Preface

Now that you’re here...

If you’re like most gamers, your first thought when opening up a new game is to wonder “what have I gotten myself into?” When it comes to Gathering Storm, that’s a very good question.

Gathering Storm is really two games in one. Covering the prelude to the Second World War, Gathering Storm is a prequel to GMT’s A World at War, and the similarities in approach will be immediately apparent to any A World at War player. At the same time, Gathering Storm is a stand-alone game with its own victory conditions that determine which side better prepares itself for the war to follow.

How it all started

Regardless of which stage of the development of A World at War first drew you into this aspect of the strategic gaming hobby (A World at War itself, Advanced Third Reich and Rising Sun, or even the original Rise and Decline of the Third Reich), it is difficult not to refight World War II from the original starting point without starting to wonder. What if the Germans had been serious about the Z Plan, or had built more U-boats before the war? Could the British bomber forces have been stronger? And what about those old Third Reich variants? An extended Maginot Line? Or the one that’s everyone’s favorite – Poland as a German ally?

But why stop there? Once the doors to the untraveled corridors of history are opened, why not a 1938 war over the Sudetenland? Or a 1936 war over the Rhineland? Or no war until 1940? And how about a Franco-Italian war, or a pre-emptive Western Allied attack on Germany? Or, strangest of all, a Russo-German war, with the Western Allies and Italy remaining neutral until the moment is right?

It was this kind of thinking that caused me to begin musing about Gathering Storm. The apparent dearth of games adequately covering the prewar period (only one of which, Avalon Hill’s Origins of World War II, I have played) made the project more intriguing. But business before pleasure – first came Advanced Third Reich, then the Pacific theater (Rising Sun). The further evolution of the game into A World at War consumed another 15 or 20 years, but in the background the storm was slowly gathering…

The design challenge

It didn’t take long to discover why so few games covering this period had been attempted, and even fewer, if any, had succeeded. Designing a prewar game was hard!

The goal seemed simple enough. The players, each controlling one or more of the major powers involved in World War II, would jockey for position by trying to obtain economic, diplomatic, scientific and military advantages over their adversaries. While the prewar game would be playable on its own, it would have to link to what was ultimately A World at War, so the players could see just how their maneuvering turned out.

Gathering Storm also had to have the “legitimacy” that A World at War players rightly demand. You couldn’t be doomed to a hopeless war by fluke or even your own mistakes, unless they were so serious and so frequent that defeat was deserved.

Finally, the prewar game had to generate a wide variety of starting positions (it would hardly be worth spending several hours playing just to have slightly different starting forces or an additional diplomatic modifier or two in a few minor countries), while at the same time these starting positions had to be roughly balanced (so that playing them out was fun for both sides).

In short, Gathering Storm had to be relatively quick and easy to play, had to generate a wide range of “wars” that were historically credible and balanced enough to continue into A World at War, and to top it off had to be playable as a game by non-A World at War players.

For these reasons, Gathering Storm was harder to design than A World at War itself, which is saying a lot.

The secrets of success

The first Gathering Storm design efforts were failures, as there was too much bookkeeping and the design was too contrived to link to Third Reich. These problems were eventually solved by using two design mechanisms.

The first was reverse engineering. Many of the concepts in A World at War were developed with Gathering Storm in mind. They may have lain fallow for a decade or two, but they were there when needed. The best example might be the A World at War mobilization formula, which is one of the fundamentals of Gathering Storm.

The second was counter-balancing, by which I mean that for each advantage gained there is usually a counter-balancing disadvantage. This mechanism is frequently seen in A World at War, and it was natural to extend it to Gathering Storm. If you research military projects, you short change air and naval research; if you give research as a whole priority, you will be at a disadvantage diplomatically; and so on. Extending this concept more broadly wasn’t easy – if Germany concentrates on Russia, it may let the Western Allies off the hook, etc. etc… Try it!

Resources

Just as for A World at War, a community of Gathering Storm players exists to help new and experienced players learn the game. The Gathering Storm website is at http://www.gatheringstorm.org/

It links to the A World at War website, at http://aworldatwar.org/

There is a combined Gathering Storm and A World at War Yahoo discussion group that is active on a daily basis. In most cases players can get answers to questions literally within minutes of posting. http://groups.yahoo.com/group/aworldatwar

If you have any difficulty subscribing, contact the website administrator for assistance.

Enjoy the game!

GATHERING STORM

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GATHERING STORM

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Did the game end too soon?
If you find that when you finish a game of Gathering Storm it seems like you were just getting started, it isn’t your imagination – and you aren’t alone in feeling that way. But you’re in luck.

GMT’s *A World at War* lets you fight the war you prepared for – or tried desperately to avoid – in Gathering Storm. Rather than argue endlessly with your opponent that your military forces, research results and diplomacy would be worth more than his in a *real* war, regardless of what the *Gathering Storm* victory conditions tell you, it is better to resolve these issues like mature, well-adjusted adults. Spend even more time at the gaming table and try to beat each other to a pulp, with the fate of the world at stake and cardboard units taking the punishment.

Will this resolve the argument? Of course not. Even though your opponent’s deeply-laid plans, dating all the way back to 1935, lie in ruins, he will blame the random events. Or the dice. Or that undeserved hangover. Or something…

So what do you then? (Every true gamer knows the answer to that question. Set up *Gathering Storm*, switch sides, and beat him again. And you will, unless you are betrayed by the random events, or the dice, or that undeserved hangover, or something.)
Introduction

1. GAME COMPONENTS

1.1 GATHERING STORM COMPONENTS:

1.11 Gathering Storm contains the following components:
A. One 22” by 30” Gathering Storm mapboard.
B. Four counter sheets (280 counters each).
C. One sheet of 78 Activity Counters.
D. Gathering Storm Rulebook.
E. Gathering Storm Battle Manual.
F. 144 Random Event Cards.
G. Four Russian Purge Cards.
H. One sheet of 90 point tiles, with values of “1”, “2” and “3”.
I. Five Scenario Cards, for Germany, Italy, Britain, France and Russia.
J. Two Balance of Power Charts.
K. One pad of Research record sheets.
L. One Player Aid.
M. One 8.5” by 11” A World at War mapboard overlay.
N. 28 Maginot Line and West Wall hexagonal counters.
O. Gathering Storm - A World at War transition rulebook.
P. Gathering Storm - A World at War record sheets.

Components and Concepts

2. OVERVIEW

2.1 OUTLINE OF PLAY
2.2 NUMBER OF PLAYERS
2.3 DURATION OF PLAY
2.4 TURNS
2.5 PHASES

2.1 OUTLINE OF PLAY:

2.11 Gathering Storm recreates the diplomatic and military maneuvering which preceded the Second World War. The winner may be determined when war between two or more European major powers breaks out by using the Gathering Storm victory conditions (34), or the game may be continued as an A World at War game.

2.12 While the players, as leaders of these major powers, recognize the inevitability of war from the outset, the same cannot be said of the countries they lead. In the democracies, the general population is convinced that war can be avoided, while in the totalitarian states factions may oppose war, sometimes secretly and for their own reasons.

2.13 The task of each player is to maximize his freedom of action and take whatever steps best position his major power for war. The game simulates this by the acquisition and expenditure of tile points, which are used for a wide variety of economic, political, military and diplomatic purposes - provided the major power has sufficient activity counters available.

2.14 At the start of each game turn, random events are drawn that affect the economic, political, military and diplomatic environment for that turn. Some random events are public, but others are secret, leaving each player uncertain as to the capabilities of his opponents.

2.15 Each turn, the European Aggression Index (EAI) and the relative Axis-Allied balance of power modify Axis aggressions and major power declarations of war, making it easier or more difficult for different major powers to carry out those actions.

2.16 When a crisis arises as a result of the actions of an Axis major power, various factors, including the EAI and Axis-Allied balance of power, determine whether the Allies back down, postponing the outbreak of war at the expense of the minor country that is the target of aggression, or confront the Axis aggressor, risking the outbreak of war and the end of the game.

2.2 NUMBER OF PLAYERS:

2.21 Gathering Storm may be played by two to five players, each of whom controls one or more of five major European powers represented in the game (Germany, Italy, Britain, France and Russia) as follows:
A. TWO PLAYERS:
   • Germany and Italy;
   • Britain, France and Russia.
B. THREE PLAYERS:
   • Germany and Italy;
   • Britain and France;
   • Russia.
C. FOUR PLAYERS:
   • Germany;
   • Italy;
   • Britain and France;
   • Russia.
D. FIVE PLAYERS:
   • Germany;
   • Italy;
   • Britain;
   • France;
   • Russia.

2.22 The United States, Japan and China do not take part in Gathering Storm.

2.3 DURATION OF PLAY:

2.31 The game begins in 1935 and ends when war between two or more European major powers breaks out.

2.4 TURNS:

2.41 GAME TURNS: Gathering Storm is played in game turns of three months each (spring, summer, fall and winter).

2.5 PHASES:

2.51 Each game turn consists of a number of phases as set out in the sequence of play (7).

3. DEFINITIONS

3.1 DEFINITIONS AND ACRONYMS

3.1 DEFINITIONS AND ACRONYMS:

3.11 In Gathering Storm, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The definitions and acronyms used in Gathering Storm are generally consistent with those used in A World at War.

3.12 A detailed list of these terms is set out in the Glossary in the Gathering Storm Battle Manual.
4. THE MAPBOARD

4.1 GENERAL DESCRIPTION

4.11 The Gathering Storm mapboard consists of a map showing the center of Europe, from Spain in the west to Russia in the east, and Scandinavia in the north to the Mediterranean in the south.

4.12 MAJOR POWERS: Each of the five major powers that participate in Gathering Storm (Germany, Italy, Britain, France and Russia) is depicted on the mapboard.

4.13 MINOR COUNTRIES: All minor countries depicted on the mapboard with their national flags play a role in Gathering Storm. Denmark, the Netherlands and Switzerland do not, although Denmark and the Netherlands may be involved in A World at War.

A. DIPLOMACY: Minor countries that contain a light blue shaded four-box diplomatic track are diplomatic targets; Russia is a special case.

- At the start of the game, major power flags and trade pact counters are placed on each minor country’s diplomatic track to indicate the diplomatic alignment of the minor country. For example, Austria contains a German flag at the start of the game.
- Each diplomatic target’s trade pact counter is placed in the third box on the diplomatic track for that country. When an alliance places three flags in that country, one of the major powers transfers the trade pact counter to its scenario card.
- Belgium/Luxembourg and Czechoslovakia have trade pacts with France at the start of the game, so their trade pact counters are placed on the French scenario card during opening setup.

B. DEFENSIVE STRENGTHS: The basic defensive strengths of minor countries that are potential victims of Axis aggression are printed on the mapboard in a dark grey box. Some minor countries have a second, reduced defensive strength which applies if part of their territory has been occupied (Czechoslovakia, Poland) or if they are engaged in a civil war (Greece, Yugoslavia) (28.2).

C. AGGRESSION VALUES: The aggression values of minor countries that are potential victims of Axis aggression are printed on the mapboard in a red circle. Aggression values determine the number of additional random events drawn by Germany and Italy (9.14) and the number of victory points earned by the Axis (34.51).

D. FACTORIES: Successful German aggression against the Rhineland, Austria and Czechoslovakia results in the German acquisition of an idle (Rhineland) or military (Austria and Czechoslovakia) factory, as indicated on the mapboard.

4.14 CIVIL WARS: Minor countries that contain light gold shaded five-box civil war tracks (Greece, Spain and Yugoslavia) may have civil wars (25).

A. A civil war counter for the minor country is placed in one of the civil war track boxes when a random event occurs that brings the civil war closer. When all five cells are occupied, a civil war breaks out. Civil war counters are then removed as the civil war is fought; the civil war ends when all five civil war counters are removed.

B. At the start of the game a tile is drawn and one, two or three Spanish civil war events are considered to have occurred before the start of the game; Greece and Yugoslavia begin the game with no civil war events (and are therefore less likely to have a civil war than is Spain).

4.15 RUSSIAN BORDER STATES: The diplomatic alignment of Finland, Poland, Rumania and Turkey affects the Russian garrison requirements (21). These Russian border states are shaded light red.

4.16 REGIONS: The mapboard is divided into five regions, for the purpose of resolving certain random events. These regions have no other effect on play. The regions are:

A. SCANDINAVIA: Finland, Norway, Sweden.

B. EASTERN EUROPE: Poland, Rumania, Russia.

C. WESTERN EUROPE: Belgium, Ireland, Rhineland, Spain.

D. CENTRAL EUROPE: Austria, Czechoslovakia, Hungary.

E. BALKANS: Albania, Bulgaria, Greece, Turkey, Yugoslavia.

4.17 RECORD TRACKS: The Gathering Storm mapboard also contains the following record tracks:

A. TIME TRACK: The turn marker is moved on the time track to indicate the current turn. When units are mobilized, they are placed on the box for the turn in which they come into play (14.8).

B. BALANCE OF POWER TRACK: This is used to track the Axis-Allied balance of power (20).

C. EUROPEAN AGGRESSION INDEX TRACK: This is used to track the EAI (23).

D. ECONOMIC CLIMATE TRACK: This is used to track the economic climate (11.3).

E. ACTIVITY COUNTER TRACK: Once activity counters are used, they are placed in the appropriate box of that major power’s activity counter track, so that they aren’t inadvertently used again during that turn (12).
5. COUNTERS

5.1 UNITS AND COUNTERS

5.1 A detailed explanation of the units and counters in the game is set out in the Unit and Counter Guide in the Gathering Storm Battle Manual.

6. TILES

6.1 TILE POINTS

6.2 TILES

6.3 TRACKING TILE USE

6.1 TILES:

6.11 TILE POINTS: Tile points are the currency of the game. Economic, research, production, diplomatic and political activities require the expenditure of resources, which are measured by tile points. The number of tile points, or their equivalent activity counters, which are required for specific activities are indicated in the rules dealing with those activities.

6.12 DEFICIT SPENDING PROHIBITED: A major power may only spend tile points that it has available. Voluntary deficit spending is prohibited. This does not prevent a major power from intentionally spending tile points rather than saving them to cover impending deficits from secret negative support events, although such deficits reduce that major power’s support level in the following turn (10.41C).

6.2 TILES:

6.21 Tile points are represented by tiles. There are 30 tiles of each of three denominations (1, 2 and 3).

6.22 At the start of the game, 60 tiles (20 tiles of each denomination) are placed face up in an area accessible to all players. The other 30 tiles are placed face down.

6.23 Tiles are drawn as required and returned to the pool of tiles, face up, when played.

6.24 Once there are fewer than ten face down tiles remaining, another 15 tiles (five tiles of each denomination) are turned faced down, so that the players always have enough inverted tiles from which to draw.

6.25 Tiles are drawn from the face up tile pool in the following order: Germany, Italy, Britain, France and Russia.

6.26 Players may draw any denomination of tiles they wish, but may draw no more than three one-denomination tiles.

6.27 In the course of play, players may make change for tiles by using a higher denomination tile for a lesser expense and drawing a tile from the face up tiles to make up the difference. Similarly, a player may consolidate lower denomination tiles into higher denomination tiles at any time.

If all players agree, tile draws may be determined by die rolls or some other random means, rather than drawing from the pool of unused tiles. This is especially convenient when playing Gathering Storm electronically.

6.3 TRACKING TILE USE:

6.31 The number and value of the tiles held by each major power are not secret, and are open to other players as play progresses.

6.32 At the start of the game, no major powers have tiles.

6.33 A maximum of 21 tile points may be carried over into the next turn.

6.34 Tile racks are not included with the game, but may be created or borrowed from other games if the players wish, subject to the proviso that players must inform their opponents of the value of their tiles on request, in accordance with rule 6.31.

7. SEQUENCE OF PLAY

7.1 GAME TURN PHASES

7.2 ORDER OF PLAY

7.3 SEQUENCE OF PLAY:

7.31 The sequence of play and the order of play within each phase is summarized below.

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<tr>
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Random Events Phase

8. RANDOM EVENTS
8.1 CATEGORIES OF RANDOM EVENTS
8.2 TYPES OF RANDOM EVENTS
8.3 SECRET RANDOM EVENTS
8.4 RANDOM EVENT CARDS

8.1 CATEGORIES OF RANDOM EVENTS:
8.11 There are two categories of random events: general and national.

8.2 TYPES OF RANDOM EVENTS:
8.21 There are several types of random events within each category:
A. GENERAL RANDOM EVENTS:
- Support events increase or decrease the major power’s income and may affect the ability of the major power to place military counters during the diplomatic phase and undertake actions during the crisis phase.
- Research events affect the research efforts of all major powers for the turn.
- Diplomatic events affect diplomacy in the named countries for the turn.
B. NATIONAL RANDOM EVENTS:
- Economic events affect the national income for the major power.
- Research events affect the research efforts of the major power.
- Factory conversion events affect the cost of converting factories to civilian or military use.
- Construction events affect military or naval construction.
- Diplomatic events affect diplomacy in the named countries for the turn.
- Support events increase or decrease the major power’s income and may affect the ability of the major power to place military counters during the diplomatic phase and undertake actions during the crisis phase.

8.3 SECRET RANDOM EVENTS:
8.31 Random events are revealed at different times during the turn, depending on the type of random event. National random events printed on a white background are revealed when drawn; national random events shaded in gray are concealed by the holding major power until played.

8.4 RANDOM EVENT CARDS:
8.41 Each random event card lists:
A. The Economic Trend for that turn.
B. One general random event.
C. One national random event for each of the five major powers.
D. The number of the random event card.

8.42 There are 144 random event cards in the deck, containing a total of 864 unique random events.
8.43 Once played, random event cards are placed in the discard pile.
8.44 If all the random event cards are used, the random event card deck is reshuffled so that cards may continue to be drawn.

9. SELECTING RANDOM EVENTS
9.1 CARD DRAW
9.2 ECONOMIC TRENDS
9.3 GENERAL RANDOM EVENTS
9.4 NATIONAL RANDOM EVENTS
9.5 RANDOM EVENT EFFECTS

9.1 CARD DRAW:
9.11 At the start of the game, the random event card deck is shuffled and placed in an easily accessible location.
9.12 At the start of each turn, the first random event card is turned over where all players can see it; then one random event card is dealt, face down, to each major power (EXCEPTIONS: Additional random events (9.13) may be drawn by major powers as a result of successful Axis aggressions (9.14) and the Nazi-Soviet Pact (9.15)).
9.13 ADDITIONAL RANDOM EVENTS: When a major power draws one or more additional random events, that major power may choose not to play its random events, subject to the requirement that each major power must play at least one random event each turn (normally this is the one random event dealt to the major power). A random event that is not played is revealed to the other players and discarded at the end of the phase in which it would otherwise have been played.

