

## Changes since publication (for December 31, 2020)

# GATHERING STORM

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Spelling:

### 14.736 GENERAL RESTRICTIONS:

**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.

## Research Segment

15. RESEARCH

Clarification:

**15.23 RESTRICTIONS:** Research points may be assigned to any eligible project, starting with step 1, then step 2, and so on, up to the maximum value of the project, subject to the following restrictions and the specific project restrictions set out in 15.42. Each turn:

16. RESEARCH EFFECTS

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### 20. THE BALANCE OF POWER

## Russia

- 21. RUSSIAN GARRISON
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## European Aggression Index

### 23. EUROPEAN AGGRESSION INDEX

Clarification, typo:

**23.21 DETERMINING THE EAI:** The EAI is determined each turn, based on the following:

...

**B. NAZI-SOVIET PACT:** +1 if the Nazi-Soviet Pact has been signed (31.51B). This modifier takes effect at the end of the turn in which the Pact is negotiated, after any Polish crisis is resolved.

...

**D. ECONOMIC CLIMATE:** +1 if the Economic Climate is -3; -1 if the Economic Climate is +3. Less extreme Economic Climates do not affect the EAI.

Clarification:

**23.22 TIMING:** EAI increases from Axis aggressions take effect in the turn after the aggression (21.31A), although Axis aggressions in the final turn of the game modify the initial U.S.-Axis tension level in *A World at War* (transition rule 10.11C). The EAI increase from the Nazi-Soviet Pact takes effect at the end of the turn in which the Pact is negotiated, after any Polish crisis is resolved (23.21B). EAI increases from random events, the economic climate and civil wars (23.21C-E) take effect at the point in the turn when they occur.

## Diplomatic Phase

### 24. DIPLOMACY

Clarification:

**24.82** When a diplomatic result is achieved:

**A.** The diplomatic alignment of the target is shifted one level, regardless of the extent by which the successful alliance won. Any surplus is lost and cannot be retained for use in a subsequent turn.

**B.** The shift in the target's diplomatic alignment is recorded as follows:

- If the target had a favorable or neutral diplomatic alignment, the successful major power places a flag counter in the target.
- If the target had an adverse diplomatic alignment, one flag counter is removed from the target.
- Until the Nazi-Soviet Pact is signed, Allied diplomatic results do not eliminate Russian flags, and Russian diplomatic results do not eliminate Allied flags.
  - British, French and Russian flags may therefore co-exist in the same diplomatic target prior to the signing of the Nazi-Soviet Pact, although the Allies may not place a diplomatic counter in a diplomatic target containing both Allied and Russian flags (24.56D).
  - If Russia gets a diplomatic result in a country that contains four Allied flags, the Russian diplomatic result is treated as a diplomatic advantage; if the Allies get a diplomatic result in a country that contains four Russian flags, the Allied diplomatic result is treated as a diplomatic advantage (25.54). In either case, no flags are removed or added.

*It follows from this rule that the French flag that begins the game in Poland, which increases the Russian garrison requirement, cannot be removed by Russia. If the Axis eliminate the French flag, this helps Russia - in the short term.*

### 25. CIVIL WARS

Substantive change:

**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:** Once one of its component major powers has mobilized at least once, 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.

## Crisis Phase

26. CRISIS PHASE
27. AXIS AGGRESSION
28. MINOR COUNTRY RESISTANCE
29. RESOLVING AXIS AGGRESSION
30. AGGRESSION EFFECTS
31. THE NAZI-SOVIET PACT

Clarification, consistency:

**31.32 DETERMINING THE CONCESSION LEVEL:** The value of the territorial concessions obtained by Russia in the Nazi-Soviet Pact negotiations is **30**. This level is modified as follows:

...

**B. EUROPEAN AGGRESSION INDEX:** The EAI (23.31E). The higher the EAI, the greater the Pact concession level. The EAI increases for the German aggression against Poland that triggered the Pact and for the negotiation of the Pact itself are not counted. The EAI is considered to be +5 if the Pact is negotiated after the outbreak of war (23.26, 31.21B).

