 partisan unit (Allied flags).

B. THREE OR FOUR FLAGS (TRADE PACT): Add or remove a second ground unit, as follows:

- Belgium and Norway add or remove a 1-3 infantry unit.
- Other minor countries that only have 1-3 infantry units (Albania, Bulgaria, Croatia) add or remove a second 1-3 infantry unit.
- Ireland adds a second 1-3 infantry unit (Axis trade pact) or removes a second 1-3 partisan unit (Allied trade pact).
- All other minor countries add or remove a 2-3 infantry unit.

8. POLAND
9. RUSSIA

Substantive change:

- 9.1 OVERVIEW
- 9.2 RUSSIAN COHESION LEVEL
- 9.3 RUSSIAN COHESION EFFECTS
- 9.4 RUSSO-GERMAN TENSIONS
- 9.5 NAZI-SOVIET PACT EFFECTS
- 9.6 NO NAZI-SOVIET PACT
- 9.7 SIBERIAN GARRISON
- 9.8 GERMAN PRE-EMPTIVE ATTACK

Clarification:

9.32 MOBILIZATIONS: The rate at which Russia may mobilize its remaining idle factories and civilian factories depends on the Russian cohesion level and when its last *Gathering Storm* mobilization occurred, as follows:

...

C. PRE-WAR MOBILIZATION OF CIVILIAN FACTORIES:

- If Russia has mobilized one or more civilian factories during *Gathering Storm* and war breaks out with the Nazi-Soviet Pact in effect, Russia may not mobilize its remaining civilian factories until the RGT level reaches 10.
- The forces generated by Russian pre-war mobilizations are governed by *A World at War* rule 36.32.

Typos (boxed comment after 9.41):

Historically the Nazi-Soviet Pact was negotiated in Summer 1939 and war broke out over Danzig and the Polish Corridor in the same turn. RGT start at zero. If war had not broken out, because the Allies had acquiesced in the aggression or because one side or the other backed down during the crisis, and war broke out in the following turn, RGT would be +1 when A World at War started in Winter 1939. If the last Gathering Storm turn was Winter 1939, RGT would be +2 when A World at War started in Spring 1940, and so on.

Clarification, renumbering:

9.54 BALTIC STATES: If the Baltic States are on Russia's side of the Pact line, the normal *A World at War* rules apply. If the Pact Line runs through the Baltic States then Lithuania, Latvia and Estonia are considered to be separate countries worth five BRPs each (transition rule 5.42B), and are conquered as follows:

A. LITHUANIA: Control of all four Lithuanian hexes.

B. LATVIA: Control of Riga.

C. ESTONIA: Control of Tallinn and Parnu.

9.55 GERMAN ECONOMIC INTEREST IN RUSSIA: The German economic interest in Russia is determined according to transition rule 5.44.

Clarification:

9.72 Once war breaks out and *A World at War* begins, Russia must meet the *A World at War* Siberian garrison requirement of 45 BRPs of units (*A World at War* rule 81.41). If Russia is unable to meet its Siberian garrison requirement when war breaks out because of purges, it must build the missing units as soon as possible and send them to Siberia. All remaining Russia units must begin the war in European Russia.

Substantive changes:

9.8 GERMAN PRE-EMPTIVE ATTACK:

9.81 If *Gathering Storm* ends with a German pre-emptive declaration of war on Russia, the following rules apply:

9.82 RUSSIA:

A. RUSSIAN GARRISON REQUIREMENTS: Once Russia has met its Siberian garrison requirement (9.7), it must set up its remaining forces in accordance with *A World at War* rule 63.51B, to extent this is possible:

- Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn within four hexes of an Axis-controlled east Prussian, Baltic, Polish hex or neutral Rumanian hex.
- 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

These requirements do not apply to Russian ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units, or Russian units which begin the game in the Pacific theater. If Russia does not have sufficient non-Siberian units to meet these requirements, the deficit is ignored – Russian European one-factor infantry and airborne units may deploy freely. These requirements only apply to Russia's initial setup.

B. RUSSIAN SURPRISE EFFECTS: Russian forces are subject to the surprise effects set out in *A World at War* rule 63.51F:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in Poland and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. This -1 DM does not apply during exploitation movement and combat.
- During the Axis player turn, Russian air units have their Air Nationality DRM reduced by one.
- During the Russian player turn following the Axis attack, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.

9.83 US-AXIS TENSIONS: The U.S.-Axis tension rules are revised as follows:

A. DIPLOMATIC MODIFIERS: DPs may be used to modifier U.S.-Axis tensions in 1942 and subsequent years.

B. STATUS MODIFIERS: The applicability of the additional modifiers is determined by the situation at the start of each game turn.