9.14 AXIS AGGRESSIONS: An Axis major power that carries out a successful aggression draws additional random events each turn as follows:
A. The number of additional random events drawn is equal to the victory point value of the aggression:
   • Ethiopia, Rhineland, Albania, Sudetenland, Danzig and the Corridor: 1 random event.
   • Austria, Baltic States, Greece: 2 random events.
   • Czechoslovakia (including the Sudetenland), Yugoslavia: 3 random events.
   • Poland (including Danzig and the Corridor): 4 random events.
B. Additional Axis random events are drawn starting in the turn after the triggering aggression is completed. The drawing of an additional Axis random event for one successful aggression does not preclude the drawing of another additional Axis random event for a different, subsequent Axis aggression in the same turn. Italy starts drawing its additional random events only when it has conquered the aggression target.

EXAMPLE: Germany successfully conducts an aggression against Austria in Summer 1938 (two random events) and Czechoslovakia in Fall 1938 (one random event for the Sudetenland and two random events for the remainder of Czechoslovakia). Germany would draw one additional random event in Fall 1938 (Austria) and would draw three additional random events in Winter 1938 (Austria, the Sudetenland and Czechoslovakia) and one additional random event in Spring 1939, for a total of five additional random events.

9.15 EFFECTS OF THE NAZI-SOViet Pact: If the game continues after the Nazi-Soviet Pact is signed, Britain and France each draw additional random events each turn as set out below as long as the Pact is in effect, to reflect American support against the totalitarian threat.
A. In the first turn after the signing of the Pact, Britain and France each draw one additional random event.
B. In the second turn after the signing of the Pact, Britain and France each draw two additional random events.
C. In the third turn after the signing of the Pact, Britain and France each draw three additional random events, and so on.
D. There is no upper limit to the number of additional random events Britain and France may draw as a result of the implementation of the Nazi-Soviet Pact.

9.16 EFFECTS OF FULL COHESION: If Russia is at full cohesion at the start of a turn, prior to drawing its purge card, it draws additional random events each turn as set out below, to reflect increased Russian preparations for war. A.
A. In the first turn after reaching full cohesion, Russia draws one additional random event.
B. In the second turn after reaching full cohesion, Russia draws two additional random events.
C. In the third turn after reaching full cohesion, Russia draws three additional random events, and so on.
D. There is no upper limit to the number of additional random events Russia may draw as a result of reaching full cohesion.

9.2 ECONOMIC TRENDS:
9.21 The Economic Trend at the top of the first random event card modifies the Economic Climate, possibly increasing or decreasing the National Income of Germany, Italy, Britain and France (11.3).

9.3 GENERAL RANDOM EVENTS:
9.31 The general random event on the first random event card applies to each current game turn, with the following possible effects:
A. RESEARCH: Research general random events affect the research efforts of all major powers for that turn as indicated by the random event.
B. SUPPORT: Support general random events are public and increase or decrease the support level and income of the affected major power.
C. DIPLOMATIC: Diplomatic general random events affect diplomacy in the named countries for that turn in various ways. The major power(s) which diplomatic random events favor are indicated by the color of the effects:
   • Diplomatic random event results in brown favor the Axis. Where it is not clear from the event itself, Germany benefits.
   • Diplomatic random event results in blue favor the Allies. Where it is not clear from the event itself, France benefits.
   • Diplomatic random event results in red favor Russia.

9.4 NATIONAL RANDOM EVENTS:
9.41 National random events are revealed at the indicated times, with the following possible effects:
A. ECONOMIC: Economic national random events are revealed at the start of the Income phase and affect national income in two ways:
   • A major power’s national income may be increased or decreased.
   • A major power may draw a second random tile from the inverted tile pool or may not draw a random tile at all.
B. RESEARCH: Research national random events are revealed at the end of the economic phase and affect the research efforts of the major power playing the card as indicated.
C. CONSTRUCTION: Construction national random events are revealed at the end of the economic phase and affect construction by the major power playing the card as indicated.
D. DIPLOMATIC: Diplomatic national random events are revealed at the end of the diplomatic phase, when diplomacy is resolved (EXCEPTION: 10.41B). Diplomatic national random events always benefit the major power playing the card; there are no diplomatic events that adversely affect major powers.
E. SUPPORT: Support national random events are either public or secret.
   • Public: Public support national random events increase or decrease the support level of the affected major power by +/-1 and the major power’s income by +/-1.
   • Secret: Secret support national random events increase or decrease the support level and income of the affected major power as indicated by the random event. Secret support events affect support levels and income for the entire turn in which they are drawn, but are only revealed when they actually affect play:
     ○ Income phase: A major power with a secret support event may defer playing the event when drawing tiles to conceal the existence of the event, although at some point during the turn that major power’s income must be adjusted to take the event into account.
     ○ Economic phase: A positive secret support event must be revealed at the end of the economic phase if the additional income from the event is spent. A negative secret support event is not revealed during the economic phase.
     ○ Diplomatic phase: A positive secret support event must be revealed at the start of the diplomatic phase if the additional income from the event is spent on diplomatic counters or if the event used to increase a major power’s support level to allow the placement of military counters. A negative secret support event that reduces a major power’s ability to place military counters is not revealed until the crisis phase.
     ○ Crisis phase: Secret support events increase or decrease the ability of a major power to declare war on an Axis major power carrying out an aggression and to pre-emptively declare war on a major power. Whether or not there is a crisis, all remaining secret support events are revealed during the crisis phase and income adjustments made.

9.5 RANDOM EVENT EFFECTS:
9.51 The effects of random events are set out in the rules relating to the affected activity, and are summarized in the Random Event Guide in the Gathering Storm Battle Manual.
10. SUPPORT LEVELS

10.1 OVERVIEW:

10.11 Each major power has a support level which is determined at the start of each turn. A major power’s support level may change during a turn.

10.12 Support levels affect each major power’s income.

10.13 Support levels also affect the ability of major powers to declare war on one other.

10.14 There is no upper or lower limit to support levels. Support levels may be negative.

10.2 SUPPORT LEVEL EFFECTS:

10.21 NATIONAL INCOME: A major power’s national income is increased or decreased by its support level.

10.22 MILITARY COUNTERS: The number of military counters that may be placed by Germany, France or Russia is limited to that major power’s support level.

10.23 CRISIS ACTIONS: During the crisis phase, each support level contributes one to reaching the required threshold value for declarations of war on major powers.

10.24 EVENT MODIFIERS: Certain events increase or decrease support levels only for the turn in which they occur. These events have no effect on support levels in subsequent turns. When these events occur, the tile point total of the major power affected by the support event is increased or decreased by the value of the support event. If the affected major power does not have enough tiles to meet this requirement, its support level for the next turn is reduced accordingly (10.41C).

10.3 DETERMINING SUPPORT LEVELS:

10.31 INITIAL SUPPORT LEVELS: Each turn each major power’s support level begins at zero, regardless of its support level in the previous turn. Each major power’s support level is then adjusted from zero by the following modifiers. These modifiers affect national income and apply for the entire turn.

10.4 UNIVERSAL SUPPORT MODIFIERS:

10.41 The following support modifiers may apply to all major powers:

A. MILITARY FACTORIES: Each turn each major power receives support based on the number of its military factories. This support is tracked by transferring the relevant support counters from the military factory track on the major power’s scenario card to its support track:

- Germany: 4 military factories: +1; 6 military factories: +2; 8 military factories: +3; 10 military factories: +4; 12 military factories: +5; 15 military factories: +6 (maximum +6 support from mobilizations).
- Italy: 4 military factories: +1; 6 military factories: +2 (maximum +2 support from mobilizations).
- Britain: 4 military factories: +1; 6 military factories: +2; 8 military factories: +3 (maximum +3 support from mobilizations).
- France: 4 military factories: +1; 6 military factories: +2 (maximum +2 support from mobilizations).
- Russia: 7 military factories: +1; 9 military factories: +2; 10 military factories: +3; 11 military factories: +4; 12 military factories: +5; 13 military factories: +6; 14 military factories: +7 (maximum +7 support from mobilizations). Russia may only mobilize more than 9 military factories if Germany has committed aggression against Poland without signing the Nazi-Soviet Pact or has committed aggression against the Baltic States (14.43C).

B. RANDOM EVENTS: General and national support random events may increase or decrease a major power’s support level (9.41E).

- Public support random events are revealed at the start of the turn.
- Secret support random events are concealed until they take effect.
- Some support random events are conditional, as their effect depends on the game situation.
- Public diplomatic random events that may not be played because the minor country concerned has been taken over by the Axis are treated as public support events.
- Diplomatic random events for a minor country that have no diplomatic effect are treated as open (general diplomatic random events) or secret (secret diplomatic random events) support events for the relevant major power, with a value equal to the random event’s unused diplomatic modifier (24.82E). This can occur in two situations:
  - The minor country already has four friendly flags and the diplomatic random event is not challenged by an opposing military counter or a diplomatic counter or random event with a value of one or more.
  - The minor country has been taken over by an Axis aggressor.
- Diplomatic random events forRussia that have no diplomatic effect because Russia is at full cohesion are treated as open (general diplomatic random events) or secret (secret diplomatic random events) support events for the relevant major power, with a value equal to the random event’s unused diplomatic modifier (24.82E). If opposing major powers have diplomatic random events for Russia when it is at full cohesion, both major powers treat their diplomatic random events as support events.

C. PREVIOUS TURN DEFICITS: If a major power runs out of tile points and is unable to cover mandatory costs, such as the adverse tile point effect of a reduction in support, its support level is reduced by the amount of the deficit for the following turn.

10.5 GERMAN SUPPORT MODIFIERS:

10.51 The following support modifiers may apply to Germany:

A. RESEARCH RESULTS: Germany’s support level is increased by +1 for each:
- West Wall research result (16.14B).
- Maximum (18-step) research result for jets, strategic bombers, advanced submarines, armor, rockets, specialized units and economic preparation.
- Atomic research result (16.15B).

**B. AGGRESSIONS:**

- Baltic States: Germany’s support level is increased by +1 for the remainder of the game following the annexation of the Baltic States.
- Crisis effects: See 27.62A, 27.72A, 27.82A.

**C. DIPLOMATIC RESULTS IN RUSSIA:** Germany’s support level is increased by +1 for each German flag in Russia (10.91F).

### 10.6 ITALIAN SUPPORT MODIFIERS:

#### 10.61 The following support modifiers may apply to Italy:

**A. AGGRESSIONS:**

- Ethiopia: The Italian public support level is increased by one for the remainder of the game following the conquest of Ethiopia, which automatically occurs three turns after the Italian attack.

**B. DIPLOMATIC RESULTS IN RUSSIA:** Italy’s support level is increased by +1 for each Italian flag in Russia (10.91F).

### 10.7 BRITISH SUPPORT MODIFIERS:

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

**A. RESEARCH RESULTS:** Britain’s support level is increased by +1 for each:

- Maximum (18-step) research result for jets, strategic bombers, transports, rockets, specialized units and economic preparation.
- Atomic research result (16.15B).

**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.
- 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:
  - 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, generate additional income for the remainder of *Gathering Storm* and increase 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 in a turn in which there are no Axis aggressions (32.61B, 32.81C).

**C. NAZI-SOVIET PACT:**

- Germany’s support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact.
- Crisis effects: See 27.62A, 27.72A, 27.82A.

**D. DIPLOMATIC RESULTS IN RUSSIA:** France’s support level is increased by +1 for each French flag in Russia (10.91F).

**E. NAZI-SOVIET PACT:** If the Nazi-Soviet Pact is signed, France’s support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact.

**F. POST-1940 INCREASES:** Starting in Spring 1941, France’s support level is increased by +1 each turn. These increases are cumulative and continue without limit (Spring 1941: +1; Summer 1941: +2, Fall 1941: +3, and so on).

### 10.8 FRENCH SUPPORT MODIFIERS:

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

**A. RESEARCH RESULTS:** France’s support level is increased by +1 for each Maginot Line research result (16.14B).

**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.
- 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:
  - 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, generate additional income for the remainder of *Gathering Storm* and increase 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 in a turn in which there are no Axis aggressions (32.61B, 32.81C).

**C. ITALIAN SHIPBUILDING INCREASE:** If Italy mobilizes a shipbuilding increase, France’s support level is increased by +1 for the remainder of the game.

**D. DIPLOMATIC RESULTS IN RUSSIA:** France’s support level is increased by +1 for each French flag in Russia (10.91F).

**C. NAZI-SOVIET PACT:**

- If the Nazi-Soviet Pact has been signed in a turn in which Poland has been occupied by Germany, Russia’s support level is increased by +2 for the remainder of the game. The German occupation of Danzig and the Corridor has no effect on the Russian support level.
- No Nazi-Soviet Pact: If Germany does not propose a Nazi-Soviet Pact in the turn in which it commits aggression against Poland, the Russian support level is increased by +1 for the remainder of the game (31.61B).
- Baltic States: If the Baltic States have been occupied by Germany, Russia’s support level is increased by +1 for the remainder of the game.
- Crisis effects: See 27.62A, 27.72A, 27.82A.

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D. RUSSIAN GARRISON: Changes in the Russian garrison level affect the Russian support level at the start of the turn; at the end of the economic phase; or at the end the diplomatic phase:

- +/-1 for one surplus or missing Russian garrison unit.
- +/-2 for three surplus or missing Russian garrison units.
- +/-3 for six surplus or missing Russian garrison units.
- +/-1 for every additional three surplus or missing Russian garrison units.

E. RUSSIAN COHESION: Increases in the Russian cohesion level increase the Russian support level (22.73A).

- Low cohesion: -1 support.
- Medium cohesion: No effect.
- High cohesion: +1 support.
- Full cohesion: +2 support.

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:

- Timing: The effects of both public and secret random events in Russia are resolved at the end of the diplomatic phase, in the same manner as for other diplomatic random events.
- Support Effects: If an Axis or Allied flag is placed in Russia, and for each Axis or Allied flag in Russia at the start of a turn:
  - The support level of the Axis or Allied major power is increased by +1 for the remainder of the turn.
  - Russia’s support level is decreased by -1 for the remainder of the turn.
- Removal of a Flag: If a flag is removed from Russia, the effect of that flag is immediately negated:
  - The support level of the Axis or Allied major power is decreased by -1.
  - Russia’s support level is increased by +1.
- Removing Flags from Russia: Flags in Russia are removed as follows:
  - Diplomatic Random Events: By a diplomatic random event that would otherwise place a flag in Russia, including a Russian diplomatic event.
  - Covert Operations: As a result of a covert operation in Russia that is not blocked by counter-intelligence. Covert operations may be conducted by the Axis, Allies or Russia, and may be directed against any type of flag in Russia. Covert operations may not be conducted in Russia to place a flag.
  - No Purge: In any turn in which Russia draws a No Purge card, one foreign flag in Russia is eliminated. This elimination of a foreign flag in Russia increases the Russian purge level by one - otherwise the No Purge card has no effect on the Russian purge level.
  - Full Cohesion: If Russia reaches full cohesion, it eliminates one foreign flag in Russia each turn. No additional foreign flags may be placed in Russia once Russia has reached full cohesion (22.73C).
- Russian Flags in Russia: If a random event results in a Russian flag being placed in Russia, it has no effect other than to prevent the placement of a foreign flag in Russia by a future random event.
- Diplomatic Counters in Russia Prohibited: Diplomatic counters may not be placed in Russia unless allowed by a random event (24.56E). Flags may only be placed in Russia through random events.

10.92 NEGATIVE RUSSIAN SUPPORT LEVEL: If the Russian support level is negative, it must build at least one unit (18.51).

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**Income Phase**

### 11. NATIONAL INCOME

#### 11.1 OVERVIEW

- **11.11 CONCEPT:** Each turn, each major power receives tiles to reflect its national income for the turn. These tiles are used during the turn for various purposes. Up to 21 tile points may be retained for use in subsequent turns (6.33).

- **11.12 DETERMINING NATIONAL INCOME:**
  - **A.** Each turn, each major power’s national income is determined by the value of the tiles that it is entitled to draw, minus its maintenance costs for its active units.
  - **B.** To save time, players need not draw tiles, then put them back to pay maintenance costs; the maintenance costs simply reduce the value of the tiles actually drawn.
  - **C.** The components of each major power’s national income are:

  | + Income from civilian factories |
  | + Support level |
  | + Trade pacts |
  | + Additional tile draw(s) |
  | +/- Economic climate effects |
  | +/- Random events effects |
  | – Maintenance costs |
  | = National income |

#### 11.2 FACTORIES:

- **11.21 FACTORIES:** The national income of each major power is increased based on the status of the factories which make up its industrial economy. Each factory must be in one of the following three states:

  - **A. CIVILIAN:** Civilian factories represent the productive, non-military part of a major power’s industrial economy. Each turn each civilian factory generates two tile points of income.
  - **B. MILITARY:** Military factories represent the military-industrial complex of a major power. Military factories do not generate income, although maintenance costs are reduced by one point for each military factory (11.82).
  - **C. IDLE:** Idle factories represent unemployment. Idle factories do nothing.
11.22 INITIAL ECONOMIC PROFILE: The economic profile of each major power at the start of the game (Spring 1935) is set out above.

11.3 ECONOMIC CLIMATE:
11.31 ECONOMIC CLIMATE: The Economic Climate, which is driven by economic trends, measures the effect of the business cycle on the world economic situation.
11.32 STARTING LEVEL: The Economic Climate in Spring 1935 is zero.
11.33 ECONOMIC TRENDS: Each turn, the economic climate is adjusted according to the Economic Trend printed on the general random event card drawn at the start of that turn.
A. “+2” improves the Economic Climate by two.
B. “+1” improves the Economic Climate by one.
C. “-1” worsens the Economic Climate by one.
D. “-2” worsens the Economic Climate by two.
E. “0” moves the Economic Climate one towards 0 (worsening the Economic Climate if it is favorable and improving it if it is unfavorable).
11.34 +/-3 MAXIMUM/MINIMUM: The Economic Climate may not go higher than +3 or lower than -3.
11.35 ECONOMIC CLIMATE EFFECTS:
A. NATIONAL INCOME: The Economic Climate may increase or decrease the national income of Germany and Britain (by up to +/-2) and Italy and France (by +/-1). The Economic Climate has no effect on Russia’s national income, as Russia did not participate in the world economic system.
B. EUROPEAN AGGRESSION INDEX: The EAI increases by +1 if the Economic Climate is -3 and decreases by -1 if the Economic Climate is +3. Less extreme Economic Climates do not affect the EAI (23.21D).