Shortened for formatting:

**31.83 BREAKING THE PACT IN A SUBSEQUENT TURN:** If Germany, having signed the Nazi-Soviet Pact when it seized Danzig and the Corridor, breaks the **Nazi-Soviet** Pact in a subsequent turn by committing aggression against the remainder of Poland and making it a German satellite:

32. DECLARATIONS OF WAR
33. THE END OF THE GAME

## Victory Determination

34. VICTORY DETERMINATION

Consistency:

**34.31 AXIS:** Victory points are deducted for idle or civilian (non-military) factories, as this weakens the war effort of major powers that are at war and delays the participation of neutral major powers.

**A. AXIS:** -1 for each German and Italian idle or civilian factory.

**B. ALLIES:** -1 for each British and French idle or civilian factory.

**C. RUSSIA:** -1 for each Russian idle factory; +2 for each Russian civilian factory that has been mobilized.

*Russia may only mobilize its five civilian factories if Germany has committed aggression against Poland without signing the Nazi-Soviet Pact, has violated the Nazi-Soviet Pact, or has committed aggression against the Baltic States* - 14.43C.

Clarification:

**34.81 POSSIBLE VP PENALTY:** If a pre-emptive war breaks out as a result of a in a turn in which no Axis aggression occurred, whichever of Germany, the Allies or Russia declares war incurs a VP penalty of -5, offset by the EAI at the end of the last turn of *Gathering Storm*. If the EAI were +5, there would therefore be no VP penalty for a pre-emptive declaration of war.

# GATHERING STORM

## Transition to *A World at War*

1. *A WORLD AT WAR*
2. MAJOR POWERS AT WAR
3. MOBILIZATIONS
4. FORCE LEVELS

Clarification:

#### 4.42 ARMOR:

...

**C. ITALIAN ARMOR PRODUCTION:** The level of Italian *Gathering Storm* armor research determines how many 2-5 armor units are upgraded to 3-5 armor units. Once this determination is made, the Italian force pool is fixed and any Italian armor production in *A World at War* is limited to units in the Italian force pool.

Substantive change:

#### 4.52 ARMOR:

**A. NO BRITISH ARMOR RESEARCH RESULT:** If Britain does not achieve a *Gathering Storm* armor research result, it may only mobilize three 2-5 armor units, and the Canadian armor unit is a 3-5 armor unit.

#### B. EFFECT OF BRITISH ARMOR RESEARCH:

- **One armor research result:** If Britain achieves a *Gathering Storm* armor research result, the Canadian 3-5 armor unit is a 4-5 armor unit, the first four British armor units are 2-5 armor units, and any additional British armor units are 4-5 armor units.
- **Eight steps of armor research:** If Britain has eight steps of *Gathering Storm* armor research, the Canadian 3-5 armor unit is a 4-5 armor unit, the first three British armor units are 2-5 armor units, the fourth British armor unit is a 3-5 armor unit, and any additional British armor units are 4-5 armor units.
- **Ten steps of armor research:** If Britain has ten steps of *Gathering Storm* armor research, the Canadian 3-5 armor unit is a 4-5 armor unit, the first two British armor units are 2-5 armor units, the third and fourth British armor units are 3-5 armor units, and any additional British armor units are 4-5 armor units.
- **Eleven steps of armor research:** If Britain has eleven steps of *Gathering Storm* armor research, the Canadian 3-5 armor unit is a 4-5 armor unit, the first British armor unit is a 2-5 armor unit, the second, third and fourth British armor units are 3-5 armor units, and any additional British armor units are 4-5 armor units.
- **Two armor research results:** If Britain achieves two *Gathering Storm* armor research results, the Canadian 3-5 armor unit is a 4-5 armor unit, the first four British armor units are 3-5 armor units, and any additional British armor units are 4-5 armor units.

**C. BRITISH ARMOR PRODUCTION:** The level of British *Gathering Storm* armor research determines how many 2-5 armor units are upgraded to 3-5 armor units. Once this determination is made, the British force pool is fixed and any British armor production in *A World at War* is limited to units in the British force pool.

