

## Changes since publication (for June 30, 2021)

# GATHERING STORM

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10. SUPPORT LEVELS

Substantive change, reorganization:

**10.71** The following support modifiers may apply to Britain:

...

### B. AGGRESSIONS:

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the British support level is increased by one for the remainder of the game. **This support increase:**
  - generates additional income for the remainder of *Gathering Storm*; increases British support against subsequent aggressions by the Axis major power which triggered the support increase; is counted when determining whether Britain can declare pre-emptive war against the Axis major power which triggered the support increase; is counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression; and increases British support when determining BRP adjustments at the start of *A World at War*.
  - is not counted when determining British support during a crisis involving the Axis major power which did not trigger the support increase or when determining whether Britain can declare pre-emptive war against the Axis major power which did not trigger the support increase (32.61B, 32.81C).
  - If both Italy and Germany have carried out a second aggression, British support is increased against both Axis major powers.
- **Temporary increases:** Britain's support level is also increased temporarily in the turn or turns following all Axis aggressions except Ethiopia, the Rhineland and the Baltic States, as detailed in the **Aggression Effects Guide**. Temporary support increases:
  - generate additional income for the remainder of *Gathering Storm*; increase British support against subsequent aggressions by the Axis major power which triggered the temporary support increase; are counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression; and increase British support when determining BRP adjustments at the start of *A World at War*.
  - are not counted when determining British support during a crisis involving the Axis major power which did not trigger the temporary support increase or when determining whether Britain can declare pre-emptive war (32.61B, 32.81C).
  - for Italian aggressions against Albania, Greece and Yugoslavia, accrue to Britain if there are more British than French flags in the aggression target and in the minor countries bordering the aggression target.
- ...

Substantive change, reorganization:

**10.81** The following support modifiers may apply to France:

...

### B. AGGRESSIONS:

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the French support level is increased by one for the remainder of the game. **This:**

- generates additional income for the remainder of *Gathering Storm*; increases French support against subsequent aggressions by the Axis major power which triggered the support increase; is counted when determining whether France can declare pre-emptive war against the Axis major power which triggered the support increase; is counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression; and increases French support when determining BRP adjustments at the start of *A World at War*.
- is not counted when determining French support during a crisis involving the Axis major power which did not trigger the support increase or when determining whether Britain can declare pre-emptive war against the Axis major power which did not trigger the support increase (32.61B, 32.81C).
- If both Italy and Germany have carried out a second aggression, French support is increased against both Axis major powers.
- **Temporary increases:** France's support level is also increased temporarily in the turn or turns following all Axis aggressions except Ethiopia, the Rhineland and the Baltic States, as detailed in the **Aggression Effects Guide**. Temporary support increases:
  - generate additional income for the remainder of *Gathering Storm*; increase French support against subsequent aggressions by the Axis major power which triggered the temporary support increase; are counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression; and increase French support when determining BRP adjustments at the start of *A World at War*.
  - are not counted when determining French support during a crisis involving the Axis major power which did not trigger the temporary support increase or when determining whether France can declare pre-emptive war (32.61B, 32.81C).
  - for Italian aggression against Albania, Greece and Yugoslavia, accrue to France if there are as many or more French than British flags in the aggression target and in the minor countries bordering the aggression target.
- ...

## Income Phase

11. NATIONAL INCOME

## Economic Phase

12. ACTIVITY COUNTERS  
13. ECONOMIC PHASE

## Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Spelling:

- 14.6 EFFECTS OF MOBILIZATIONS

## 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:

**A. ONE RESEARCH POINT PER PROJECT:** No more than one research point may be assigned to each project (EXCEPTIONS: Research points from spy rings (15.22B) and civil war interventions (15.22D)).

**B. RESEARCH POINTS TO DIFFERENT STAGES OF PROJECTS:** For each alliance:

- Its first, fourth, seventh and tenth research points must be assigned to the first three steps of a project (clear cells). If there are more such research points than there are available clear cells, the remaining research points may be assigned to light grey cells or, if there are insufficient light grey cells, to dark grey cells.
- Its second, fifth, eighth and eleventh research points may be assigned to any of the first six steps of a project (clear or light grey cells). If there are more such research points than there are available clear or light grey cells, the remaining research points may be assigned to dark grey cells.