11.5 SUPPORT LEVEL
11.51 STARTING SUPPORT LEVEL: The national income of each major power is increased or decreased by one tile point for each positive or negative support level, as determined at the start of the turn (10.21).

11.6 TRADE PACTS:
11.61 TRADE PACTS: If an alliance has three or more flags in a country, the major power with the most flags is considered to have a trade pact with that country. This is indicated by transferring the trade pact counter for the country from the mapboard to the income track on the major power’s scenario card. Co-existing Allied and Russian flags (24.82B) are not sufficient for a trade pact, as the Allies and Russia are distinct alliances.
A. If there are two German and two Italian flags in a country, Germany gets the trade pact.
B. If there are two French and two British flags in a country, France gets the trade pact.
C. Trade pacts may not be concluded with Ethiopia, the Rhineland, the Baltic States, or any minor country that does not appear on the mapboard.
D. If an adverse diplomatic result reduces the number of flags in a country to less than three, the trade pact with that country ends, and the trade pact counter for the minor country is returned to the mapboard.
E. An Axis major power that gains control of a minor country that is capable of concluding a trade pact obtains a permanent trade pact with that minor country.
11.62 EFFECT OF TRADE PACTS:
A. A major power’s national income is increased by two each turn for each trade pact it has with Poland, Spain, Turkey or Russia.
B. A major power’s national income is increased by one each turn for each trade pact it has with any other country.
C. Trade pacts modify the resistance levels of minor countries (28.41).
D. Trade pacts in certain minor countries affect the Russian garrison (21.22D).
11.63 STARTING TRADE PACTS: France starts the game with trade pacts with Belgium/Luxembourg and Czechoslovakia.

11.7 RESIDUAL SUPPORT EFFECTS:
11.71 INCOME EFFECTS AFTER TEMPORARY SUPPORT ENDS: Once British and French temporary support increases triggered by Axis aggression (10.71B, 10.81B) end, the temporary support counters are transferred to the British and French income tracks and Britain and France each receive one tile point in income per turn from each counter for the remainder of the game.
11.8 MAINTENANCE COSTS:
11.81 ONE POINT PER UNIT: Each major power must pay a maintenance cost of one point for each active armor, infantry and air unit.
11.82 MILITARY FACTORIES: A major power’s maintenance cost is reduced by one point for each military factory. A major power does not receive income for surplus maintenance.
11.83 RUSSIAN PURGES: When Russia purges units, this reduces Russia’s maintenance costs accordingly.

11.9 RANDOM TILE DRAWS:
11.91 TILE DRAWS: Each turn each major power draws one tile at random from the inverted tile pool.
11.92 RANDOM EVENTS: Random events may allow a major power to draw a second tile at random from the inverted tile pool or may prohibit any random tile draw.
11.93 TIMING: Players may wish to draw their random tiles at the start of the income phase, so they don’t forget to do so.

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12. ACTIVITY COUNTERS

12.1 ACTIVITY COUNTER FUNCTIONS:

12.1.1 Activity counters are used for unit construction, shipbuilding, research and diplomacy. Activity counters used for these purposes are referred to as “construction”, “shipbuilding”, “research” and “diplomatic” counters.

12.1.2 Each major power’s ability to carry out these functions is limited by the number of activity counters it has available for the turn.

12.1.3 The number of activity counters each major power has available each turn is limited by its activity counter pool and the tile points it has to pay for using those activity counters.

12.2 ACTIVITY COUNTER POOLS:

<table>
<thead>
<tr>
<th>Spring 1935 Activity Counter Pools - 12.21</th>
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<tbody>
<tr>
<td>AC value:</td>
</tr>
<tr>
<td>Germany</td>
</tr>
<tr>
<td>Italy</td>
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<tr>
<td>France</td>
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<tr>
<td>Russia</td>
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<tr>
<td>China</td>
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</tbody>
</table>

*May only be used for shipbuilding. Add one additional 1 activity counter if a shipbuilding increase is mobilized.

12.2.1 Each major power begins the game with the activity counter pools set out above, which are increased as indicated:

12.2.2 INCREASING ACTIVITY COUNTER POOLS: The activity counter pool for each major power may be increased or decreased as follows:

A. ONE ADDITIONAL CIVILIAN FACTORY: Germany, Italy, Britain and France each add a 1 activity counter that may only be used for research if they convert an idle factory to civilian use:
   - Germany adds a 1 activity counter that may only be used for research if it has six civilian factories.
   - Italy adds a 1 activity counter that may only be used for research if it has three civilian factories.
   - Britain adds a 1 activity counter that may only be used for research if it has five civilian factories.
   - France adds a 1 activity counter that may only be used for research if it has three civilian factories.

B. TWO ADDITIONAL CIVILIAN FACTORIES: Germany and Britain add a 2 activity counter if they convert a second idle factory to civilian use:
   - Germany adds a 2 activity counter if it has seven civilian factories.
   - Britain adds a 2 activity counter if it has six civilian factories.

C. SHIPBUILDING INCREASES: Germany, Italy and Britain each add a 1 activity counter that may only be used for shipbuilding if they increase their shipbuilding.

D. ECONOMIC PREPARATION: For Germany, Britain or Russia:
   - The first economic preparation result adds a 1 activity counter to the successful major power’s activity counter pool.
   - In addition to the effects of the first economic preparation result, the second economic preparation result adds a 2 activity counter to the successful major power’s activity counter pool.

E. AXIS AGGRESSIONS:
   - Germany adds a 1 activity counter for each successful aggression against the Rhineland, Austria, Czechoslovakia and Poland, up to a maximum of four additional activity counters. The Sudetenland and Danzig and the Polish Corridor do not count as aggressions for this rule.
   - Italy adds a 1 activity counter for each successful aggression against Ethiopia, Albania and either Greece or Yugoslavia, up to a maximum of three additional activity counters. Italy gains these activity counters when the aggression is completed.
   - Britain and France each add a 1 activity counter for each successful German aggression against Austria, Czechoslovakia and Poland and each successful Italian aggression against Albania and either Greece or Yugoslavia, up to a maximum of five additional activity counters. Activity counters for Italian aggressions are added in the turn following the start of the Italian aggression, not when the aggression is completed.

F. CIVIL WAR RESULT: One additional diplomatic counter with a strength of one may be placed at no cost (24.53A) after achieving a diplomatic advantage (25.54A) or diplomatic result (25.55A), or after winning a civil war (25.72).

G. FAILURE IN A CRISIS: In the turn following a crisis:
   - Aggressor backs down: If an Axis aggressor chooses to back down to avoid the possibility of war (27.62B):
     - The Axis aggressor may not use one of its 1 activity counters.
   - Allies back down: If none of the Allied major powers that challenged an Axis aggression meets the declaration of war threshold or choose to back down to avoid the possibility of war breaking out (27.72B):
     - Each Allied major power may use an additional 1 activity counter.
   - Each Allied major power may not use one of its 2 activity counters.
   - Aggressor backs down: If an Axis aggressor backs down in the face of an Allied ultimatum:
     - The Axis aggressor may not use its 3 (Germany) or one of its 2 (Italy) activity counters (27.82B).
     - Each Allied major power may use an additional 3 (Britain) or 2 (France) activity counter.
   - Russia: These same potential benefits and penalties apply to Russia if it challenges an Axis aggression (26.14).

H. RUSSIA:
   - Russia adds a 1 activity counter when it reaches medium cohesion.
   - Russia adds an additional 2 activity counter when it reaches high cohesion.
   - Russia adds an additional 3 activity counter when it reaches full cohesion.

12.3 COST OF ACTIVITY COUNTERS:

12.3.1 TILE POINT COST: The tile point cost of each activity counter, including the dedicated research 1 activity counter acquired by converting to a civilian factory, is equivalent to its strength: a 1 strength activity counter costs one tile point; a 2 strength activity counter costs two tile points; a 3 strength activity counter costs three tile points.

12.3.2 PAY AS YOU GO: The cost of activity counters is paid when they are used.

12.4 USING ACTIVITY COUNTERS:

12.4.1 Activity counters must be used for unit construction, shipbuilding, research and diplomacy. Tile points may not be used for these activities.

A. UNIT CONSTRUCTION: Any denomination of activity counter may be used for unit construction, including activity counters partly used for shipbuilding: a unit may be built using one 2 activity counter or two 1 activity counters; two units may be built using one 3 and one 1 activity counter, two 2 activity counters, or even four 1 activity counters, and so on.

B. SHIPBUILDING: The activity counters associated with shipyards may only be used for shipbuilding; any other activity counters of any denomination may also be used for shipbuilding, including activity counters partly used for unit construction. To lay down a ship, at least one activity counter associated with a shipyard must be used.

C. RESEARCH: Each major power may use only one activity counter for research, plus the research-only 1 activity counter acquired by converting to a civilian factory (15.22A).
Economic Phase

13. ECONOMIC PHASE
13.1 ECONOMIC PHASE SEGMENTS
13.2 EFFECTS

13.11 ECONOMIC PHASE SEGMENTS:
13.11 The Economic phase consists of the following segments, which are carried out sequentially by each major power in secret, then revealed simultaneously by all players:

A. INDUSTRIAL SEGMENT: Factories are converted to civilian or military use using tile points to pay for the costs.

B. RESEARCH SEGMENT: Each major power uses one or more activity counters for research and records its research on its research record sheet.

C. CONSTRUCTION SEGMENT: Each major power uses one or more activity counters for unit construction and shipbuilding. Armor, infantry and air units are moved from reserve to active status and ships are laid down, advanced and launched.

13.12 SECRECY: Economic activities are concealed, by whatever mechanism the players agree to use, until completed by all players. At the end of the economic phase, each major power:

A. Announces any factory conversion, pays the related tile point cost and adjusts the factories on its scenario card.

B. Announces any research results, places the related research counter on the Balance of Power Chart or its scenario card, and puts the activity counters used for research on the appropriate space on the eastern edge of the mapboard.

C. Implements the results of any unit construction and shipbuilding, moves the units or ships on its scenario card, places any related balance of power counters on the Balance of Power Chart, and puts the activity counters used for unit construction and shipbuilding on the appropriate space on the eastern edge of the mapboard.

13.2 EFFECTS:

13.21 FACTORY CONVERSION: Factory conversion affects research and unit construction in the turn in which the factory conversion occurs.

A. CIVILIAN FACTORIES:

- The first conversion of an idle to a civilian factory allows a second activity counter to be assigned to research (12.22A).
- The second conversion of a German or British idle to a civilian factory adds a 2 activity counter to the German or British activity counter pool (12.22B).

- These effects take place in the turn in which the factory is converted. Similarly, if later mobilizations reduce the number of civilian factories below the required level, the activity counters associated with the additional civilian factories are eliminated in the turn of mobilization.

B. MOBILIZATIONS:

- The military units generated by mobilization are added to the mobilizing major power’s Reserve, with a time delay of two (infantry), four (air) or six (armor) turns after the mobilization (EXCEPTION: If Britain mobilizes an infantry unit in its eighth mobilization, it has a time delay of four turns - 14.83).

- Units may be constructed in the turn they are added to a reserve.

- Shipyards generated from mobilizations are added immediately and may be used to lay down new ships in the turn in which they are added.

C. INCOME AND MAINTENANCE EFFECTS DELAYED: Because the income phase for the turn has already been completed, the additional income from civilian factories and the reduced maintenance from military factories take effect only in the turn following factory conversion.

D. SUPPORT EFFECTS IMMEDIATE: If mobilization results in a support increase (10.41A), the major power in question gains one tile point and has its support level increased by one in the ensuing crisis phase.

13.22 RESEARCH: Research results affect unit construction in the turn in which the research occurs.

A. NAVAL AIR TRAINING: A naval air training research result allows the construction of carriers by the major power achieving the result (16.13B). Construction of carriers may begin in the turn in which the research result is achieved.

B. BATTLESHIP DESIGN: A battleship design research result allows the construction of 4-factor battleships by the major power achieving the result; a second battleship design research result allows the construction of 5-factor battleships by the major power achieving the result (16.13B). Construction of these battleships may begin in the turn in which the research result is achieved.

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION
14.1 CONVERTING FACTORIES
14.2 COST OF CONVERTING TO CIVILIAN USE
14.3 COST OF CONVERTING TO MILITARY USE
14.4 RESTRICTIONS
14.5 MECHANICS
14.6 EFFECTS OF MOBILIZATIONS
14.7 ADDITIONAL UNITS
14.8 MOBILIZATION DELAYS
14.9 ADDITIONAL MOBILIZATIONS
14.1 CONVERTING Factories:

14.11 Factory Conversion: Each turn each major power may convert one existing factory to a different use at the indicated cost.

14.12 Factory Creation Prohibited: New factories may not be created.

14.2 COST OF CONVERTING TO CIVILIAN USE:

14.21 Cost: The cost of converting idle factories to civilian use is 10 tile points. This cost may be increased or decreased by random events.

14.3 COST OF CONVERTING TO MILITARY USE:

14.31 Cost: The cost of converting both idle and civilian factories to military use (“mobilizing”) is 10 tile points, adjusted as follows:

A. Year: Minus one point for every year that has been played (1935: 10 points; 1936: 9 points; 1937: 8 points; 1938: 7 points; 1939: 6 points; 1940: 5 points; and so on).

B. EAI: Plus or minus the EAI for the current turn, as determined after all public random events are revealed.

• The cost of mobilizing is decreased by a positive EAI.

• The cost of mobilizing is increased by a negative EAI.

C. Random Events: The cost of mobilizing may be increased or decreased by random events.

14.4 Restrictions:

14.41 One Conversion Per Turn: Each major power may convert only one factory per turn.

14.42 Civilian Conversion: A. Russia normally may not convert idle factories to civilian use. This restriction does not apply to other major powers.

B. Military factories may not be converted to civilian use.

14.43 Russian Mobilizations:

A. Great Purge: Russia may not mobilize in a turn in which a Great Purge occurs.

B. Mobilization Rate: The frequency with which Russia may mobilize is governed by the Russian cohesion level in the turn it seeks to mobilize, not the Russian cohesion level in the turn of the previous Russian mobilization. The same restrictions apply to Russian mobilizations in *A World at War*:

• Low Cohesion: Russia may mobilize once every five turns.

• Medium Cohesion: Russia may mobilize once every four turns.

• High Cohesion: Russia may mobilize once every three turns.

• Full Cohesion: Russia may mobilize once every two turns.

C. Mobilization of Civilian Factories: Russia may only mobilize its civilian factories if Germany has committed aggression against Poland, including Danzig and the Polish Corridor without signing the Nazi-Soviet Pact, has violated the Nazi-Soviet Pact, or has committed aggression against the Baltic States.

14.44 Demobilization Prohibited: A major power may not convert a military factory to civilian or idle status.

14.5 Mechanics:

14.51 Factory Conversion Simultaneous: Factory conversion is done secretly and simultaneously by all major powers.

14.6 Effects of Mobilizations:

14.61 Additional Units and Shipyards: Mobilizations generate one or more armor, infantry and air units, and may also trigger a shipbuilding increase.

14.62 Reduced Maintenance Costs: Each military factory reduces the owning major power’s maintenance costs by one point.

14.7 Additional Units:

14.71 Germany:

14.711 Units: Each German mobilization creates three units, as set out in the Mobilization Summary:

A. One armor unit or shipbuilding increase; plus

B. Any one of the following:

• One infantry and one air unit;

• Two infantry units; or

• Two air units.

14.712 While Germany may mobilize, in addition to an armor unit or a shipbuilding increase, two infantry units or two air units, rather than one infantry and one air unit, Germany must balance this by later mobilizing two air units or two infantry units, as the case may be, so that by the time it is fully mobilized it has an equal number of infantry and air units.

14.713 Restrictions:

A. Germany may not mobilize more than one armor unit in the same turn.

B. Germany may not mobilize both an armor unit and a shipbuilding increase in the same turn.

C. Germany may mobilize only one shipbuilding increase per game. The initial German shipbuilding levels do not count against this limit.

14.72 Italy:

14.721 Units: Each Italian mobilization creates two units, as set out in the Mobilization Summary:

A. Any two of the following:

• One armor unit.

• One infantry unit.

• One air unit.

• One shipbuilding increase.

14.722 Restrictions:

A. Italy may not mobilize more than one of each type of unit in the same turn.

B. Italy may not mobilize both an armor unit and a shipbuilding increase in the same turn.

C. Italy may not mobilize more than three armor units, including its initial armor unit, until it has achieved an Italian armor research result.

D. Italy may mobilize only one shipbuilding increase per game. The initial Italian shipbuilding levels do not count against this limit.

14.73 Britain:

14.731 Units: Each British mobilization creates three units, as set out in the Mobilization Summary.

14.732 Britain’s First and Second Mobilizations: Britain’s two pre-game mobilizations are considered to have created one armor unit, two shipbuilding increases, one infantry unit and two air units.

14.733 Britain’s Third and Fourth Mobilizations:

A. Units: In its third and fourth mobilizations, Britain may create:

• One armor unit, shipbuilding increase or air unit; plus

• Five air units.

B. Restrictions: The following restrictions apply to the third and fourth British mobilizations:

• One British mobilization may create no more than one armor unit or shipbuilding increase, plus two air units. A third air unit may be substituted for the armor unit or shipbuilding increase.

• The other British mobilization must consist of three air units.

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 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.

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).

14.74 FRANCE:

14.741 UNITS: Each French mobilization creates two units, as set out in the Mobilization Summary:

- Any two of the following:
  - One armor unit.
  - One infantry unit.
  - One air unit.

14.742 RESTRICTIONS:

- France may not mobilize more than one of each type of unit in the same turn.
- France may not mobilize more than three armor units, including its initial armor unit, until it has achieved a French armor research result.
- France may not mobilize shipbuilding increases.

14.743 POST-1940 UNIT ADDITIONS: Starting in Spring 1941, France adds one armor, infantry or air unit to its reserve each turn. These additions are limited by the French counter mix. These additional units do not count against the BRP limit on France’s A World at War force pool (transition rule 4.65A).

14.75 RUSSIA:

14.751 UNITS: Each Russian mobilization creates three units, as set out in the Mobilization Summary:

- One of each of the following:
  - One armor unit.
  - One infantry unit.
  - One air unit.