Consistency:

#### 4.54 AIR:

...

**B. ADJUSTMENTS FROM OTHER UNITS:** The total number of British air squadrons is increased or decreased as follows:

- **Armor:**
  - For each 2-5 or 3-5 armor unit, Britain adds one air squadron to its force pool.
  - For each 4-5 armor unit, Britain removes three air squadrons from its force pool.
  - For the sixth armor unit (either a 2-5 or 3-5), Britain adds one air squadron to its force pool.

Clarification:

#### 4.62 ARMOR:

...

**C. FRENCH ARMOR PRODUCTION:** French armor production in *A World at War* is prohibited.

5. ECONOMICS
6. RESEARCH

Clarification:

#### 6.52 ROCKETS:

...

**C.** In addition to generating a [+1] modifier for the first roll for rocket research in *A World at War*, 18 steps of *Gathering Storm* rocket

research generates one rocket base in *A World at War*. This rocket base may be placed on the mapboard in Spring 1942 and counts against the overall rocket base force pool limit for the owning major power.

D. If Russia achieves a *Gathering Storm* rocket research result (six steps, three levels), each additional level of Russian *Gathering Storm* rocket research also generates one research point towards the production of shock armies in *A World at War* (eight steps: one research point; ten steps; two research points; and so on), in addition to the normal effects of *Gathering Storm* rocket research.

## 7. DIPLOMACY

Consistency:

7.51 Unless some or all of Czechoslovakia was annexed by Germany before the outbreak of war:

...

C. Czechoslovakia has a force pool of one 2-5 armor unit, two army air factors, and three 2-3 and three 1-3 infantry units, increased or decreased by its diplomatic alignment (7.31) and the effects of German occupation of the Sudetenland (7.51D).

## 8. POLAND

### 8. POLAND

Consistency with substantive changes, renumbering:

- 8.1 STATUS
- 8.2 NAZI-SOVIET PACT
- 8.3 RUSSO-POLISH BORDER WAR
- 8.4 RUSSIAN ATTACK ON POLAND
- 8.5 POLISH DIPLOMACY

8.11 At the outbreak of war, Poland will be in one of the following five states:

...

E. **NEUTRAL:** If Poland was not the target of German aggression in *Gathering Storm*, Poland is a neutral minor country worth 30 BRPs and is an eligible diplomatic target using the Polish diplomatic table.

- Eastern Poland is worth 10 BRPs and is either:
  - Assigned to Russia in accordance with the Nazi-Soviet Pact; or
  - An integral part of central Poland, if there is no Nazi-Soviet Pact.

### 8.2 NAZI-SOVIET PACT LINE:

8.21 If the Nazi-Soviet Pact is in effect at the outbreak of war, the Pact line can divide Poland in two ways:

A. **BETWEEN CENTRAL AND EASTERN POLAND:** Eastern Poland is a separate area worth 10 BRPs. This is the historical Pact line.

B. **BETWEEN CENTRAL POLAND AND DANZIG AND THE POLISH CORRIDOR:** Danzig and the Polish Corridor are a separate area worth 5 BRPs.

8.22 It is not possible for the Pact line to run along the German-Polish border, because Danzig and the Polish Corridor may not be taken by Russia as a Pact concession; it is not possible for the Pact line to run along the Russo-Polish border, because the Pact concession level can never be below 10.

### 8.23 STATUS OF BORDER AREAS:

A. **EASTERN POLAND:** Eastern Poland exists as a separate entity from western Poland throughout the game, unless the Pact concession level doesn't allow Russia to take eastern Poland (*A World at War* rule 64.31).

B. **DANZIG AND THE POLISH CORRIDOR:** Danzig and the Polish Corridor exists as a separate entity if:

- Germany acquired control of Danzig and the Polish Corridor during *Gathering Storm*; or
- If Russia acquired central Poland as a Pact concession in *Gathering Storm*, so the Pact line runs between central Poland and Danzig and the Polish Corridor.