16. RESEARCH EFFECTS

## Construction Segment

17. MAINTENANCE  
18. BUILDING MILITARY UNITS

## Shipbuilding

## 19. SHIPBUILDING

### Balance of Power

#### 20. THE BALANCE OF POWER

Spelling:

**20.61** The balance of power affects play as follows:

...

**C. RUSSIAN GARRISON:** The Russian garrison requirement is increased by one for each Axis armor, infantry and air balance of power advantage and is reduced by one for each Allied armor, infantry and air balance of power advantage. The naval balance of power is ignored (21.22B).

### Russia

#### 21. RUSSIAN GARRISON

Consistency:

**21.22 RUSSIAN GARRISON REQUIREMENT:** The Russian garrison is compared to the total of:

...

**E.** Occupation policies research results (one for the first result; an additional two for the second result - 16.16E).

#### 22. RUSSIAN PURGES

Clarification:

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

...

**B. PARTY:** The Party purge event affects research or diplomacy. Russia must choose *one* of the following prohibitions. **Russia announces its choice at the end of the economic phase, prior to diplomacy:**

Spelling:

**22.44 COMPOSITION OF THE PURGE CARD DECK:**

### European Aggression Index

#### 23. EUROPEAN AGGRESSION INDEX

Cross-reference:

**23.22 TIMING:** EAI increases from Axis aggressions take effect in the turn after the aggression (23.21A), 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:

**24.37 EFFECTS:** The anti-Comintern counter acts like a **German diplomatic counter**, modifying the diplomacy for the minor country in which it is placed by its strength.

#### 25. CIVIL WARS

### Crisis Phase

#### 26. CRISIS PHASE

Consistency with substantive change, typo:

**26.12 PRE-EMPTIVE DECLARATIONS OF WAR:** Subject to meeting threshold requirement for declaring war, once any crisis triggered by an Axis aggression has been resolved, including by the outbreak of war:

**A. GERMANY:** Germany may declare war on the Allies, provided **the Allies did not declare war on Germany or Italy in response to an Axis aggression.**

27. AXIS AGGRESSION

28. MINOR COUNTRY RESISTANCE

Consistency in capitalization:

**28.21 MINOR COUNTRY BASIC DEFENSIVE STRENGTHS:** The basic defensive strengths of the minor countries which may be attacked by the Axis are set out below (negative modifiers are cumulative). Neighboring minor countries that must be controlled for the aggression to take place are indicated in italics and parentheses:

...

**C. Greece:** 4 (-2 if a Greek civil war is being fought) (*Albania*)

**D. Yugoslavia:** 5 (-2 if a Yugoslavian civil war is being fought) (*Albania*)

Substantive change:

**28.42 DEFINITION OF "BORDERING COUNTRY":** Potential aggression targets are considered to be bordered by the countries listed below. **Albania, which Italy must control before it can carry out aggression against either Greece or Yugoslavia (28.61), does not modify the resistance level of those countries.**

**A. Ethiopia:** No bordering countries.

**B. Albania:** Greece, Yugoslavia.

**C. Greece:** **Albania**, Bulgaria, Turkey, Yugoslavia. If Yugoslavia breaks up because of successful Italian aggression against Yugoslavia or Axis victory in a Yugoslav civil war, Greece is considered to be bordered by Serbia but not Croatia.

**D. Yugoslavia:** **Albania**, Austria, Bulgaria, Greece, Hungary, Rumania.

29. RESOLVING AXIS AGGRESSION

30. AGGRESSION EFFECTS

31. THE NAZI-SOVIET PACT

32. DECLARATIONS OF WAR

Consistency with substantive change:

**32.33 SUPPORT LEVELS:** The support levels of the major power declaring war and the major power against which war is being declared are compared.

...

**A.** If the support level of the major power declaring war is greater, the ability to declare war is increased by that amount.