14.752 RESTRICTIONS:

- Russia may not mobilize more than one of each type of unit in the same turn.
- Russia may not mobilize shipbuilding increases.

14.8 MOBILIZATION DELAYS:

14.81 Military units are subject to delay from when they are mobilized to the turn in which they may be built. There is no delay for shipbuilding.

14.82 Gathering Storm “reserve” military units are equivalent to A World at War “allowable builds”.

14.83 The mobilization delays in Gathering Storm are the same as those in A World at War.

<table>
<thead>
<tr>
<th>Unit type</th>
<th>Delay</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor</td>
<td>2 turns</td>
</tr>
<tr>
<td>Infantry</td>
<td>4 turns</td>
</tr>
<tr>
<td>Air</td>
<td>4 turns</td>
</tr>
<tr>
<td>Armor</td>
<td>6 turns</td>
</tr>
<tr>
<td>Infantry</td>
<td>None</td>
</tr>
</tbody>
</table>

Note: A British infantry unit mobilized in Britain’s final mobilization (14.733A) takes 4 turns to come into play because it is mechanized.

14.9 INITIAL MOBILIZATIONS:

14.91 The Gathering Storm mobilization restrictions as to the types of units major powers may mobilize are not applied to the pre-Gathering Storm mobilizations which establish the initial conditions for the game.

14.92 GERMANY: At the start of Gathering Storm, Germany has mobilized three times and has created the following nine units or their shipbuilding equivalent:

- Two armor units.
- Three infantry units.
- Three air units.
- One shipbuilding increase.

14.93 ITALY: At the start of Gathering Storm, Italy has mobilized three times and has created the following six units or their shipbuilding equivalent:

- One armor unit.
- Three infantry units.
- Two air units.

14.94 BRITAIN: At the start of Gathering Storm, Britain has mobilized twice and has created the following six units or their shipbuilding equivalent:

- One armor unit.
- One infantry unit.
- Two air units.
14.95 FRANCE: At the start of Gathering Storm, France has mobilized three times and has created the following six units:

A. One armor unit.
B. Three infantry units.
C. Two air units.

14.96 RUSSIA: At the start of Gathering Storm, Russia has mobilized five times and has created the following 15 units:

A. Four armor units.
B. Four infantry units.
C. Seven air units.

Research Segment

15. RESEARCH

15.1 OVERVIEW:

15.11 OVERVIEW: The Axis, Allies and Russia conduct research separately. During the research segment, each alliance may research one or more eligible projects by assigning research points from its basic research point allocation, plus activity counters used for research. Research may also be augmented by random events.

15.12 RESEARCH CATEGORIES: There are five research categories: air, naval, military, atomic and intelligence.

15.13 STEPS AND LEVELS: Each incremental advance on a research track is referred to as a “step”. The cells in the research record sheets that are marked by “+” numbers or icons indicate the “levels” of research. For every two steps achieved in a research or production project, the project advances by one “level”.

15.14 RESEARCH AND PRODUCTION: In A World at War, there is an important distinction between research and production projects. In Gathering Storm, both types of projects are referred to as “research projects”, except where clarity requires otherwise (for example, ASW research and the production of ASW units), and the same mechanisms apply to both.

15.15 RESEARCH SECRET: The placement of research points is concealed until results are revealed.

15.2 RESEARCH ALLOCATIONS:

15.21 BASIC RESEARCH ALLOCATION: Each turn the basic research point allocation for each alliance is:

A. AXIS: 3 + 1 intelligence point + 1 German advanced research point.
B. ALLIES: 3 + 1 intelligence point.
C. RUSSIA: 1 + 1 intelligence point + 1 Russian advanced research point, unless prohibited by a Russian purge.

15.22 SUPPLEMENTAL RESEARCH POINTS: Subject to 15.22A, each turn each major power may use one activity counter to supplement its basic research allocation. Activity counters used for research may not be used for other purposes in that turn.

A. ADDITIONAL CIVILIAN FACTORIES: A major power that converts an idle factory to civilian use adds a 1 activity counter to its activity counter pool that may be used for research in addition to one other activity counter, and for no other purpose (12.22A):

- Germany: Six civilian factories.
- Italy: Three civilian factories.
- Britain: Five civilian factories.
- France: Three civilian factories.

These benefits are not permanent; if the required civilian factory is later mobilized, the dedicated research counter is removed from that major power’s activity counter pool in the turn in which the mobilization occurs (13.21A).

B. SPY RINGS: A spy ring in an enemy research category permits the placement of one additional research point in any project in that research category at no cost (16.16B).

C. EXPENDITURES REVEALED: Research expenditures are revealed at the end of the Economic phase.

D. CIVIL WAR INTERVENTION: Each time a major power intervenes in a civil war using a military counter, it may place an additional research point in one of the projects listed below during the diplomatic phase of the turn in which the military counter is used, regardless of the stage of the project and even if another research point had been placed in that project during the research segment of that turn:

- Civil war intervention research points may be placed in the following projects:
  - Air Range (Axis, Allies, Russia)
  - Strategic Bombers (Germany, Britain, Russia)
  - Air Defense (Axis, Allies, Russia)
  - Air Transport (Germany, Britain, Russia)
  - Armor (Germany, Italy, Britain, France, Russia)
  - Specialized Units (Axis, Britain, Russia)

- Axis and Allied civil war intervention research points may not be placed in a project in which the intervening major power is not participating; only projects unique to the intervening major power or joint Axis and Allied projects are eligible.

- No more than one civil war intervention research point may be placed in each project during the course of the game, regardless of how many civil war interventions are made and in which civil wars.

- Civil war intervention research points may be placed regardless of whether the intervention was successful in diplomatic terms.

- Civil war intervention research points may trigger research results. These are announced at the end of the diplomatic phase and may affect the ensuing crisis phase of that turn.

E. EXCESS PURGE EVENTS: For each purge event Russia incurs in excess of 30 purge events, Russia may immediately assign one additional step of research to any Russian research project at no cost, subject to the restriction that no more than three additional research steps from excess purge events may be assigned to a single project (22.73E).

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:

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 no clear cells are available, these research points may be assigned to light grey cells.

- Its second, fifth and eighth research points may be assigned to any of the first six steps of a project (clear or light grey cells).
- Its third, sixth and ninth research points may be assigned to any steps of a project (clear, light grey or dark grey cells).
- The research record sheets for each alliance indicate which research points may be used for which projects.
  - This restriction applies only to the automatic research point allocations (Axis: 3; Allies: 3; Russia: 1) and supplemental research points from activity counters used for research, and is unaffected by the assignment of intelligence and advanced research points (15.23D, E).
  - The additional research points from spy rings are not subject to the above restrictions; they may be placed in any step of a project, even if another research point has been placed in that project in that turn (16.16B).
  - Intelligence (15.23D) and German advanced (15.23E) research points are not subject to the above restrictions.

C. ITALIAN AND FRENCH RESEARCH POINTS: Each turn, unless three of their eligible projects have achieved 6-step results:

- Italy: At least one Axis research point must be assigned to a purely Italian project (Italian naval air training, battleship design, harbor attacks, submarines or armor).
- France: At least one Allied research point must be assigned to a purely French project (French battleship design, armor or the Maginot Line).

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 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.

15.24 REASSIGNING RESEARCH POINTS: Once assigned to a project, research points may only be switched to a different project if a random research event is drawn that would fail to have its full effect because of the earlier assignment of research points to that project. The surplus research points are then reassigned to one or more other projects in the same research category, regardless of the stages of the projects, subject to the following restrictions:

A. The projects to which the research points are reassigned must be eligible projects for the major power to which the random event applied; and
B. No more than three research points may be reassigned to a single project.

15.241 This situation may arise in any of the following ways:

A. A random event that advances a project one step or one or more levels cannot fully apply because that project is completed or nearly completed.
B. A doubling random event cannot fully apply because the project to which it applies is completed or nearly completed.
C. A random event may not fully apply to an intelligence project because of the limit on how many research results for that intelligence project may be held prior to use.

EXAMPLES: The Axis have invested 12 research points in Italian battleship design, achieving the maximum possible research result. Italy draws random event card 16: “Italian naval architects reconcile beauty and durability. Italian battleship design +1 level.” Since this random event can have no effect on Italian battleship design, Italy may reassign two research points (one level) to any naval project(s) eligible to receive Italian research points.

If the Axis had invested only 11 research points in Italian battleship design, the random event would complete Italian battleship design or one Axis research point could be used to complete Italian battleship design so that two research points would be reassigned. Had the Axis invested 10 or fewer research points in Italian battleship design, the random event would take effect normally.

The Allies have invested nine research points in air range. Random general event card 70 is drawn: “Improvements in airplane engine endurance. Double value of previous investment in air range research, up to a maximum increase of three steps.” Two of the previously assigned research points are reassigned, because only one step is required to complete the Allied air range research. If the Allies already had an air range research result, three research points could be assigned to Allied air projects.

15.3 RANDOM EVENTS:

15.31 GENERAL RANDOM EVENTS: General research random events take effect at the start of the research segment, before any research points are allocated and before national research random events take effect. General research random events may have the following effects:

- A. The research points assigned to jets, air range, battleship design, rockets, economic preparation or radar are doubled, up to a maximum increase of three steps. Doubling effects which cannot be applied to the specified project because they exceed the maximum achievable result allow the reassignment of research points to other projects in the same research category (15.24).
- B. Atomic research is allowed.

15.32 NATIONAL RANDOM EVENTS: National research random events may be played any time during the research segment, as desired by the major power that drew the random event, and are revealed at the end of the Economic phase. National research random events may have the following effects:

- A. A project advances one or two levels.
- B. Two projects each advance one step.
- C. A project may be advanced in the same manner from a spy ring.
- D. An additional activity counter may be applied to research.

15.4 RESEARCH PROJECTS:

15.41 The research projects that may be conducted by each major power are indicated on the Research Record Sheets.

15.42 RESTRICTIONS:

A. WEST WALL: The Axis may not place research points in the West Wall until Germany has remilitarized the Rhineland. This does not prevent an early start to West Wall construction as a result of German random event 85 (pre-fabricated bunkers mass produced). German random event 7 (concrete shortage) prohibits the placement of Axis research points in the West Wall.
in the turn in which it is drawn, even if West Wall research is otherwise permitted.

B. ANGLO-FRENCH COOPERATION: The Allies may not place research points in Anglo-French cooperation until the Axis have carried out an aggression against a target other than Ethiopia or the Rhineland. This does not prevent earlier research advances in Anglo-French cooperation as a result of random events.

C. ATOMIC RESEARCH: Research points may not be placed in atomic general research until one of the two atomic general research random events is drawn (random event cards 72 and 144). This does not prevent earlier research advances in atomic general research as a result of random events.

15.5 STARTING RESULTS:
15.51 STARTING RESULTS: The game begins with the following research results having already occurred:
A. AXIS: One specialized unit research result.
B. ALLIES:
   • One strategic bomber research result.
   • One British naval air training research result.
C. RUSSIA: One specialized unit result.

15.52 EFFECT OF STARTING RESEARCH RESULTS: The starting research results affect the Balance of Power Charts and Russian garrison, but are not taken into account for those projects when assigning research points and determining additional research results.

EXAMPLE: The first Allied research point assigned to strategic bombers is placed in step 1 of the strategic bombers project, and after six steps it the Allies get a strategic bomber research result and place a second strategic bomber counter on the air portion of the Balance of Power Chart, in addition to the strategic bomber counter already on the air portion of the Balance of Power Chart at the beginning of the game.

15.6 RESEARCH RESULTS:
15.61 Once all research points are assigned, research and production are recorded on the Axis, Allied or Russian Research Record Sheets.

15.62 RESULTS ON RESEARCH RECORD SHEET: Research results that affect play in Gathering Storm are indicated on the research record sheet by bold text on the Research Record Sheets.

15.63 Research results are announced when they first affect play.

• Research results are announced in sequence (Germany, Italy, Britain, France, Russia) if it matters. For example, covert operations (16.16A) and spy rings (16.16B) are announced in this sequence.
• Once the Allies have achieved a 6-step Maginot Line research result, additional Maginot Line research must be revealed to the Axis (16.14B).
• Spy rings must be announced when first obtained (16.16B).

EXAMPLE: Starting in Spring 1935, France decides to research battleship design. Using the standard tracking convention, France assigns the maximum one research point (15.23A) in Spring (green), Summer (yellow) and Fall (orange). In Winter 1935, France draws random event card 22, which has the following research random event for France: “French naval architects and technicians confer on design of next generation of French battleships. French battleship design research +1 level.”

France implements the random event (15.32), completing steps 4 and 5, and then assigns a research point to battleship design in Winter (blue), achieving a battleship design result. In Winter 1935, the Allies place a French battleship design counter on the naval balance of power track, and France could lay down a four-factor battleship (19.63C, 16.13B).

16. RESEARCH EFFECTS
16.1 GATHERING STORM RESEARCH EFFECTS
16.2 A WORLD AT WAR RESEARCH EFFECTS

16.1 GATHERING STORM RESEARCH EFFECTS:

16.11 EFFECTS: Research results affect play in Gathering Storm as set out below. On the research record chart:
A. Results that generate one Axis or Allied counter for the Balance of Power Chart or one Russian counter for the Russian garrison are in green.
B. Results that generate two Axis or Allied counters for the Balance of Power Chart or two Russian counters for the Russian garrison in the same category are in red.
C. Results that generate two counters for the Balance of Power Chart in different categories are in blue.
D. Economic preparation results that generate activity counters are in black.
E. Other results are outlined in grey.
F. Results that generate a +1 support modifier are indicated by a support counter.

16.12 AIR RESEARCH:

A. The following research results require six steps (three levels) for the first result, which generates one counter which is placed on the air portion of the Balance of Power Chart; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the air portion of the Balance of Power Chart.
   • Strategic bombers: For Germany, Britain or Russia:
      o The first strategic bomber research result (six steps - three levels) generates a counter which is placed on the air portion of the Balance of Power Chart.
      o In addition to the effects of the first strategic bomber research result, the second strategic bomber research result (another six steps - six levels) generates two more counters which are placed on the air portion of the Balance of Power Chart.
      o In addition to the effects of the first two strategic bomber research results, the third strategic bomber research result (another six steps - nine levels) increases the German, British or Russian support level by +1.

B. The following research results require ten steps (five levels) and generate two counters; one is placed on the air portion of the Balance of Power Chart, and the other is placed on the naval portion of the Balance of Power Chart.
   • Air Range.
   • Air Defense.

C. The following research result requires ten steps (five levels) and generates two counters; one is placed on the air portion of the Balance of Power Chart, and the other is placed on the infantry portion of the Balance of Power Chart.
   • Air Transports.
B. The following research results require six steps (three levels) for the first result, which generates one counter which is placed on the naval portion of the Balance of Power Chart; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the naval portion of the Balance of Power Chart.

- **Naval Air Training.**
  - Naval air training results are required for carrier construction (19.63A).
  - Carrier construction is permitted in the turn in which a naval air training result is achieved.

- **Battleship design.**
  - A battleship design research result also allows that major power to build 4-factor battleships (19.63C).
  - A second battleship design research result also allows that major power to build 5-factor battleships (19.63C).
  - The construction of 4- and 5-factor fast battleships is permitted in the turn in which the required battleship design research results are achieved.

- **Light ships.**
- **Submarines.**
- **ASW.**
- **Transports.**
  - A further six steps (nine levels) of transport research achieves a third result and increases the British support level by +1.

16.14 MILITARY RESEARCH:

A. The following research results require six steps (three levels) for the first result, which generates one counter which is placed on the armor portion of the Balance of Power Chart; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the armor portion of the Balance of Power Chart.

- **Armor.**
  - Italy, Britain, France and Russia are limited to two armor research results (12 steps; six levels).
  - Germany may obtain a third armor research result (18 steps; nine levels), which increases the German support level by +1.

- **Specialized Units.**
  - The first two research results for specialized units generate airborne counters for the Axis and Russia and either an airborne or commando counter for Britain, at the British player’s option.
  - A further six steps (nine levels) of specialized unit research achieves a third result and increases the German, British or Russian support level by +1.

B. The following research results require six steps (three levels) for the first result, which increases the German (West Wall) or French (Maginot Line) support level by +1; and another six steps (six levels) for the second result, which increases the German (West Wall) or French (Maginot Line) support level by another +1.

- **West Wall.**
  - The Axis may not place research points in the West Wall until Germany has remilitarized the Rhineland (15.42A).
  - German random event 7 (concrete shortage) prohibits the placement of any Axis research points in the West Wall in the turn in which it is drawn.

- **Maginot Line.**
  - Once the Allies have achieved a 6-step Maginot Line research result, additional Maginot Line research must be revealed to the Axis player and triggers a one-time adverse diplomatic modifier for Belgium/Luxembourg equivalent to the number of Maginot Line research steps achieved in that turn (-1 for one step; -2 for two steps; etc.). This modifier applies only in turns in which one or more steps of Maginot Line research is achieved.

C. ECONOMIC PREPARATION: For Germany, Britain or Russia:

- The first economic preparation result (six steps - three levels) adds a 1 activity counter to the successful major power’s activity counter pool.
- In addition to the effects of the first economic preparation result, the second economic preparation result (another six steps – six levels) adds a 2 activity counter to the successful major power’s activity counter pool.
- In addition to the effects of the first two economic preparation results, the third economic preparation result (another six steps – nine levels) increases the German, British or Russian support level by +1.

16.15 ATOMIC RESEARCH:

A. ATOMIC GENERAL RESEARCH:

- A major power (Germany, Britain, Russia) that obtains a 10-step atomic general research result increases its support level by +1.
- Research points may not be placed in atomic general research until one of the atomic general research random events (random event cards 72 and 144) is drawn (15.42C).

B. RADAR: A radar research result requires ten steps (five levels) and generate two counters; one is placed on the air portion of the Balance of Power Chart, and the other is placed on the naval portion of the Balance of Power Chart.

16.16 INTELLIGENCE RESEARCH:

A. COVERT OPERATIONS:

- Axis covert operations are conducted by either Germany or Italy, as decided by the Axis player; Allied covert operations are conducted by either Britain or France, as decided by the Allied player.
- Unless countered by a counter-intelligence result, a covert operation generates a +1 diplomatic modifier in favor of the major power that conducts it.
- A covert operation may be conducted in any diplomatic target (24.2) or Russia (10.91F) after all diplomatic counters and all diplomatic random events have been revealed.
- Covert operations are conducted in the following order:
  - Germany, Italy, Britain, France and Russia.
The use of counter-intelligence to negate a covert operation is announced immediately, before any other covert operations are conducted.