Additional modifiers:

- +1 If Russian resistance was zero or less in the previous turn.
- 1 If Britain is not at war with an Axis major power.
- 1 If France is not at war with an Axis major power.
- 1 If Italy has surrendered.

Deleted:

- +1 Axis ground units in Russia.

C. EVENT MODIFIERS:

Additional modifier:

- +1** For every 15 European Axis BRPs spent on offensive operations on the western and Mediterranean fronts. Offensive operations on the eastern front are not counted. A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.
- +1 For each negative Russian resistance level (+1 each time the Russian resistance level drops by an additional -1).

Deleted:

+1 For every 15 European Axis BRPs spent on offensive operations each turn. A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.

9.84 AMERICAN MOBILIZATIONS: *A World at War* rule 36.11G is superseded with respect to American mobilizations in Europe. The U.S. mobilizes in Europe when the following effective USAT levels are reached at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A): USAT 10, 20, 30, 35, 40, 45 and 50, followed by five additional increments. The USAT level is considered to go to 50 when war breaks out between the U.S. and Germany.

10. UNITED STATES
11. JAPAN
12. *A WORLD AT WAR* RULE ADJUSTMENTS

Consistency:

42.333 ARMOR:

A. GERMANY: Germany may produce:

- 3-6 or 4-6 armor units, up to its limit of 12 such armor units, if it did not mobilize these 12 armor units in *Gathering Storm*.
- 5-6 armor units:
 - in the year after the outbreak of war between Germany and Russia (two *Gathering Storm* German armor research results).
 - once war breaks out between Germany and Russia (15 or more steps of *Gathering Storm* German armor research results).

Consistency:

56.53 ITALIAN ECONOMIC INTERESTS: Italian economic interests in minor countries from *Gathering Storm* trade pacts become German when Italy surrenders.

Consistency:

82.21 DIPLOMATIC RESULT REQUIRED: A major power may obtain minor country BRPs diplomatically as set out in the diplomatic tables:

A. After a diplomatic result of “7” (Axis) or “0” (Western Allies, Russia):

- 5 BRPs for all European minor countries, except
- 10 BRPs for Poland, Spain, Turkey and Vichy France.

B. After a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia):

- 10 BRPs for all European minor countries, except
- 20 BRPs for Poland, Spain, Turkey and Vichy France.

Clarification:

83.12 MINOR COUNTRIES WITHOUT CAPITALS: The following areas are conquered when the listed cities or hexes are controlled:

...

B. BALTIC STATES: Riga, Parnu and Tallinn. If the Pact Line runs through the Baltic States then Lithuania, Latvia and Estonia are considered to be separate countries worth five BRPs each, and are conquered as follows: Lithuania: control of all four Lithuanian hexes; Latvia: control of Riga; Estonia: control of Tallinn and Parnu.

Consistency:

85.211 GERMANY: Albania, Austria, Belgium, Bulgaria, Czechoslovakia, Finland, Greece, Hungary, Norway, Poland, Rumania, Spain, Sweden, Turkey, the Ukraine, Vichy France and Yugoslavia.

85.212 ITALY: None.

85.213 WESTERN ALLIES: Albania, Austria, Belgium, Bulgaria, Czechoslovakia, Finland, Greece, Hungary, Norway, Poland, Rumania, Spain, Sweden, Turkey, Vichy France and Yugoslavia.

85.214 RUSSIA: Bulgaria, Finland, Greece, Hungary, Poland, Rumania, Sweden, Turkey and Yugoslavia; and any other minor country which has a pro-Russian diplomatic modifier as a result of *Gathering Storm* diplomacy.

13. VICTORY CONDITIONS

RANDOM EVENTS GUIDE

Clarification:

Conditional (research results): The support level of a major power is decreased by the stated amount. This adverse result is offset by +1 for each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +3. Intelligence results must have been revealed to count.

German and Italian research results include joint Axis projects; British and French research results include joint Allied projects. Thus an air range research result would count for both the German and Italian event.

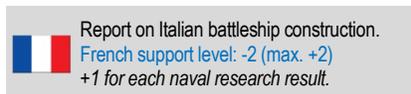
A second or third research result in the same project and 10-step research results all count as one result.



Germany's support level is decreased by -3, but this is offset for each German or joint Axis military research result (German armor, rockets, specialized units, West Wall and economic preparation), to a maximum of +3 German support increase.



Italy's support level is decreased by -1, but this is offset for each joint Axis air research result (air range and air transport), to a maximum +1 Italian support increase.



France's support level is decreased by -2, but this is offset for each purely France and joint Allied naval research result (French battleship design, ASW research and light ships), to a maximum +2 French support increase.