**B.** If the support level of the major power against which war is being declared is greater, the ability to declare war is decreased by that amount.

**C.** When determining the British and French support levels, Allied support increases from an Axis second aggression and temporary Allied support increases from Axis aggressions (10.71B, 10.81B) are only taken into account in determining whether Britain and France may declare war against the Axis major power that triggered the support increases. Temporary support increases only apply in response to an aggression, and do not count for pre-emptive war (32.61B).

Consistency with substantive change:

**32.61 RESTRICTIONS:** British and French declarations of war are subject to the following restrictions, based on the aggressiveness of the Axis major power upon which the Allies wish to declare war:

...

**B. NO AXIS AGGRESSIONS:** If the target Axis major power is not committing an aggression, Britain and France may declare pre-emptive war, or threaten to declare pre-emptive war, subject to the following restrictions:

**Joint declarations of war required:** Britain and France must both meet the threshold requirement to declare war; a unilateral declaration of war by only one Allied major power is not permitted.

• ...

• **Second aggression support increases:** Allied support increases from an Axis second aggression (10.71B, 10.81B) are only taken into account in determining whether Britain and France meet the threshold requirement to declare or threaten to declare pre-emptive war against the Axis major power that triggered the support increase.

- **Temporary support increases not counted:** Temporary Allied support increases from Axis aggressions (10.71B, 10.81B) are not taken into account in determining whether Britain and France meet the threshold requirement to declare or threaten to declare pre-emptive war against an Axis major power that is not committing an aggression.

### 33. THE END OF THE GAME

## Victory Determination

### 34. VICTORY DETERMINATION

# GATHERING STORM

## Transition to *A World at War*

1. *A WORLD AT WAR*
2. MAJOR POWERS AT WAR

Consistency with substantive change:

**2.31** Major powers which are not at war at the start of *A World at War* may declare war on neutral minor countries as permitted by *A World at War* rule 50.33. In addition:

...

#### C. RUSSIA:

- If the Nazi-Soviet Pact is in effect, the normal *A World at War* rules apply and Russian declarations of war are subject to Russo-German tension restrictions, subject to the proviso that Russia may declare war on any minor country that is entirely on the Russian side of the Pact line regardless of the Russo-German tension level (in classic *A World at War*, this exception applies only to the Baltic States).
- If the Nazi-Soviet Pact is not in effect, Russia may declare war on any eligible minor country other than those **in which Germany or Italy has an economic interest or that are** controlled by the Axis.

3. MOBILIZATIONS
4. FORCE LEVELS

Substantive change, clarification, reorganization:

#### 4.53 INFANTRY:

- A. The first British *Gathering Storm* infantry unit, which already exists at the start of *Gathering Storm*, is converted to two 3-4 infantry units.
- B. The second British *Gathering Storm* infantry unit, which may only be mobilized as part of Britain's eighth and final mobilization, is converted to a 3-4 infantry unit and three air squadrons.
- C. 1-3 British infantry units are associated with the first *Gathering Storm* British air unit.

#### 4.54 AIR:

**A. GATHERING STORM AIR UNITS:** Each British *Gathering Storm* air unit is converted to five *A World at War* air squadrons, subject to the following:

- The first *Gathering Storm* air unit, which generates three 1-3 infantry units, generates only two *A World at War* air squadrons.
- For each British mobilization which does not create a *Gathering Storm* infantry unit (normally the second to seventh British mobilizations), one additional air squadron is added (normally 6 additional air squadrons).

**B. OTHER GATHERING STORM UNITS:** The 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.
- **Infantry:** If Britain mobilizes a second infantry unit as part of its eighth and final mobilization, Britain adds three air squadrons to its force pool.

**C. CONVERSION TO A WORLD AT WAR AIR UNITS:** British air squadrons are converted to *A World at War* air units, as follows:

- **Strategic bombers:** Three At Start air squadrons for Britain's starting strategic bomber factor. No air squadrons are used for the second strategic bomber factor added from a British 18-step *Gathering Storm* strategic bomber research result.
- **Air transport:** Three unbuilt air squadrons for an air transport research result. The air transport factor is an Allowable Build.
- **Naval air:** Britain must have six At Start NAS for its three starting CVLs, plus another two NAS for each CVL launched or laid

down during *Gathering Storm*.