Russian subversions are announced after all covert operations are completed.

- A covert operations result may be used only once.
- Each major power may hold no more than one covert operations result in reserve; an additional result may not be obtained until the previous one has been used.

**B. ESPIONAGE:** An espionage result compels a major power to immediately place a spy ring in either a diplomatic target or in an opposing alliance research category. Spy rings are placed at the end of the economic phase, prior to diplomacy, and may not be held for placement in a later turn. A spy ring is considered to be activated for one turn when it is firstly placed, and may be reactivated for one turn each year thereafter if not eliminated.

**Sequence:**
- The Axis announce any new espionage result, where they are placing a new spy ring, and whether an existing spy ring is being reactivated.
- The Allies then announce any new espionage result, where they are placing a new spy ring, and whether an existing spy ring is being reactivated.
- Russia then announces any new espionage result, where it is placing a new spy ring, and whether an existing spy ring is being reactivated.

**Diplomatic spy rings:**

- When a spy ring is activated in a diplomatic target, whether or not it is eliminated by an opposing counter-intelligence result or an enemy spy ring:
  - All opposing secret diplomatic random events in that diplomatic target must be revealed before diplomacy begins.
  - Any opposing military and diplomatic counters placed in that diplomatic target must be placed openly before any other diplomatic counters are placed.
  - If the Axis and either the Allies or Russia both have an active spy ring in the same diplomatic target in the same turn, each side secretly commits to its diplomatic effort in that diplomatic target, then both commitments are revealed.
- If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:
  - In addition to the above effects, a diplomatic counter placed in that diplomatic target does not count against the owning alliance’s two-counter limit on diplomatic counter placement (24.54E). A spy ring does not allow the placement of two diplomatic counters in the target, nor does it allow an Axis or Allied diplomatic counter to be placed in a minor country in which the anti-Comintern counter has been placed.

- A Russian spy ring in a diplomatic target allows Russia to place a diplomatic counter in that target when it would otherwise be unable to do so (22.21B, 22.21C, 24.61B). Spy rings allow Russia to place diplomatic counters even if such placement is otherwise prohibited by a purge.
- The owning alliance receives a +1 diplomatic modifier, in the same manner as a random event, whether or not any diplomatic counters are placed in the minor country.
- If a spy ring in a minor country is not eliminated by a counter-intelligence result or an enemy spy ring in a subsequent turn, it may be reactivated for one turn in each subsequent year with the same effects as the turn in which it was placed.

**Research spy rings:**

- When a spy ring is activated in an opposing research category, whether or not it is eliminated by an opposing counter-intelligence result, the opposing player must reveal the exact status of each active research project in that category by announcing how many research steps have been achieved in each project.
- If the spy ring is not then eliminated by an opposing counter-intelligence result:
  - In addition to the above effects, in the research segment of the turn after the spy ring is placed, the alliance that placed the spy ring may place one additional research point in any project in that research category at no cost, regardless of the stage of the project and even if another research point has been placed in that project in that turn.

- A Russian spy ring in research allows Russia to place one additional research point even if subject to a research purge (22.21B).
- If a spy ring in enemy research is not eliminated by a counter-intelligence result in a subsequent turn, it may be reactivated for one turn in each subsequent year with the same effects as the turn in which it was placed.

**Eliminating spy rings:**

- Spy rings operating in a minor country or in enemy research may be eliminated by a counter-intelligence research result (16.16C).
- If a spy ring is placed in a minor country that already has a spy ring, both spy rings are eliminated.

**C. COUNTER-INTELLIGENCE:** A counter-intelligence result may be used to eliminate a covert operation or a spy ring.

- A counter-intelligence result eliminates a covert operation before it takes effect.
- A counter-intelligence result eliminates a diplomatic spy ring after random events and diplomatic counter placement in the targets are revealed.
- A counter-intelligence result eliminates a research spy ring after the status of the target’s research category is revealed.
- A counter-intelligence result may be used only once.
- Each alliance may hold no more than one counter-intelligence result in reserve; an additional result may not be obtained until the previous one has been used.

**D. CODEBREAKING:** Each codebreaking result generates a counter which is placed on the naval portion of the Balance of Power Chart. A maximum of two codebreaking results may be achieved by each major power.

**E. OCCUPATION POLICIES:** The first occupation policies result requires six steps (three levels) and increases the Russian garrison requirement by one unit; the second occupation policies result requires another six steps (six levels) and increases the Russian garrison requirement by two additional units.

**F. MOSLEM UNREST:** The first Moslem unrest result requires six steps (three levels) and generates one counter which is placed on the infantry portion of the Balance of Power Chart; a second Moslem unrest result requires another six steps (six levels) and generates two additional counters which are placed on the infantry portion of the Balance of Power Chart.

**G. ANGLO-FRENCH COOPERATION:**

- For each level of Anglo-French cooperation, one tile point may be transferred between Britain and France at any time during each turn.
- The Allies may not place research points in Anglo-French cooperation until the Axis has committed aggression against a target other than Ethiopia or the Rhineland (15.42B).

**H. SUBVERSION:** Each level of Russian subversion gives Russia a +1 diplomatic modifier in a minor country. This effect is announced after all diplomatic counters are placed, all diplomatic random events and counters have been revealed, and any covert operations have been played. Russian subversion may be used in any minor country. Each level of Russian subversion may be used only once.

**16.17 RUSSIAN RESEARCH:** If Russia obtains a ten step (five level) research result for air range, air defense, air transports or radar, it places two counters on the Russian garrison track.

**16.18 ADVANCED RESEARCH:**

- Advanced research may be conducted in the following three projects:
  - Jets.
  - Advanced submarines.
  - Rockets.

**B. JETS:** Jet research results generate counters that are placed on the air portion of the Balance of Power Chart:

- The first jet research result (three levels - “1944”) generates one counter.
• The second jet research result (six levels - “1943”) generates two additional counters.
• The third jet research result (nine levels) does not generate any additional counters. Instead, the result increases that major power’s support level by +1.

C. ADVANCED SUBMARINES: Advanced submarine research results generate counters that are placed on the naval portion of the Balance of Power Chart:
• The first advanced submarine research result (three levels - “1944”) generates one counter.
• The second advanced submarine research result (six levels - “1943”) generates two additional counters.
• The third advanced submarine research result (nine levels) does not generate any additional counters. Instead, the result increases Germany’s support level by +1.

D. ROCKETS: Rocket research results generate counters that are placed on the armor portion of the Balance of Power Chart:
• The first rocket research result (three levels - “1944”) generates one counter.
• The second rocket research result (six levels - “1943”) generates two additional counters.
• The third rocket research result (nine levels) does not generate any additional counters. Instead, the result increases Germany’s support level by +1.

E. RUSSIAN ADVANCED RESEARCH RESULTS: Russian jet and rocket research results generate counters that are placed on the Russian garrison track. For each project:
• The first research result (three levels - “1944”) generates one counter.
• The second research result (six levels - “1943”) generates two additional counters.
• The third research result (nine levels) does not generate any additional counters. Instead, the result increases Russia’s support level by +1.

• The second advanced research result (six levels) allows A World at War RPs to be placed in that project in 1943.
• The third advanced research result (nine levels):
  ○ allows A World at War RPs to be placed in that project in 1943 with a [+1] modifier; and
  ○ adds one jet, advanced submarine or rocket base to the German, British or Russian force pool in Spring 1942, as the case may be.
• Intermediate advanced research results, as indicated by a “★”, generate a [+1] modifier when an alliance faction first rolls for that advanced research project in A World at War.

D. ECONOMIC PREPARATION: Germany, Britain and Russia are expected to achieve one economic preparation research result in Gathering Storm:
• For each level of economic preparation research achieved by Germany, Britain and Russia, up to a second economic preparation result, the German, British or Russian construction limit in A World at War is increased by one, from a starting level of -3 BRPs per turn, up to a maximum increase of +3, starting in the first turn of war.
• 15 steps of Gathering Storm economic preparation research, as indicated by a “★”, give the European Axis, Western Allies or Russia either six air or six military production results, at the rate of one per year.
• 18 steps of Gathering Storm economic preparation research give the European Axis, Western Allies or Russia any combination of air and military production results, at the rate of one per year.

16.2 A WORLD AT WAR RESEARCH EFFECTS:
16.21 Details of how Gathering Storm research results affect A World at War are set out in the Gathering Storm transition rules. There are four basic types of research results:
A. RESEARCH PROJECTS: Every two points in a research project advance the project by one level. In A World at War terms, each level is equivalent to a “[+1]” research die roll modifier or an actual result.
B. PRODUCTION PROJECTS: The indicated number of steps on the Research Record Sheets triggers one production result. This adds one unit to the major power’s A World at War forces.
C. ADVANCED RESEARCH PROJECTS: Advanced research project results determine the year in which research in that project may begin in A World at War.
• The first advanced research result (three levels) allows A World at War RPs to be placed in that project in 1944.

Construction Segment

17. MAINTENANCE
17.1 MAINTAINING MILITARY UNITS

17.11 Once built, each active military unit triggers a one point maintenance cost to maintain in active service. This maintenance cost must be paid if possible; if it is not paid, the military unit is removed from active status and returned to reserve duty.
17.12 There is no maintenance cost for naval units or research counters.

18. BUILDING MILITARY UNITS
18.1 UNIT CONSTRUCTION COSTS
18.2 PLACEMENT
18.3 MECHANICS
18.4 RESTRICTIONS
18.5 REQUIRED RUSSIAN CONSTRUCTION
18.6 A WORLD AT WAR EQUIVALENCE

18.1 UNIT CONSTRUCTION COSTS:
18.11 A unit in Reserve may be built at a cost of 2 activity counter points. Armor, infantry and air units are all built at the same cost.
18.2 PLACEMENT:
18.21 When military units are built:
A. The unit that was built is moved from the Reserve section of the building major power’s scenario card to the Active section, so that the player can quickly determine his unit maintenance costs in subsequent turns.
B. When an Axis or Allied unit is built, a corresponding Axis or Allied armor, infantry or air Balance of Power unit is placed in the appropriate space on the Balance of Power Chart. This allows the Axis-Allied balance of power to be determined quickly, without referring to the scenario cards, as well as permitting other players to see the active force levels of the Axis and Allied major powers.

18.3 MECHANICS:
18.31 UNIT CONSTRUCTION SIMULTANEOUS: Unit construction and shipbuilding is done simultaneously and secretly by all major powers during the construction segment of the Economic phase, and are revealed at the end of the Economic phase (13.12).

18.4 RESTRICTIONS:
18.41 RESTRICTIONS: Subject to construction random events:
A. BUILDS LIMITED BY ACTIVITY COUNTERS: A major power may not build a unit unless it has assigned the required activity counter(s) to that task.
B. ONE UNIT OF EACH TYPE PER TURN: A major power may, if it uses sufficient activity counters, build one unit of each type in a single turn, but it may not build more than one unit of the same type unless allowed to do so by a random event.

18.5 REQUIRED RUSSIAN CONSTRUCTION:
18.51 NEGATIVE RUSSIAN SUPPORT LEVEL: If the Russian support level is less than zero, Russia must build at least one unit:
A. This expenditure takes priority over any other expenditures - Russia may not mobilize a factory or spend on research if this would reduce Russia’s point total below the level needed to construct the required unit.
B. If Russia is unable to build a unit because it lacks sufficient tile points, it may make no other expenditures.
C. If Russia is unable to build a unit because there is no unit available to be built, this requirement is disregarded.
D. When calculating the Russian support level to determine whether the requirement to build a unit applies, negative Russian secret support events are not taken into account. Russia may play a positive secret support event at the start of its turn to increase its support level to zero or more to avoid the requirement.

18.6 A WORLD AT WAR EQUIVALENCE:
18.61 Gathering Storm “active” military and air units are equivalent to A World at War “at start forces”.
18.62 Gathering Storm “reserve” military and air units are equivalent to A World at War “allowable builds”.

19. SHIPBUILDING
19.1 OVERVIEW
19.2 NAVAL CONSTRUCTION CHARTS
19.3 SHIPBUILDING RATES
19.4 SHIPYARD CAPACITY
19.5 SHIPBUILDING COSTS
19.6 LAYING DOWN NEW SHIPS
19.7 NAVAL CONSTRUCTION
19.8 BALANCE OF POWER EFFECTS
19.9 THE BATTLESHIP RACE

19.11 Germany, Italy, Britain and France may build new ships and continue the construction of existing ships. Russia may not build ships.
19.12 Shipbuilding is done secretly and the results revealed simultaneously at the end of the economic phase.
19.13 Each major power’s shipbuilding is limited by the activity counters it assigns to shipbuilding, its shipbuilding rate (19.3), shipyard capacity (19.4) and the restrictions set out in 19.63, including whether unused ship counters are available.

19.2 NAVAL CONSTRUCTION CHARTS
19.21 Each major power tracks its naval construction on the naval construction chart on its scenario card:

<table>
<thead>
<tr>
<th>Level</th>
<th>Spring</th>
<th>Summer</th>
<th>Fall</th>
<th>Winter</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>Caio Duilio</td>
<td>A. Doria</td>
<td>BB3</td>
<td>BB3</td>
</tr>
<tr>
<td>2</td>
<td>C. Cavour</td>
<td>G. Cesare</td>
<td>BB3</td>
<td>BB3</td>
</tr>
</tbody>
</table>

Launch

19.22 When new ships are laid down, they are placed on the naval construction chart. As construction continues, ships are moved down the naval construction chart until they reach the bottom row, when they are launched.

19.3 SHIPBUILDING RATES:
19.31 The initial shipbuilding rate of each major power is indicated by the shipyard symbols on its scenario card:
A. BRITAIN: 3.
B. GERMANY, ITALY, FRANCE: 2 each.

19.32 Germany, Italy and Britain may increase their shipbuilding rates by one by mobilizing a shipyard. Germany, Italy and Britain may only mobilize one additional shipyard per game.

19.33 OTHER EFFECTS OF SHIPBUILDING INCREASES: Apart from increasing shipbuilding rates and shipyard capacity (19.41), shipbuilding increases have the following additional effects:
A. ACTIVITY COUNTERS: Germany, Italy and Britain each add a 1 activity counter that may only be used for shipbuilding (12.22C).
B. AXIS SHIPBUILDING INCREASES: Axis shipbuilding increases trigger Allied support increases as set out in 10.71C (Britain) and 10.81C.
19.34 The number of ships that a major power lays down or advances in a turn may not exceed its shipbuilding rate.

19.4 SHIPYARD CAPACITY:
19.41 The number of ships a major power may have under construction on its shipyard time track is limited to twice its shipbuilding rate:

A. BRITAIN: 6 ships (8 ships if Britain mobilizes a shipyard).
B. GERMANY: 4 ships (6 ships if Germany mobilizes a shipyard).
C. ITALY: 4 ships (6 ships if Italy mobilizes a shipyard).
D. FRANCE: 4 ships.

19.42 The number of ships that a major power is building may not exceed its shipbuilding capacity.

19.5 SHIPBUILDING COSTS:
19.51 In any given turn, shipbuilding may involve laying down new ships and continuing or accelerating the construction of existing ships.

19.52 Subject to random events, the costs of shipbuilding are:

A. BEGINNING AND CONTINUING CONSTRUCTION: Activity counter points equal to the size of the ship, minus one for each positive EAI or plus one for each negative EAI, to a minimum cost of one activity point per ship (the higher the EAI, the cheaper it is to build ships).

B. ACCELERATION: One activity counter point to speed a ship up by one turn; two activity counter points to speed a ship up by two turns (19.73).

19.6 LAYING DOWN NEW SHIPS:
19.61 LAYING DOWN NEW SHIPS: New ships are placed in the row corresponding to their size and the column for the season of the turn in which they are laid down.

19.62 SHIPBUILDING ACTIVITY COUNTER REQUIRED: A new ship may only be laid down using at least one activity counter associated with a shipyard. This requirement limits the number of new ships that may be laid down by each major power each turn to the number of activity counters associated with a shipyard it has (12.21). This requirement does not apply when a random event allows a ship to be laid down at no cost.

19.63 RESTRICTIONS: New naval construction is limited by the counter mix, which restricts the maximum number of ships of each type that may be built by each major power. In addition, the following restrictions apply:

A. 2-FACTOR AIRCRAFT CARRIERS:
   - All carriers in Gathering Storm are 2-factor aircraft carriers (CVLs); larger carriers may not be built.
   - Only Germany, Italy and Britain may build carriers.
   - One naval air training research result is required for every three carriers built or under construction (16.13B):
     - Germany must achieve a naval air training result before building any carriers and is then limited to building no more than three carriers unless it achieves a second naval air training result.
     - Italy must achieve a naval air training result before building any carriers and is then limited to building no more than three carriers unless it achieves a second naval air training result.
     - A German naval air training result does not permit the construction of Italian carriers. Similarly, an Italian naval air training result does not permit the construction of German carriers.
     - At the start of the game, Britain has one naval air training result and has already built three carriers. Britain is therefore in the same position as Germany and Italy; before building any additional carriers, it must achieve a second naval air training result, and may then build no more than three additional carriers until it achieves a third naval air training result.

B. 3-FACTOR BATTLESHIPS OR BATTLECRUISERS:
   - Italian and French 3-factor capital ships are referred to as battleships; German and British 3-factor capital ships are referred to as battlecruisers.

C. MODERN BATTLESHIPS: 4- and 5-factor battleships are referred to as “modern battleships”.
   - A major power may build 4-factor battleships only if it has achieved a battleship design research result (16.13B).
   - A major power may build 5-factor battleships only if it has achieved two battleship design research results (16.13B).

D. LIGHT SHIPS: Light ships are not represented in Gathering Storm. The starting levels of cruisers, destroyers and other one-factor naval units in A World at War are unaffected by the number of turns played in Gathering Storm before the outbreak of war, but may be augmented by research.

19.7 NAVAL CONSTRUCTION:
19.71 CONTINUING CONSTRUCTION: The continued construction of a ship already in a shipyard is permitted in the season corresponding to the seasonal column in which the ship is located.
A. The cost of continued construction is the same as for laying down a ship - the size of the ship, minus one for each positive EAI or plus one for each negative EAI, to a minimum cost of one activity point per ship (19.52A).

B. Continued construction of an existing ship, as opposed to laying down a new ship, does not require the use of an activity counter associated with a shipyard (19.62), although such an activity counter may be used.