C. **DIPLOMACY:** Units in eastern Poland and Danzig and the Polish Corridor do not modify diplomatic die rolls for Poland, regardless of the status of those areas.

### 8.3 RUSSO-POLISH BORDER WAR:

8.31 **RUSSO-POLISH BORDER WAR:** If the Nazi-Soviet Pact is in effect at the end of *Gathering Storm* as a result of a successful German aggression against Danzig and the Polish Corridor, leaving the rest of Poland intact, and the Pact line runs between eastern and

central Poland, a border war may break out between Russia and Poland if Russia demands eastern Poland before Poland is conquered.

### 8.32 TRIGGERING A BORDER WAR:

**A. INITIAL DEMAND:** A Russo-Polish border war begins when Russia demands eastern Poland. The demand is made during the Allied diplomatic phase, regardless of the current RGT level.

**B. POLISH RESPONSE:** Poland automatically rejects the Russian demand, without the need for a diplomatic die roll for Poland, and a border war breaks out.

**8.33 POLISH DEPLOYMENT:** When a Russo-Polish border war breaks out:

**A.** One Polish 2-3 and 1-3 infantry unit must deploy in each city in the disputed area.

**B.** If Poland has only two 2-3 infantry units, it substitutes a 1-3 infantry unit in one of the cities.

**C.** The remaining Polish infantry units may deploy in any Polish hexes, including hexes in the disputed area, up to the normal stacking limit of two units per hex, as determined by the Axis player.

**D.** The two Polish AAF deploy in Warsaw.

**8.34 DURATION:** A Russo-Polish border war begins in the Russian player turn in which it demands eastern Poland and continues until Poland concedes the border hexes at the start of its player turn:

**A.** Poland may concede eastern Poland at the start of its player turn regardless of how many cities in eastern Poland (Vilna, Brest-Litovsk and Lvov) have been occupied by Russia.

**B.** If Russia has occupied Vilna, Brest-Litovsk and Lvov, Poland must concede the border area and the Russo-Polish border war ends.

**8.35 FIGHTING A BORDER WAR:** During a border war:

**A.** Russian units are subject to the following restrictions:

- They may enter eastern Poland, but not central Poland.
- The ZoCs of Russian armor units do not extend into central Poland.
- The Polish air factors may not be counteraired.

**B.** Polish units may attrition and/or conduct offensive operations at no BRP cost, but may not enter or attack into Russia.

**C.** Poland may rebuild two infantry factors each turn. The Polish air units may only be rebuilt if Poland later allies with Germany.

**8.36 POLAND GIVES UP:** If Poland renounces its claim to eastern Poland, Russia gains control of eastern Poland and the border war ends. Any Polish units remaining in eastern Poland are repatriated to central Poland. Eastern Poland remains a separate entity worth 10 BRPs for the remainder of the game, even if both eastern Poland and central Poland are later controlled by the same major power (*A World at War* rule 64.31).

## 8.4 RUSSIAN ATTACK ON POLAND:

**8.41 NAZI-SOVIET PACT:** If the Nazi-Soviet Pact is in effect, Russia may only attack a neutral Poland as follows:

**A. POLAND ON THE GERMAN SIDE OF THE PACT LINE:** If central Poland is on the German side of the Pact line (8.21A), Russia may only attack Poland if Russo-German tensions have reached 25.

**B. POLAND ON THE RUSSIAN SIDE OF THE PACT LINE:** If central Poland is on the Russian side of the Pact line (8.21B), Russia may attack Poland at any time, regardless of the Russo-German tension level.

- Danzig and the Polish Corridor automatically come under German control at the end of the turn in which Russia attacks Poland, without the need for a German declaration of war or offensive operation.

**8.42 NO NAZI-SOVIET PACT:** If the Nazi-Soviet Pact is not in effect, Russia may attack Poland once it mobilizes its fourth and final idle factory, unless Poland is controlled by the Axis (9.21G).