- **Remaining air squadrons:** Britain's remaining air squadrons may be either army air or naval air, as desired by the British player.
- **Remnants:** Air squadrons may be carried over into future turns in order to form AAF. When Britain's last *Gathering Storm* air units enter the British force pool, any remnants (one or two air squadrons) become NAS.

5. ECONOMICS
6. RESEARCH

Clarification:

### 6.55 ECONOMIC PREPARATION:

...

**B. PRODUCTION EFFECTS:** In addition to the construction limit effects of a second *Gathering Storm* economic preparation research result:

- 15 steps of *Gathering Storm* economic preparation research, as indicated by a "★", give the European Axis, Western Allies or Russia either the six air or the six military production results listed below. The decision whether to obtain the air or military production results is made when the first result is chosen, and may not be changed once made.
- 18 steps of *Gathering Storm* economic preparation research give the European Axis, Western Allies or Russia any combination of the air and military production results listed below.
- Production results may be taken in any order.
- Only one production result may be taken each year.
- Each production result may be taken only once per game.
- The first production result may be taken in the year in which normal production is first allowed.
- A strategic bomber factor may be produced even if normal production of strategic bombers is not permitted, and may be used in the turn of production (*A World at War* rules 27.91A, 42.22B).
- Economic preparation production results do not count against production and other yearly limits.

7. DIPLOMACY

Clarification:

### 7.23 RUSSIAN FLAGS:

**A. PRO-RUSSIAN MODIFIERS POSSIBLE:** A minor country with no basic diplomatic alignment that contains one or more Russian flags when *Gathering Storm* ends may have a pro-Russian basic diplomatic alignment in *A World at War*. This alignment benefits Russia, but not the Western Allies.

**B. MINOR COUNTRIES WITH RUSSIAN AND ALLIED FLAGS:** If *Gathering Storm* ends without a Nazi-Soviet Pact, both Russia and the Allies roll for minor countries that contain both Russian and Allied flags. This determines whether the basic diplomatic alignment of the minor country is shifted in favor of one, both or neither alliance faction. This shift is not cumulative - a diplomatic alignment shift in favor of both Russia and the Western Allies is still only a -1 modifier for *A World at War* diplomatic die rolls for that minor country, but it would benefit both Allied alliance factions.

Clarification:

**7.33 FINLAND AND RUMANIA:** The Finnish border hexes and Bessarabia do not exist as separate areas, the diplomatic modifiers relating to them do not apply, and no border war between Russia and Finland or Rumania may occur, if there is no Nazi-Soviet Pact or, if there is a Pact:

#### A. FINNISH BORDER HEXES:

- The Pact Line runs along the Russo-Finnish border, placing Finland entirely on the German side of the Pact Line; or
- Russia does not demand the Finnish border hexes.

**B. BESSARABIA:** Bessarabia is not considered a separate area in *A World at War* if:

- The Pact Line runs along the Russo-Rumanian border, placing Rumania entirely on the German side of the Pact Line; or
- Russia does not demand Bessarabia.

Substantive change, clarification:

**7.71** Unless Greece or Yugoslavia were annexed by Italy before the outbreak of war, they are independent minor countries with their force pools increased or decreased by their diplomatic alignment (7.31).

**7.72** At the outbreak of war, Greece and Yugoslavia will be in one of the following three states:

**A.** If Italy was successful in carrying out aggression against Greece or Yugoslavia during *Gathering Storm*:

- Greece is an Italian conquest.
  - Yugoslavia an Italian conquest, with the Axis receiving Croatian units as set out in *A World at War* rule 83.71. For each *Gathering Storm* turn after Italy completes its conquest of Yugoslavia, one Croatian 1-3 infantry unit is built.
- B. If Greece or Yugoslavia was the target of aggression in the final turn of *Gathering Storm* and survives Italy's initial attack, it becomes an Allied minor ally until conquered and is not an eligible diplomatic target.
- C. Otherwise Greece and Yugoslavia are neutral.