C. The ship is moved down one row in the same column.

19.72 DEFERRING CONSTRUCTION: Naval construction may be deferred. A ship that is deferred is moved along the same row one column to the right. Naval units in the “Winter” column are moved to the “Spring” column. Completion of construction is thereby delayed one turn.

19.73 ACCELERATING CONSTRUCTION: Naval construction may be accelerated by spending an additional one or two activity counter points.
A. After advancing the ship down one row from normal construction, the expenditure of one additional activity counter point moves the accelerated ship one column to the left, so the next opportunity to advance the ship comes one turn earlier than would otherwise be the case.

B. After advancing the ship down one row from normal construction, the expenditure of two additional activity counter points moves the accelerated ship two columns over in either direction (a “knight’s move”, in chess terms), so the next opportunity to advance the ship comes two turns earlier than would otherwise be the case.

C. The EAI does not reduce or increase the cost of acceleration.

D. Random events may allow the acceleration of ships at no cost, regardless of the seasonal column they occupy.

- Acceleration from random events occurs before or after normal naval construction, at the option of the major power that drew the random event.
- Acceleration from random events may be applied to ships in columns other than that of the current turn. Such ships move one or two columns to the left along the same row, depending on the random event. Ships in the Spring column move to the Winter column.
- A ship that moves into the column for the current turn may be advanced to the next row, at the normal shipbuilding cost (19.71A). Similarly, a ship that moves through the column for the current turn may be advanced to the next row, at the normal shipbuilding cost, after which it is moved to the next column to the left.

If normal acceleration may be described as a “knight’s move” (19.73B), then advancing a ship during acceleration is similar to en passant. Non-chess players should think about invading Russia.

E. Acceleration is not allowed when a ship is first laid down.

19.74 LAUNCHING SHIPS: Ships are launched when they reach the “Launch” row of the Naval Construction Chart. A ship no longer counts against the shipyard capacity of the constructing major power on the turn it is launched.

19.75 SAVING SHIPBUILDING POINTS:
A. Tile points may be spent for activity counters associated with a shipyard and the use of the shipbuilding points generated by those activity counters postponed until a future turn.
B. The maximum number of shipbuilding points that may be saved in this manner is limited to the major power’s shipbuilding rate (19.3).

C. Shipbuilding points may be saved in a turn in which a ship is deferred.

D. Saved shipbuilding points are tracked using the saved shipbuilding activity counters included in Storm Over Asia, which are placed on the applicable shipbuilding portion of the mapboard when purchased.

E. Saved shipbuilding activity counters may not be used to meet the 19.62 requirement that at least one activity counter associated with a shipyard is required to lay down a new ship.

EXAMPLE: Italy spends one tile point in Spring 1936 to use its 1 shipbuilding activity counter associated with its shipyards and saves the shipbuilding point. In Summer 1936, Italy may retain the saved shipbuilding point, possibly saving a second shipbuilding point in the same manner, or use this saved shipbuilding point as part of the cost of advancing one of its three-factor battleships.

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.

19.8 BALANCE OF POWER EFFECTS

19.81 BALANCE OF POWER EFFECTS: An Axis or Allied generic ship counter is placed on the naval Balance of Power Chart when:

A. SHIP LAUNCHED: A major power launches a ship, regardless of type.

B. MODERN BATTLESHIP LAID DOWN: A major power lays down a 4- or 5-factor battleship. If the 4- or 5-factor battleship is launched before the end of the game, a second Axis or Allied generic ship counter is placed on the naval Balance of Power Chart (19.81A).

19.9 THE BATTLESHIP RACE

19.91 THE BATTLESHIP RACE: The alliance that is ahead in modern battleship construction receives a balance of power modifier of one in its favor, regardless of the naval balance of power.

19.92 BALANCE OF POWER MODIFIER DISTINCT: The alliance that leads in the battleship race receives a +/-1 balance of power modifier, distinct from the naval balance of power modifier. The battleship race modifier is unaffected by the maximum +/-3 value of the naval balance of power; if the Allies have a -3 modifier in the naval balance of power and lead in the battleship race, they receive a total -4 balance of power naval modifier.

19.93 4-FACTOR BATTLESHIPS: Once at least one alliance has started construction of two or more 4-factor battleships, the lead in battleship construction is determined as follows:

- If one alliance has launched two or more 4-factor battleships than the other, that alliance has the lead.

- If neither alliance has launched two or more 4-factor battleships than the other, 4-factor battleships on the “2” row of each major power’s naval construction chart, regardless of the exact season (column), are included in the calculation.

- If neither alliance has launched or has on the “2” row two or more 4-factor battleships than the other, 4-factor battleships on the “3” row are included in the calculation. If the battleship race is still tied, then 4-factor battleships on the “4” row are included in the calculation.

- If neither alliance has the lead when all launched and building 4-factor battleships are taken into account, the battleship race is tied, and the +/-1 balance of power modifier is not applied.

19.94 5-FACTOR BATTLESHIPS: If a major power has achieved two battleship design research results and started construction of a 5-factor battleship, the lead in the battleship race is determined as set out above solely in relation to 5-factor battleships. If the 5-factor battleship race is tied, then the alliance with the lead in 4-factor battleships has the lead in the battleship race, with any surplus 5-factor battleship being treated as a launched 4-factor battleship.

Leading by a single 5-factor battleship isn’t sufficient to win the battleship race, but this gives the owning side a leg up in the 4-factor battleship race.

Balance of Power

20. THE BALANCE OF POWER

20.1 CONCEPT

20.2 COMPONENTS

20.3 BALANCE OF POWER CHART

20.4 STARTING LEVELS

20.5 CALCULATING THE BALANCE OF POWER

20.6 BALANCE OF POWER EFFECTS

20.1 CONCEPT:

20.11 AXIS-ALLIED BALANCE OF POWER: The Axis-Allied balance of power reflects the political and diplomatic effects of the relative warring abilities of the contending major powers in four separate categories:

A. Armor.

B. Infantry.

C. Air.

D. Naval.

20.12 Counters representing all active Axis and Allied armor, infantry and air units, as well as certain naval actions (19.81), are placed on the Balance of Power Chart. In addition, research results are placed in the appropriate category on the Balance of Power Chart.

20.2 COMPONENTS:

20.21 The armor, infantry, air and naval strengths of the Axis (Germany and Italy) and of the Allies (Britain and France) are combined for all balance of power purposes. The components of each category are:
20.22 ARMOR:
- Armor units (active units only)
- Specialized Units
- Armor research
- Rockets

20.23 INFANTRY:
- Infantry units (active units only)
- Air Transports
- Moslem Unrest research results

20.24 AIR:
- Air units (active units only)
- Strategic Bombers
- Air Transports
- Air Range
- Air Defense
- Radar
- Jets

20.25 NAVAL:
- Two starting Royal Navy counters
- Ships launched and modern battleships laid down
- Naval Air Training
- Battleship Design
- ASW research
- Torpedoes
- Harbor Attacks
- Light Ships
- Submarines
- ASW
- Transports
- Air Range
- Air Defense
- Radar
- Codebreaking
- Advanced Submarines

The Axis begin the game with one specialized unit research result.

B. AIR:
- Britain begins the game with one strategic bomber research result.

C. NAVAL:
- Britain begins the game with two Royal Navy counters and one naval air training research result.

20.42 At the start of the game the balance of power is equal.

20.5 CALCULATING THE BALANCE OF POWER:
20.51 The Axis-Allied balance of power is calculated for each category:
- A. +/-1 for one or two excess counters.
- B. +/-2 for three to five excess counters.
- C. +/-3 for six or more excess counters.

20.52 The maximum balance of power advantage for each category is +/-3.

20.53 The balance of power may change in the course of a turn. The balance of power at the relevant time is used.

20.54 The naval balance of power is modified by +/-1 in favor of whichever alliance is ahead in the battleship race (19.9).

20.55 Russian units are not considered in determining the balance of power.

20.6 BALANCE OF POWER EFFECTS:
20.61 The balance of power affects play as follows:
- A. DIPLOMACY: The alliance with a balance of power advantage may, if permitted by its support level, place one or more military counters during the diplomatic phase (24.4).
- B. DECLARATIONS OF WAR: The balance of power affects the ability of Germany/Italy and Britain/France to declare war on one another (32).

21. RUSSIAN GARRISON
21.1 CONCEPTS

21.11 RUSSIAN GARRISON: To reflect Russian paranoia, justified and otherwise, Russia must attempt to maintain sufficient armed forces to offset
the Japanese threat to Siberia, any Axis military superiority over the Allies, and adverse diplomatic results.

21.12 RUSSIAN SCENARIO CARD: The Russia garrison is tracked on the Russian scenario card.

21.2 RUSSIAN GARRISON REQUIREMENT:

21.21 RUSSIAN GARRISON: The Russian garrison consists of the total of the Russian:

A. Active armor, infantry and air units (one for each unit);
B. Research and production result counters (one for each counter); and
C. Russian flags in minor countries:
   • One if Russia has one or two flags in the minor country.
   • Two if Russia has a trade pact in the minor country.

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

A. The Japanese forces in Manchuria (two armor, three infantry and three air units, for a total of eight). This Siberian garrison requirement never changes.
B. The net Axis armor, infantry and air balance of power advantages (one for each balance of power advantage). An Axis superiority in one of these categories may be offset an Allied superiority in another category. The Axis-Allied naval balance of power is ignored.
C. The European Aggression Index (one for each positive EAI). A zero or negative EAI has no effect.

21.23 CHECKING THE RUSSIAN GARRISON REQUIREMENT: The status of the Russian garrison is checked at the following times:

A. AFTER PURGE EFFECTS ARE DETERMINED: The Russian garrison is checked after the Military or Great Purge effects and any public purge random events are resolved at the start of the turn. This determines:
   • the Russian support level from the Russian garrison modifier for income purposes (11.51); and
   • the maintenance cost of active Russian units.

B. AFTER UNIT CONSTRUCTION AND RESEARCH: The Russian garrison is checked again at the end of the Economic phase, after all major powers have built units and announced any research results. This determines the number of Russian military counters that may be used for diplomatic purposes (24.47).

C. Pact Negotiations: If Germany conducts an aggression against Poland, the Russian garrison is checked again after diplomacy to determine its effect on the Russian support level as part of the calculation of the Russian concession level in the Nazi-Soviet Pact (31.32A).

D. Russian Declarations of War: The Russian garrison is checked if there is a possibility of Russia declaring war, to determine its effect on the Russian support level as part of the calculation of Russia’s ability to declare war (32.71).

21.3 RUSSIAN GARRISON DEFICIT:

21.31 SUPPORT LEVEL: If the Russian garrison is less than required, Russia’s support level is reduced by -1 for one missing counter; -2 for three missing counters; -3 for six missing counters; and -1 for every additional three missing counters.

21.4RUSSIAN GARRISON SURPLUS:

21.41 If the Russian garrison is greater than required:

A. SUPPORT LEVEL: Russia’s support level is increased by +1 for one surplus counter; +2 for three surplus counters; +3 for six surplus counters; and +1 for every additional three surplus counters.

22. RUSSIAN PURGES

22.1 CONCEPTS:

22.11 RUSSIAN COHESION LEVEL: The Russian cohesion level, which measures Stalin’s grip on power, depends on the number of purge events, including random purge events, that have occurred. The Russian cohesion level affects play in both Gathering Storm and A World at War.

22.12 PURGES: Each turn Russia may be subject to purge events, which impair Russia’s abilities, but which eventually increase the Russian cohesion level.

22.2 PURGE EVENTS:

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

A. MILITARY:
   • Russia moves one armor, infantry or air unit from active to reserve status.
     o Russia must purge the type of unit with the most active counters, not counting units in the Siberian garrison, which may only be purged if there are no other active Russian units.
     o In the event of a tie, first armor, then air, then infantry units are purged.
   o No maintenance cost is incurred for purged units.
• Russia may not place any military counters, including civil war intervention.

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:
  o Russia still receives its one basic research point.
  o Russian research random events apply normally.
  o Russia may use an activity counter for research if allowed to do so by a random event.

• Diplomacy: Russia may not place any diplomatic counters, subject to the following exceptions:
  o Russia may place diplomatic counters as permitted by random events.
  o Russia may place diplomatic counters in minor countries containing a Russian spy ring (16.16B).
  o Russia may place an additional diplomatic counter (24.53) if it achieves a diplomatic advantage (25.54A) or a diplomatic result (25.55A) in a civil war country, or after winning a civil war (25.72)

C. GREAT PURGE: When a Great Purge occurs, Russia is subject to all of the following effects:

• Russia moves two armor, infantry or air units from active to reserve status, in the same manner as one unit is purged by the Military purge.
• Russia may not mobilize.
• Russia may not place any military counters, including civil war intervention.
• Russia may not buy any supplemental research points or use its intelligence point; Russia still receives its one basic research point.
• Russia may not place any diplomatic counters, subject to the following exceptions:
  o Russia may place diplomatic counters as permitted by random events.
  o Russia may place diplomatic counters in minor countries containing a Russian spy ring (16.16B).
  o Russia may place an additional diplomatic counter (24.53) if it achieves a diplomatic advantage (25.54A) or a diplomatic result (25.55A) in a civil war country, or after winning a civil war (25.72)

D. PURGES FROM RANDOM EVENTS: Purges may also be triggered by random event cards. All references are to Russian national events unless otherwise indicated:

• Cards 5-12 and general events 66 and 138 reduce the Russian support level by the indicated amount.
• Cards 77-84 reduce the Russian support level by the indicated amount, offset by unit construction and research results.
• Cards 46, 47, 118 and 119 increase the number of Russian units moved from active to reserve status by one, in the same manner as a Military purge.
• Cards 48 and 120 increase the number of Russian units moved from active to reserve status by two, in the same manner as a Military purge.
• Cards 61-69 and 133-141 move the indicated Russian unit from active to reserve status.
• Cards 70-72 prohibit Russian diplomacy. If Russia has drawn the Party purge card, it may not spend on research; if Russia has drawn the Great Purge card, it purges one additional military unit.
• Cards 142-144 prohibit Russian research in the same manner as a Party purge applied to research. If Russia has drawn the Party purge card, it may not conduct diplomacy; if Russia has drawn the Great Purge card, it purges one additional military unit.

22.4 PURGE CARDS:
22.41 PURGE CARD DRAW: At the start of each turn, Russia draws one Purge Card from the Purge Card deck.
22.42 There are four possible Purge Card results.
A. No Purge.
B. Military Purge.
C. Party Purge.
D. Great Purge (military and party purges).
22.43 Subject to the qualifications set out below, a Purge Card result is implemented in the turn it is drawn.
22.44 COMPOSITION OF THE PURGE CARD DECK:
A. INITIAL COMPOSITION: At the start of the game, the Purge deck consists of the Military, Party and No Purge cards.
B. INCLUSION OF THE GREAT PURGE CARD: When Germany carries out its first aggression by remilitarizing the Rhineland, the Great Purge card is added to the Purge Card deck.
C. REMOVAL OF THE GREAT PURGE CARD: When Russia reaches full cohesion (30 purge events), the Great Purge card is removed from the Purge Card deck.
22.45 EFFECTS OF DRAWING A PURGE CARD: When a Purge Card is drawn, including the No Purge card, which has no effect other than
to eliminate a foreign flag from Russia (10.91F), it is acted upon. There is no option to draw a second Purge Card. That Purge Card is then set aside and is not returned to the Purge Card deck until after the Purge Card draw for the following turn. The same Purge Card may therefore never be drawn two turns in a row.

**22.5 RANDOM EVENTS:**

22.51 RANDOM EVENTS: Purges may also be triggered by random event cards (22.21D).

A. Public purges triggered by random events are implemented before determining the Russian garrison, support and maintenance levels.

B. Secret purge events are implemented when the Nazi-Soviet Pact is negotiated, during the crisis phase, or at the end of the turn.

22.6 SIBERIAN GARRISON:

22.61 REMOVAL OF SIBERIAN GARRISON UNITS: Siberian garrison units (two armor, three infantry and three air units - 21.22A) may only be removed to satisfy a purge event if Russia has no other active military units.

A. If a purge event requires the removal of a type of unit that is only present in the Siberian garrison and other active Russian units are available, the Russian player must choose one of his non-Siberian active units to meet the purge requirement.

B. If the Siberian garrison is purged, Russia must build at least one unit each turn to reconstitute the Siberian garrison. This meets the mandatory unit construction requirement to offset a Russian garrison deficit (18.51).

22.7 RUSSIAN COHESION:

22.71 RUSSIAN COHESION LEVEL: There are four Russian cohesion levels, depending on the number of purge events that have occurred:

A. Low cohesion: 0-9 purge events.

B. Medium cohesion: 10-19 purge events.

C. High cohesion: 20-29 purge events.

D. Full cohesion: 30+ purge events.

22.72 VALUE OF PURGE EVENTS: In determining the Russian cohesion level, purge events have the following value:

A. The Military and Party Purges each count as one purge event.

B. Random events 5-12, 77-84 and general events 66 and 138, which reduce the Russian support level, each count as one purge event.

C. Random events 70-72, which prohibit Russian diplomacy, and 142-144, which prohibit Russian research, each count as one purge event.

D. Random events 61-69 and 133-141, which purge one Russian unit, each count as one purge event.

E. Random events 46, 47, 118 and 119, which increase the number of Russian units purged by one, each count as one purge event.

F. Random events 48 and 120, which increases the number of Russian units purged by two, each count as two purge events.

G. The Great Purge counts as three purge events.

22.73 COHESION EFFECTS:

A. RUSSIAN SUPPORT LEVEL:

- Low cohesion: -1 support.

- Medium cohesion: No effect.

- High cohesion: +1 support.

- Full cohesion: +2 support.

B. ACTIVITY COUNTER POOL:

- Russia adds a 1 activity counter when it reaches medium cohesion (12.22H).

- Russia adds a 2 activity counter when it reaches high cohesion (12.22H).

- Russia adds a 3 activity counter when it reaches full cohesion (12.22H).

C. DIPLOMACY: Once Russia has reached full cohesion:

- No foreign flags may be placed in Russia; unopposed random events that would place a flag in Russia are treated as support events (10.41B).

- Existing flags in Russia are eliminated at the rate of one flag per turn (10.91F).

- it may place diplomatic counters in Albania, Bulgaria, Czechoslovakia, Finland, Greece, Hungary, Poland, Rumania, Sweden, Turkey and Yugoslavia (24.61C).

D. MOBILIZATION RATE: The frequency with which Russia may mobilize is governed by the Russian cohesion level (14.43B):

- Low Cohesion: Russia may mobilize once every five turns.