**8.43 DECLARATION OF WAR REQUIRED:** A Russian attack on Poland proper requires a declaration of war costing 10 BRPs.

### Additional Modifiers:

-2 *If France has not fallen (applicable only if the Axis are making the diplomatic die roll).*

-2 *If Danzig and the Polish Corridor are under Axis control either as a result of a successful German demand against Danzig and the Polish Corridor in Gathering Storm or a German-Polish border war*

## 9. RUSSIA

Substantive change:

**9.21** If the Nazi-Soviet Pact is not in effect when war breaks out:

...

### G. RUSSIAN DECLARATIONS OF WAR:

- Starting in the turn in which Russia mobilizes its fourth and final idle factory, Russia may declare war on any eligible minor country other than those controlled by the Axis.
- Russia may declare war on Germany at a cost of 35 BRPs:
  - If Russia declares war on Finland, Poland, Rumania or Turkey, and Germany supports the minor country in the turn in which Russia declared war. If Russia does not wish to declare war on Germany, it has the option of backing down and losing the 10 BRPs it spent for the declaration of war against the minor country; or
  - in the turn in which Russia mobilizes its fifth and final civilian factory or in a later turn (2.21D).

Substantive change:

**9.33 INCREASES DURING A WORLD AT WAR:** Unless the Nazi-Soviet Pact was negotiated in *Gathering Storm*, Russia implements one or more purge events each turn in *A World at War*, based on the Russian Purge Table, until the Nazi-Soviet Pact is negotiated or Germany and Russia go to war. These purge events increase the Russian cohesion level, as does the negotiation of the Nazi-Soviet Pact (transition rule 9.55).

<b>Russian Purge Table - 9.33</b>	
<b>Purges</b>	<b>European situation</b>
+1	If two or more major powers are at war with the European Axis.
+2	If one major power is at war with the European Axis.
+3	If no major powers are at war with the European Axis.
+2	Axis control of any hex in Finland.
+3	Axis control of any hex in Rumania.
+6	Axis control of any hex in the Baltic States.
+6	Axis control of any hex in Poland.
+6	Axis control of any hex in Turkey.
+#	Nazi-Soviet Pact level (transition rule 9.55).
<p><b>Explanation:</b> Russia's purge level increases by the indicated number of purge events each turn in <i>A World at War</i> until the Nazi-Soviet Pact is negotiated or Germany and Russia go to war. Stalin is then considered to have consolidated his hold on power.</p> <p>The purge level increases for the number of major powers at war with the European Axis are determined by the situation at the start of each game turn; purge level increases for Axis control of minor countries adjacent to Russia are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.</p> <p>Allied major powers which have not yet gone to war with an Axis major power or which have surrendered are not counted as being at war.</p>	

Substantive change:

**9.45 EXCESS PURGE EVENTS:** If Russia incurs more than 30 purge events:

**A. RESEARCH:** For every two excess purge events, Russia immediately assigns one additional research point to any air or military project, subject to the following:

- Research points from excess purge events may only be assigned to air and military projects.
- Research points from excess purge events must be assigned equally to air and military projects, with any odd research point going to either an air or military project, at the Russian player's discretion.
- No more than one research point from excess purge events may be assigned to each air or military project. This limit applies for the entire game.
- Research points from excess purge events are subject to the limit on the number of research points that may be placed in a project in a single year (*A World at War* rule 41.31B).
- If a research point is placed in a research project for which a roll has already been made in that year, the research point is saved and may be used in a subsequent year.
- If a research point is placed in a production project which has already been triggered in that year, the research point is saved and may be used in a subsequent year.

**B. ADDITIONAL INFANTRY:** For every three excess purge events, Russia may add one unbuilt 3-3 infantry unit to its force pool.

- Russia may add a maximum of three 3-3 infantry units to its force pool from excess purge events, including any added during the transition from *Gathering Storm* to *A World at War*.

- The use of research points from excess purge events may be deferred to add *A World at War* infantry units to Russia's force pool.