Substantive change, clarification:

**7.81** If Croatia has been established as a separate state as a result of a Yugoslavian civil war in *Gathering Storm*:

A. Croatia consists of *A World at War* hexes T27, T28; U27, U28, U29, V26, V27, V28, W26, W27, W28, X26, X27, X28, Y27 and Y28, with Zagreb as its capital.

B. Croatia is worth 10 BRPs.

C. Croatia has a force pool of four 1-3 infantry units, increased or decreased by its diplomatic alignment (7.31).

D. Croatia's diplomatic alignment at the start of *A World at War* may vary:

- If Italy conquered Yugoslavia, Croatia has a diplomatic result of "10" (Croatia is an Italian minor ally).
- If Croatia was created as a result of a Yugoslavian civil war, Croatia either has a diplomatic result of "7" (an Axis economic interest if the Axis had a trade pact with Croatia) or there is no Croatian diplomatic result.

7.82 The following diplomatic table is used for Croatia.

A. The basic Croatian diplomatic modifier may vary from +5 (pro-Axis modifiers) to +1 (pro-Allied modifiers) (7.22).

B. The restrictions and additional modifiers for Yugoslavia apply to Croatia.

Substantive change, clarification:

**7.91** If Serbia has been established as an independent state as a result of a Yugoslavian civil war in *Gathering Storm*:

A. Serbia consists of *A World at War* hexes U30, V29, V30, W29, W30, X29, X30, Y29, Z28 and Z29, with Belgrade as its capital.

B. Serbia is worth 10 BRPs.

C. Serbia has a force pool of one 2-3 and four 1-3 infantry units, increased or decreased by its diplomatic alignment (7.31), and one army air factor.

7.92 The following diplomatic table is used for Serbia.

A. The basic Serbian diplomatic modifier may vary from -1 (pro-Axis modifiers) to -5 (pro-Allied modifiers) (7.22).

B. The restrictions and additional modifiers for Yugoslavia apply to Croatia.

8. POLAND

9. RUSSIA

Clarification:

**9.45 EXCESS PURGE EVENTS:** If Russia incurs more than 30 purge events, they may be used to generate additional research points, additional infantry units, or a combination of both. Each excess purge event may be used for only one purpose:

A. **RESEARCH:** For every two excess purge events, Russia may immediately assign 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.

Editing mistake in previous change:

**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 the diplomatic modifiers in Finland, Rumania and Turkey.

Typo:

**9.73 RGT MODIFIERS:** The normal RGT modifiers in *A World at War* apply, with the following additions and modifications:

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

Whether research results apply to such random events depends on the category of the research project, not the effect results might have on the balance of power. Air range, air defense and air transports are air projects, not naval or military projects; radar is an atomic project, not an air or naval project; codebreaking is an intelligence project, not a naval project; and Moslem unrest is an intelligence project, not a military project.

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 air research event.

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

Intelligence results include 6- and 12-step results for Anglo-French cooperation and 6-step results for Russian subversion. Intelligence results must have been revealed to count.

## AGGRESSION GUIDE

Clarification:

### Ethiopia:

	Italy may attempt aggression against Albania.
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Consistency:

### Rhineland:

	Germany may attempt additional aggressions.
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Substantive change:

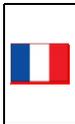
Clarification:

## SUBSEQUENT AGGRESSIONS

If Germany carries out an aggression after the Rhineland, or Italy carries out an aggression after Ethiopia, the following effects apply in all subsequent turns, in addition to the specific effects of the German or Italian aggression:

### Yugoslavia:

	The Axis may employ Croatian units in <i>A World at War</i> .
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	The remainder of Yugoslavia is reconstituted as Serbia. All flags are removed from Serbia and no military or diplomatic counters may be placed in Serbia for the remainder of the game, although flags may be placed and removed in Serbia by subsequent random events.
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