- Medium Cohesion: Russia may mobilize once every four turns.

- High Cohesion: Russia may mobilize once every three turns.

- Full Cohesion: Russia may mobilize once every two turns.

E. OTHER FULL COHESION EFFECTS: Once Russia has reached full cohesion:

- Random events: Russia draws additional random events (9.16).

- Great Purge: The Great Purge card is removed from the Purge Deck.

- Excess purge events: For each purge event Russia incurs in excess of 30 purge events, Russia may:
  - Immedately assign one additional step of research to any Russian research project at no cost, subject to the restriction that no more than three additional research steps from excess purge events may be assigned to a single project; or
  - Use excess purge events to add 3-3 infantry units to Russia’s A World at War starting force pool as allowable builds, to a maximum of three 3-3 infantry units. Three excess purge events are required for each 3-3 infantry unit.
  - The assignment of research steps from excess purge events may be deferred to add A World at War infantry units to Russia’s force pool. If Russia ends the game with one or two unused deferred research steps, these are assigned to Russian projects in accordance with 33.21C.

- Diplomacy:
  - No foreign flags may be placed in Russia; unopposed random events that would place a flag in Russia are treated as support events (11.41B).
  - Existing flags in Russia are eliminated at the rate of one flag per turn (10.91F).
  - it may place diplomatic counters in Albania, Bulgaria, Czechoslovakia, Finland, Greece, Hungary, Poland, Rumania, Sweden, Turkey and Yugoslavia (24.61C).

F. A WORLD AT WAR EFFECTS: See transitional rules 4 and 9.

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**European Aggression Index**

23. EUROPEAN AGGRESSION INDEX

23.1 CONCEPT

23.2 DETERMINING THE EAI

23.3 EAI EFFECTS

23.1 CONCEPT:

23.11 The European Aggression Index (“EAI”) reflects the relative (in)stability of the European system at any given time. When the EAI is positive, declarations of war are easier and mobilizations cheaper. Conversely, when the EAI is negative, declarations of war are more difficult
and mobilizations more expensive. Increases in the EAI also increase the Russian garrison requirement.

23.2 DETERMINING THE EAI:

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

A. AXIS AGGRESSIONS: +1 each turn for each of the following aggressions: Austria, Czechoslovakia, Poland, the Baltic States, Yugoslavia and Greece. For German aggressions, this modifier takes effect in the turn after the aggression is successfully completed. For Italian aggressions, this modifier is triggered in the turn after the aggression occurs, not when the target is conquered. If an Axis aggression results in the outbreak of war, Gathering Storm ends before the +1 EAI increase takes effect. German occupation of the Sudetenland and Danzig and the Corridor does not trigger this modifier.

B. NAZI-SOVET PACT: +1 if the Nazi-Soviet Pact has been signed (31.51B).

C. RANDOM EVENTS: + or – as called for by the applicable random events for that turn.

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.

E. CIVIL WARS: +1 if one or more civil wars are being fought (maximum +1).

23.22 TIMING: Events that modify the EAI take effect at the point in the turn when they occur.

23.23 PERMANENT MODIFIERS: Axis aggressions (23.21A) and the signing of the Nazi-Soviet Pact (23.21B) increase the EAI each turn for the remainder of the game. The Nazi-Soviet Pact modifier remains even if Germany breaks the Pact (31.8).

23.24 TEMPORARY MODIFIERS: Random events (23.21C) and the Economic Climate (23.21D) increase or decrease the EAI in the turn in which they occur. Offsetting positive and negative random events immediately cancel one another and are removed in the turn in which one or both events occur.

23.25 RESIDUAL EFFECTS: At the start of each turn, one remaining temporary modifier is removed; then any random event and Economic Climate modifiers for that turn are applied.

EXAMPLE: In Spring 1936, general random event 130 occurs (“Germany and Italy issue communiqué proclaiming need for a New Order in Europe. EAI +2”), increasing the EAI from 0 to +2. Unless any other modifiers applied, in Summer 1936 the EAI would drop to +1, and in Fall 1936 it would again be 0.

23.26 MAXIMUM AND MINIMUM LEVELS: The EAI cannot be greater than +5 or less than -5.

23.27 AUTOMATICALLY AT +5 AFTER WAR BREAKS OUT: The EAI is considered to be +5 once war breaks out. This is relevant only in determining the Nazi-Soviet Pact concession level where the Pact is negotiated after the outbreak of war (31.21B).

23.3 EAI EFFECTS

23.31 EAI EFFECTS: The EAI modifies:

A. MOBILIZATION COSTS: The cost of converting a factory to military use is increased (negative EAI) or decreased (positive EAI) by the EAI for the current turn, as determined after all public random events are revealed (14.31B).

B. SHIPBUILDING COSTS: Shipbuilding costs are increased (negative EAI) or decreased (positive EAI) by the EAI for the current turn, as determined after all public random events are revealed (19.52A).

C. DECLARATIONS OF WAR: A positive EAI makes declarations of war easier; a negative EAI makes declarations of war more difficult (32.31C).

D. RUSSIAN GARRISON: A positive EAI counts against the Russian garrison level (21.22C).

E. NAZI-SOVET PACT: A positive EAI results in a more pro-Russian Nazi-Soviet Pact; a negative EAI results in a more pro-Axis Nazi-Soviet Pact (31.32B).
24.2 DIPLOMATIC TARGETS:

24.21 The following minor countries may be selected as diplomatic targets, subject to the restrictions set out in 24.56. For convenience, the initial alignment of each diplomatic target is given in parentheses (at the start of the game, flags of the indicated major power are placed on the mapboard in each country):

A. Albania (+1) [Italy]
B. Austria (+1) [Germany]
C. Belgium/Luxembourg (-3) [France]
D. Bulgaria (0)
E. Czechoslovakia (-3) [France]
F. Finland (+1) [Germany]
G. Greece (0)
H. Hungary (+1) [Italy]
I. Ireland (0)
J. Norway (0)
K. Poland (-1) [France]
L. Rhineland (+2) [Germany]
M. Rumania (+1) [Germany]
N. Spain (0)
O. Sweden (0)
P. Turkey (0)
Q. Yugoslavia (0)

24.3 ANTI-COMINTERN COUNTER:

24.31 TIMING: At the start of the diplomatic phase, Germany may place one anti-Comintern counter as set out below.

24.32 STRENGTH: The availability and strength of the anti-Comintern counter is determined by the Russian cohesion level at the start of the diplomatic phase:

A. If the Russian cohesion level is low (fewer than 10 purge events), the anti-Comintern counter has a strength of one.
B. If the Russian cohesion level is medium (10-19 purge events), the anti-Comintern counter has a strength of two.
C. If the Russian cohesion level is high or full (20 or more purge events), the anti-Comintern counter has a strength of three.

24.33 COST: There is no cost to place the anti-Comintern counter.

24.34 RESTRICTIONS: Placement of the anti-Comintern counter is subject to the following restrictions:

A. The anti-Comintern counter may only be placed in a minor country bordering Russia (Finland, Poland, Rumania or Turkey).
B. The anti-Comintern counter may not be placed in a bordering minor country that contains one or more Allied flags or to which a pro-Allied public diplomatic random event applies.

C. Subject to 24.35, the anti-Comintern counter must be placed in the eligible bordering minor country that is the least anti-Communist:
   - the bordering minor country that contains the most Russian flags;
   - if no bordering minor country contains any Russian flags, a bordering minor country with no flags;
   - if all bordering minor countries contain Axis flags, then the bordering minor country that contains the fewest Axis flags.

D. In the event of a tie in one of the above categories, the Axis player chooses where to place the anti-Comintern counter.

24.35 GERMAN MILITARY AND DIPLOMATIC COUNTERS:

24.351 A. In its initial diplomatic placement, Germany may place a diplomatic counter and (Poland only) a military counter in the bordering minor country in which the anti-Comintern counter would otherwise be placed, provided the strength of the German diplomatic effort exceeds the strength of the anti-Comintern counter.

24.352 B. The anti-Comintern counter is then relocated to the next eligible location, with the process being repeated as often as required.

C. Italian diplomatic counters may not be used in this fashion.

Since the placement of the anti-Comintern counter and the initial German diplomatic counter(s) are, practically speaking, simultaneous, 24.35 simply allows Germany to make a diplomatic effort in a bordering minor country greater than allowed by the anti-Comintern counter itself.

24.36 ALLIED AND RUSSIAN MILITARY AND DIPLOMATIC COUNTERS: Once the initial Axis diplomatic placements are made:

A. The Allies may not place a diplomatic counter in the minor country in which the anti-Comintern counter was placed; Russia may.

B. Both the Axis and Russia may support or oppose the anti-Comintern counter with covert operations or subversion (Russia only).

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

24.38 NAZI-SOVIET PACT: If the Nazi-Soviet Pact has been signed, Germany may no longer place the anti-Comintern counter.

24.4 MILITARY COUNTERS:

24.41 OVERVIEW: Military counters reflect the diplomatic effect of a major power’s armed forces. Military counters are placed at the same time as diplomatic counters. Military counters may be used diplomatically in neighboring minor countries and to intervene in civil wars.

24.42 MECHANICS:

A. TIMING: Axis military counters are placed at the same time as the initial placement of Axis diplomatic counters, after the anti-Comintern counter has been placed. Allied and Russian military counters are placed at the same time as Allied and Russian diplomatic counters.

B. PLACEMENT OPEN: Military counters are placed openly, so all players know which minor countries are affected.

C. OVERALL LIMITS: The number of military counters each major power may place each turn is limited by the number of military counters provided with the game.
Germany: 3.
Italy: 1.
France: 1.
Britain: 1.
Russia: 3.

**D. LIMIT PER TARGET:** A major power may place no more than one military counter in each neighboring minor country. Both Germany and Italy may place a military counter in a civil war country.

**E. COST:** Military counter placement has the following costs:

- **Diplomatic use:** One tile point must be paid to place a military counter in a neighboring minor country for diplomatic purposes. Activity counters are not required for the diplomatic use of military counters.
- **Civil war intervention:** One activity counter must be used and paid for to place a military counter in a civil war country.

**F. EFFECT:** Each military counter gives the placing major power a +1 diplomatic modifier, in the same manner as a diplomatic random event.

**24.43 GERMAN MILITARY COUNTERS:** Germany may place military counters if the Axis have a balance of power advantage and Germany has a positive support level (EXCEPTION: These requirements do not apply to the use of a military counter to intervene in a civil war).

- **A. ONE MILITARY COUNTER:** If the Axis have a balance of power advantage of at least one and Germany has a support level of at least one, Germany may place one military counter.
- **B. TWO MILITARY COUNTERS:** If the Axis have a balance of power advantage of at least two and Germany has a support level of at least two, Germany may place two military counters.
- **C. THREE MILITARY COUNTERS:** If the Axis have a balance of power advantage of three or more and Germany has a support level of three or more, Germany may place three military counters.

**D. RESTRICTIONS:**

- Germany may place military counters only in the Rhineland, Belgium/Luxembourg (provided the Rhineland has been remilitarized), Austria, Czechoslovakia and Poland.
- Germany may place a military counter to intervene in one civil war each turn, subject to its overall limit of placing three military counters each turn (24.42C).

**E. POLAND:** Germany may not place both a military counter and the anti-Comintern counter in Poland. If the anti-Comintern counter was initially placed in Poland, Germany may only place a military counter in Poland by placing a diplomatic counter in Poland that results in the relocation of the anti-Comintern counter (24.35).

**24.44 ITALIAN MILITARY COUNTER:** Italy may use its military counter only to intervene in a civil war and therefore may place its military counter whether or not the Axis have a balance of power advantage or Italy has a positive support level.

- **A. RESTRICTIONS:**
  - Italy may not place its military counter in a minor country which is not engaged in a civil war.
  - Italy may not place its military counter if it is engaged in the conquest of a minor country.

**24.45 FRENCH MILITARY COUNTER:** France may place a military counter if the Allies have a balance of power advantage and France has a positive support level (EXCEPTION: These requirements do not apply to the use of the French military counter to intervene in a civil war).

- **A. RESTRICTIONS:** France may place its military counter in Belgium/Luxembourg, the Rhineland, prior to it being remilitarized by Germany; or use it to intervene in either a Yugoslavian civil war or in a Greek civil war in a turn in which the Allies are supporting the rebels, subject to its overall limit of placing one military counter each turn (24.42C).

**24.46 BRITISH MILITARY COUNTER:** Britain may use its military counter only to intervene in either a Yugoslavian civil war or in a Greek civil war in a turn in which the Allies are supporting the rebels, whether or not the Allies have a balance of power advantage or Britain has a positive support level.

**24.47 RUSSIAN MILITARY COUNTERS:** Russia may place military counters if Russia’s garrison is greater than required (21.41B) and Russia has a positive support level (EXCEPTION: These requirements do not apply to the use of a military counter to intervene in a civil war).

- **A. ONE MILITARY COUNTER:** If Russia has one or two surplus units in the Russian garrison and has a support level of at least one, it may place one military counter.
- **B. TWO MILITARY COUNTERS:** If Russia has three, four or five surplus units in the Russian garrison and has a support level of at least two, it may place two military counters.
- **C. THREE MILITARY COUNTERS:** If Russia has six or more surplus units in the Russian garrison and has a support level of at least three, it may place three military counters.

**D. RESTRICTIONS:**

- Russia may place military counters only in Finland, Poland, Rumania and Turkey.
- Russia may place a military counter to intervene in in either a Spanish civil war or in a Greek civil war in a turn in which Russia supports the rebels, whether or not the Russia has a garrison surplus or a positive support level, subject to its overall limit of placing three military counters each turn (24.42C).
- Russia may not place military counters, including civil war intervention, if it is subject to a Military or Great Purge.

**24.5 DIPLOMATIC COUNTERS:**

**24.51 DIPLOMATIC COUNTERS:** The pool of diplomatic counters is limited by the activity counters available for diplomatic use for each major power.

The activity counters available for diplomacy will be the activity counters not used in the economic phase of the current turn, and will never include the activity counters that may only be used for research and shipbuilding.

**24.52 PURCHASING DIPLOMATIC COUNTERS:**

- A. Diplomatic counters are purchased during the diplomatic phase, immediately before they are placed, at the equivalent cost in tile points.
- B. A major power may not incur a deficit to purchase diplomatic counters (6.12), although a major power may reveal a secret support random event in order to augment its income to purchase diplomatic counters (9.41E).
- C. Actual payment for diplomatic counters is made at the end of the diplomatic phase, to conceal the strength of the diplomatic counters purchased until they have been used.

**24.53 ADDITIONAL DIPLOMATIC COUNTERS:** An additional diplomatic counter may be placed by a major power that achieves a diplomatic advantage or result in a civil war country, or which wins a civil war (25.54A, 25.55A, 25.72).

- **A. GENERAL RULES:** The following general rules apply to additional civil war diplomatic counters:
  - Additional diplomatic counters have a strength of one.
  - There is no activity counter or tile point cost for additional diplomatic counters.
  - Additional diplomatic counters are placed in the initial diplomatic round of the turn after the triggering event occurs.
  - Additional diplomatic counters do not count against the diplomatic counter placement limit (24.54E).
Each major power may place no more than one additional diplomatic counter each turn.

B. RESTRICTIONS: The placement of additional diplomatic counters is subject to the following restrictions:
- The Axis and Allies may place an additional diplomatic counter from a civil war in any minor country.
- Russia’s placement of an additional diplomatic counter from a civil war is subject to the geographical restrictions that apply to the placement of other Russian diplomatic counters (24.61B, C).

24.54 DIPLOMATIC COUNTER PLACEMENT:
A. USE OF DIPLOMATIC COUNTERS: Each major power is restricted in the number and denomination of diplomatic counters it uses to the diplomatic counters available to it during the diplomatic phase.
B. TIMING: Diplomatic counters are placed during the diplomatic phase.
C. CONCEALMENT: The placement of diplomatic counters in minor countries is open, but the values of the diplomatic counters placed are kept secret until all diplomatic counters are placed and diplomacy is resolved.
D. ONE COUNTER PER TARGET: Each turn, each major power may place only one diplomatic counter per country.
E. PLACEMENT LIMITS: Each turn each major power may place no more than two diplomatic counters from its set of diplomatic counters, plus the following additional initial placements:
- Any minor country which contains an active spy ring belonging to the placing major power (16.16B).
- Any minor country which contains a Russian flag.
- Greece, Spain and Yugoslavia, if a civil war is being fought (25.52A).
- One additional diplomatic counter as a result of civil war success (24.53).
- As allowed by certain random events.

24.55 SEQUENCE: The following sequence is followed with respect to the placement of diplomatic counters: Germany, Italy, Russia, Britain, France, Italy and Germany:
A. AXIS: Germany and Italy initially may each place one diplomatic counter in an eligible minor country, plus any additional diplomatic counters and diplomatic counters in minor countries containing Axis spy rings or in which a civil war is being fought.
B. RUSSIA: Russia then places all its diplomatic counters.
C. ALLIES: Britain and France then place all their diplomatic counters.
D. AXIS: Germany and Italy may each then place one additional diplomatic counter, provided the placing Axis major power placed at least one diplomatic counter initially.

24.56 RESTRICTIONS:
A. TARGET MUST BE UNCONQUERED: Diplomatic counters may not be placed in a minor country which has been the target of a successful aggression.
B. ANTI-COMINTERN COUNTER: Axis and Allied diplomatic counters may not be placed in a minor country containing the anti-Comintern counter.
C. AXIS AND ALLIED DUPLICATION PROHIBITED: Germany and Italy may not place diplomatic counters in the same minor country in the same turn. Similarly, Britain and France may not place diplomatic counters in the same minor country in the same turn. Diplomatic counters may be placed in minor countries for which a random event has been drawn or in which a hostile major power has placed a diplomatic counter.
D. ALLIES AND RUSSIA: The Allies may not place a diplomatic counter in a diplomatic target containing one or more Russian flags, or for which a general or secret Russian diplomatic random event has been drawn in that turn (EXCEPTION: The Allies may support their faction in a civil war even if there are Russian flags present). The converse does not apply; Russia may place diplomatic counters in diplomatic targets containing Allied flags or for which there is an Allied random event.
E. PLACEMENT IN RUSSIA PROHIBITED: Diplomatic counters may not be placed in Russia except as permitted by a random event. Otherwise flags may be placed in or removed from Russia as set out in 10.91F.