Substantive change. renumbering:

**9.53 A WORLD AT WAR PACT:** If the Nazi-Soviet Pact was not negotiated in *Gathering Storm*, Germany has the option of negotiating the Pact when it declares war on Poland, provided:

A. Neither Germany nor Russia has declared war on Poland in a previous turn.

**B. Germany does not have hex control of Poland.**

C. Germany has not declared war on the Baltic States.

Clarification:

**9.54 A WORLD AT WAR PACT CONCESSION LEVEL:** If the Nazi-Soviet Pact is negotiated in *A World at War*, the value of the territorial concessions obtained by Russia in the Pact negotiations is **30**, modified as follows:

A. **18-STEP RESEARCH RESULTS:** -1 for each German 18-step research result achieved in *Gathering Storm*; +1 for each Russian 18-step research result achieved in *Gathering Storm*.

B. **MINOR COUNTRIES:** Diplomatic modifiers, economic interests and control of Finland, Rumania and Turkey modify the Pact level as follows. These modifiers are independent and cumulative; a minor country may trigger modifiers for one, two or all three reasons:

- **Diplomatic modifiers:** For diplomatic modifiers in Finland, Rumania and Turkey from *Gathering Storm* diplomatic results (transition rule 7.22): -1 for each Axis diplomatic modifier; +1 for each Russian diplomatic modifier.
- **Economic interests:** For economic interests in Finland, Rumania and Turkey, whether from *Gathering Storm* trade pacts or *A World at War* diplomatic results: -1 for each Axis economic interest; +1 for each Russian economic interest. This modifier is in addition to any modifier for
- **Control:** For control of all the hexes in a minor country:
  - **Finland:** -2 for Axis control; +2 for Russian control.
  - **Rumania:** -3 for Axis control; +3 for Russian control.
  - **Turkey:** -6 for Axis control; +6 for Russian control.
- **Western Allied diplomatic results ignored:** Western Allied minor country diplomatic modifiers, economic interests and control have no effect on the Pact level.

C. **WESTERN ALLIED MAJOR POWERS AT WAR:** +5 for each Western Allied major power at war with the European Axis. Allied major powers which have not yet gone to war with an Axis major power or which have surrendered are not counted as being at war.

Substantive change:

**9.55 PURGE EFFECTS:** Russia's purge level is increased by the Pact concession level, divided by 5.

Clarification:

**9.72 STARTING LEVEL:** RGT are tracked if Germany chooses to negotiate the Nazi-Soviet Pact in either *Gathering Storm* or *A World at War*. RGT start at zero when the Nazi-Soviet Pact is negotiated, adjusted as follows:

A. If the Nazi-Soviet Pact was negotiated in *Gathering Storm*, +1 for each *Gathering Storm* turn played after Russia has reached full cohesion. If Russia reaches full cohesion as a result of the Russian purge card draw and random events, the +1 RGT modifier applies for that turn; if Russia reaches full cohesion only as a result of the purge events from the Nazi-Soviet Pact, the +1 RGT modifier does not apply for that turn.

*RGT will start at zero unless Gathering Storm continues after Russia reaches full cohesion (30 or more purge events). Often this will occur only if Gathering Storm continues after the signing of the Nazi-Soviet Pact, with Russia reaching full cohesion because of the purge level increases from the Pact (Gathering Storm rule 22.31D), but the RGT modifier also applies when Russia reaches full cohesion before the Nazi-Soviet Pact is negotiated.*

B. If the Nazi-Soviet Pact was negotiated in *A World at War*, the Pact is considered to have come into existence at the start of the turn in which Germany declares war on Poland, and all the RGT status modifiers apply for that turn. The starting RGT level is +1 for each *Gathering Storm* and *A World at War* turn played after Russia has reached full cohesion. Previous RGT event modifiers apply to the starting RGT level.

## 10. UNITED STATES

**Consistency, format:**

### 10.25 ECONOMICS:

A. **STARTING BRP BASE AND LEVEL:** The U.S. begins *A World at War* with a BRP base of 150 and a BRP level of 160 BRPs in Fall 1939.

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

*See the A World at War update document.*

13. VICTORY CONDITIONS