24.551 SPY RINGS: Spy rings in minor countries have the following effects in the turns in which they are activated (16.16B):
A. GUARANTEED EFFECTS: Whether or not the spy ring is eliminated by an opposing counter-intelligence result or an enemy spy ring:
- Random events revealed: All opposing secret diplomatic random events in the diplomatic target must be revealed before diplomacy begins.
- Opposing military and diplomatic counters placed openly: Any opposing military and diplomatic counters placed in the diplomatic target must be placed openly before any other diplomatic counters are placed.
B. IF NOT ELIMINATED: If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:
- Placement limits do not apply: Diplomatic counters placed in minor countries containing active spy rings do not count against the normal placement limits (24.54E).
- Diplomatic modifier: The owning alliance receives a +1 diplomatic modifier in one turn each year, in the same manner as a random event, whether or not any diplomatic counters are placed in the minor country, for the duration of the spy ring (16.16B).

24.552 RANDOM EVENTS: General diplomatic random events 115-128 posit a diplomatic dispute between two minor countries in which the Axis must support one side and Russia or the Allies the other. Zero value diplomatic counters may not be used to meet the requirement to place a diplomatic counter in one of the disputants:
A. Either Germany or Italy must place a diplomatic counter in one of the minor countries during its initial diplomatic placement.
B. Russia then has the option of placing a diplomatic counter in the other minor country, if it is otherwise permitted to do so (24.61).
C. If Russia does not place a diplomatic counter in the other minor country, then either Britain or France must do so.
D. Russia, Britain and France may not place a diplomatic counter in the minor country supported by the Axis.
E. Similarly, neither Axis major power may later place a diplomatic counter in the minor country supported by Russia or the Allies.
F. The placement of diplomatic counters required by these random events counts towards the limits on diplomatic counter placement (24.54E).

This rule shouldn’t be necessary, but it turned out to be, as some playtesters couldn’t resist playing games by placing diplomatic counters to see if the opponent could figure out that the placement was meaningless. Life is too short for such things.
24.6 RUSSIAN DIPLOMACY:

24.61 RESTRICTIONS:

A. RUSSIAN PURGE EFFECTS: If Russia is subject to a Great Purge, or the Party Purge event and elects to forego diplomatic counter placement (22.21B), Russian diplomacy is prohibited.

B. BEFORE FULL COHESION: Until Russia reaches full cohesion, it may only place diplomatic counters in:
- Finland, Poland, Rumania and Turkey.
- Other minor countries that:
  - Contain a Russian flag (usually from a previous random event);
  - Contain a Russian spy ring; or
  - Are engaged in a civil war (Greece and Spain only).
- A location permitted by the draw of random events 110-115.

C. FULL COHESION: Once Russia has reached full cohesion, it may, in addition to the above, also place diplomatic counters in Albania, Bulgaria, Czecho-Slovakia, Greece, Hungary, Sweden and Yugoslavia.

24.7 MAJOR POWER RELATIONS:

24.71 Germany and Italy (the Axis) are on friendly terms.

24.72 Britain and France (the Allies) are on friendly terms.

24.73 The Axis and the Allies are hostile to one another.

24.74 Russia is hostile to the Axis and Allies prior to the signing of the Nazi-Soviet Pact and hostile to the Allies afterwards.

24.75 FRIENDLY MAJOR POWERS: Major powers which are friendly combine their diplomatic counters and random events, although two friendly major powers may not both place diplomatic counters in the same target (24.56C).

24.76 HOSTILE MAJOR POWERS:

A. A major power counts its diplomatic counters and random events separately from those of hostile major powers.

B. A major power’s diplomatic counters and random events always count against those of hostile major powers.

24.8 RESOLVING DIPLOMACY:

24.81 Once all diplomatic counters are placed, diplomacy is resolved as follows for each minor country:

A. The overall diplomatic effort in each minor country for the Axis, the Allies and Russia is determined by the total of the value of the military and diplomatic counters placed in the minor country, the applicable random events for the minor country and any other modifiers.

- All diplomatic counters placed in minor countries are turned over so their values are revealed.
- All secret national random event cards relating to diplomatic targets are revealed by the major power(s) which drew the card(s).
  - Diplomatic random event results in brown favor the Axis. Where it is not clear from the event itself, Germany benefits.
  - Diplomatic random event results in blue favor the Allies. Where it is not clear from the event itself, France benefits.
  - Diplomatic random event results in red favor Russia.

B. Germany/Italy, Britain/France or Russia achieves a diplomatic result if its total diplomatic effort is higher than that of the other two alliances, calculated separately (alliances never combine to block a third alliance).

C. A diplomatic result shifts the alignment of the diplomatic target one level in favor of the successful major power(s) (24.82).

D. All diplomatic and military counters are retrieved at the end of the diplomatic phase; all random event cards used in diplomacy are returned to the discard pile.

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).

C. Where a diplomatic result may affect either Axis or Allied major power:

- If two major powers contribute to a diplomatic effort, the “successful major power” is the major power which made the greater contribution to the diplomatic result.
- In case of a tie, Germany or France benefits by placing a flag or (Germany only) by applying a +1 diplomatic modifier in the next turn for eliminating a Russian flag (24.83).
- If more than one major power has flags in a minor country from which a flag must be removed:
  - If the major powers are Axis or Allied, the major power which has more flags in the minor country loses a flag. In case of a tie, Italy or Britain loses a flag, as the case may be.
  - If Russian flags are co-existing with Allied flags, the Axis player must remove a Russian flag.

D. There may never be more than four flags in a diplomatic target.

E. If a diplomatic random event has no effect because the target minor country has been conquered or because the target minor country already has four flags and the random event was not required to preserve the flags, the major power playing the random event receives a support increase equal to the value of the unused diplomatic modifier on the random event (a “1” diplomatic event generates +1 support; a “2” diplomatic event generates +2 support).

24.83 FIGHTING THE COMMUNIST THREAT: If an Axis diplomatic result eliminates a Russian flag from a minor country:

A. In the following turn, a +1 diplomatic modifier favoring the Axis major power that made the greatest contribution to eliminating the Russian flag applies to the minor country from which the Russian flag was eliminated.
25. CIVIL WARS

25.1 OVERVIEW

25.2 PRE-CIVIL WAR DIPLOMACY

25.3 OUTBREAK OF CIVIL WAR

25.4 GOVERNING FACTIONS

25.5 FIGHTING A CIVIL WAR

25.6 ENDING A CIVIL WAR

25.7 EFFECTS OF A CIVIL WAR

25.8 POST-CIVIL WAR DIPLOMACY

25.1 OVERVIEW:

Historically the Spanish civil war lasted from 1936 to 1939, with Franco’s right wing forces, supported by Germany and Italy, eventually defeating the leftist government supported mainly by Russia. In Gathering Storm, civil wars may break out not only in Spain, but also in Greece and Yugoslavia (historically their civil wars occurred during or after World War II, with a second Yugoslavian civil war occurring decades later).

25.2 PRE-CIVIL WAR DIPLOMACY:

25.21 BEFORE A CIVIL WAR: Prior to the outbreak of a civil war, diplomatic activity (placing diplomatic counters, covert operations) is permitted in Greece, Spain and Yugoslavia, and diplomacy is resolved in the same manner as for other minor countries.

25.22 DURING A CIVIL WAR: During a civil war, only the major powers that support two contending factions may conduct diplomatic activity in the minor country in which the civil war is being fought. Diplomacy is resolved as set out in 25.53.

25.23 AFTER A CIVIL WAR: After a civil war, diplomatic activity is not permitted in the minor country in which the civil war occurred (25.8).

25.3 OUTBREAK OF CIVIL WAR:

25.31 FIVE RANDOM EVENTS REQUIRED: When five random events have occurred in Greece, Spain or Yugoslavia, a civil war breaks out in that country. These random events are indicated by placing numbered civil war counters on the mapboard.

A. PUBLIC DIPLOMATIC RANDOM EVENTS: If the fifth triggering event is a public diplomatic event, the civil war breaks out at the start of the round and the EAI is adjusted prior to the economic phase (25.33). The effect of the public diplomatic event is determined during the ensuing diplomatic phase (24.81).

B. SECRET DIPLOMATIC RANDOM EVENTS: If the fifth triggering event is a secret diplomatic event, the civil war breaks out at the end of the diplomatic phase in which the event is revealed and the EAI is adjusted prior to the crisis phase (23.21E).

25.4 GOVERNING FACTIONS:

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

25.42 GREECE: If a civil war breaks out in Greece, either Russia or the Allies (but not both) may support the rebels in any given turn.

A. The decision as to whether Russia or the Allies supports the rebels is made on a turn-by-turn basis, during the diplomatic phase, after the first round of Axis diplomatic counter placement.

B. If Russia is unable to allocate the mandatory diplomatic counter to Greece because of purge effects, the Allies must support the Greek rebels.

25.5 FIGHTING A CIVIL WAR:

25.51 DIPLOMACY PERMITTED ONLY IN SUPPORT OF CONTENDING FACTIONS: Only the major powers that support two contending factions (the “contending alliances”) may conduct diplomatic activity in the minor country in which the civil war is being fought, regardless of the initial diplomatic situation when the civil war breaks out:

A. GREECE: Axis and Russia or the Allies.

B. SPAIN: Russia and the Axis.

C. YUGOSLAVIA: Allies and the Axis.

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.

B. MILITARY COUNTERS: Major powers may intervene in a civil war by placing one military counter each turn in support of their contending faction, subject to the following:
A major power may use a military counter to intervene in a civil war without regard to the normal support, balance of power and Russian garrison requirements for using military counters, subject to the following restriction:

- Italy may not use a military counter to intervene in a civil war if it is engaged in conquering a minor country.
- Russia may not use a military counter to intervene in a civil war if it is subject to a Military or Great Purge.

No major power may use more than one military counter to intervene in a civil war each turn, even if more than one civilian war is being fought.

Military counters used in civil wars may not be used elsewhere during that turn.

Using a military counter to intervene in a civil war requires the use of a one strength activity counter, with a cost of one tile point.

Civil war intervention with a military counter generates an RP, regardless of the effect of the intervention, provided an eligible target research project is available (15.22D).

C. OTHER FACTORS: Covert operations, diplomatic spy rings, Russian subversion and random events may also affect the resolution of civil war diplomacy.

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

25.53 RESOLVING CIVIL WAR DIPLOMACY:
A. Each contending alliance totals the value of its diplomatic effort in the civil war country for that turn. This is referred to as the "intervention level" for that turn.

B. One numbered civil war counter is then drawn from the pool of civil war counters, to determine the "intervention threshold" for that turn. The intervention threshold is increased by the value of any random events for the civil war country played by the non-participating alliance (for example, Allied random events in Spain make it more difficult for either the Axis or Russia to achieve a diplomatic result):

- If the two contending factions have the same intervention level, there is no effect.
- If one contending faction’s intervention level exceeds that of the other contending faction by an amount less than the intervention threshold, that faction achieves a diplomatic advantage (25.54).
- If one contending faction’s intervention level exceeds that of the other contending faction by an amount equal to or greater than the intervention threshold, it achieves a diplomatic result (25.55).

25.54 EFFECTS OF A DIPLOMATIC ADVANTAGE: If one faction achieves a diplomatic advantage:

A. ADDITIONAL DIPLOMATIC COUNTER: The major power that contributed the most to the intervention level (Germany and France in the event of equal Axis or Allied contribution) may place an additional diplomatic counter in the following turn (24.53).

B. FLAGS: No flag is placed or removed in the civil war country.

C. CIVIL WAR COUNTER REMAINS IN PLAY: The civil war counter drawn to determine the intervention threshold for that turn remains in play and may be redrawn in a subsequent turn.

25.55 EFFECTS OF A DIPLOMATIC RESULT: If one faction achieves a diplomatic result:

A. ADDITIONAL DIPLOMATIC COUNTER: An additional diplomatic counter may be placed in the next turn, in the same manner as for a diplomatic advantage (24.54).

B. FLAGS: A flag is placed or removed, as the case may be, as for all diplomatic results.

C. CIVIL WAR COUNTER REMOVED: The civil war counter drawn for that turn is removed from play.

25.6 ENDING A CIVIL WAR:

25.61 Civil wars may end in one of three ways:

A. ALL FIVE CIVIL WAR COUNTERS ARE REMOVED: When all five numbered civil war counters are removed from play, the civil war ends at the end of the diplomatic phase in which the last civil war counter is removed from play. Civil war counters are removed in two ways:

- **Diplomatic results:** When a diplomatic result is achieved in the minor country, whether a flag is placed or removed, the civil war counter that was drawn to determine the intervention threshold for that turn is removed from play (25.55C).

- **Random events:** When a random event occurs in the minor country in any turn after the outbreak of civil war, one civil war counter is removed from play. This is done after the player achieving a diplomatic result removes a counter. The civil war counter that is removed is selected randomly.

B. AXIS AGGRESSION: Italy attacks Greece or Yugoslavia while a civil war is being fought. The civil war then ends at the end of the crisis phase in which the Italian aggression occurs.

C. OUTBREAK OF WAR: General war breaks out and Gathering Storm ends. This has no effect on Gathering Storm or the conversion of Gathering Storm to *A World at War*, and is only relevant once the game is continued into *A World at War*.

25.7 EFFECTS OF A CIVIL WAR:

25.71 +1 DIPLOMATIC MODIFIER FOR WINNER: If a contending faction has flags in a civil war country when its civil war ends, it forms the new government of the civil war country. A +1 modifier applies to offset any future adverse random events in the civil war country (25.81). If there are no flags in a civil war country when its civil war ends, no modifier applies to future random events in that minor country.

25.72 ADDITIONAL DIPLOMATIC COUNTER: If a contending faction has flags in a civil war country when its civil war ends, the victorious alliance may place an additional diplomatic counter in the next turn, in the same manner as for a diplomatic advantage (25.54).

25.73 YUGOSLAVIA:

A. AXIS VICTORY: If the Axis win the Yugoslavian civil war, or if the Yugoslavian civil war ends in a draw, with neither side having any flags in Yugoslavia:

- Croatia is established as an Italian puppet state:
  - Any Axis flags in Yugoslavia at the end of the civil war are placed in Croatia.
  - Pro-Axis Yugoslavian random events drawn after the end of the Yugoslavian civil war are applied to Croatia.

- The remainder of Yugoslavia is reconstituted as Serbia:
  - Pro-Allied Yugoslavian random events drawn after the end of the Yugoslavian civil war are applied to Serbia.

- Pro-Russian Yugoslavian random events drawn after the end of the Yugoslavian civil war are applied to Serbia.

- The Nazi-Soviet Pact is in effect; and are applied to Serbia if the Nazi-Soviet Pact is in effect.

- No military or diplomatic counters may be placed in Serbia or Croatia for the remainder of the game.

B. ALLIED VICTORY: If the Allies win the Yugoslavian civil war, Yugoslavia remains a single country.

25.8 POST-CIVIL WAR DIPLOMACY:

25.81 Once a civil war has ended, diplomatic counters, spy rings, covert operations and subversion are prohibited in the minor country and new spy rings may not be placed in it. Diplomatic random events drawn after the end of a civil war may still alter the diplomatic alignment for a minor country which has had a civil war.

25.82 A second civil war may not occur in a minor country.
Crisis Phase

26. CRISIS PHASE

26.1 CRISIS PHASE SEGMENTS

26.11 The crisis phase consists of the following segments:

A. AXIS AGGRESSION: Italy and Germany may each conduct one aggression, provided no restrictions apply (27).

B. ALLIED RESPONSE: Britain and France, acting in concert, must either:
   - acquiesce in the aggression, in which case it succeeds and the crisis ends without war (30); or
   - oppose the aggression and threaten war against the Axis aggressor.

C. MINOR COUNTRY RESISTANCE DETERMINED: If Britain and France threaten war, one tile is drawn at random and the value of the tile is the exact resistance level of the minor country that is the target of the aggression (28.5).

D. AXIS RESPONSE: Once the resistance level of the target is determined, the Axis aggressor reveals any secret support events it has and must either:
   - back down and defer its aggression to a later turn; or
   - continue with the aggression.

E. ALLIED ULTIMATUM: If the aggressor continues with the aggression, Britain and France reveal any secret support events they have and must either:
   - back down and allow the aggression; or
   - issue an ultimatum.

F. PULLING BACK FROM THE BRINK: If Britain and France issue an ultimatum, the Axis aggressor must either:
   - back down and cancel its announced military action against the target; or
   - attack the target and trigger the outbreak of war.

G. RESOLVING AXIS AGGRESSION: If the Allies either acquiesce in the Axis demand or back down after threatening war, the Axis aggression is resolved and its effects implemented (30).

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. GERMAN: Germany may declare war on the Allies, provided Germany did not conduct an aggression.

B. ALLIES: The Allies may declare war on an Axis major power that did not conduct an aggression.

C. RUSSIA: Russia may declare war on Germany.

26.13 WAR ENDS THE Game: Gathering Storm ends when two or more major powers go to war. If Italy and Germany both conduct aggressions on the final turn of Gathering Storm, it is possible for the Allies to declare war on both Axis major powers as the game ends.

26.14 RUSSIA:
A. RUSSIA AS AN ALLIED MAJOR POWER: Russia is considered to be “Allied” in a crisis if the Nazi-Soviet Pact has not been signed, Germany is carrying out an aggression against Poland, the Baltic States or a minor country containing at least one Russian flag, and Russia decides to oppose the aggression. The benefits (27.62, 27.82) or costs (27.72) of opposing the German aggression are applied to Russia regardless of how the crisis is resolved from the Allied point of view.

B. NAZI-SOVET PACT: If Germany makes a demand against Poland, it may negotiate a non-aggression Pact with Russia (31.21A). This is a one-time event.

27. AXIS AGGRESSION

27.1 AXIS AGGRESSION
27.2 RESTRICTIONS
27.3 ITALIAN AGGRESSION
27.4 GERMAN AGGRESSION
27.5 ALLIED RESPONSE
27.6 AXIS RESPONSE
27.7 ALLIED ULTIMATUM
27.8 OVER THE BRINK

27.1 AXIS AGGRESSION:

27.11 The crisis phase begins with either or both Axis major powers announcing an aggression.

27.12 Each Axis major power is limited to one aggression per turn.

27.13 If both Axis major powers announced aggressions, they are resolved in tandem, so that any Axis and Allied secret support events are revealed at the same time.

27.2 RESTRICTIONS:

27.21 RESTRICTIONS: Aggressions are limited to the targets listed in 27.3 (Italy) and 27.4 (Germany), subject to the following restrictions:

A. ITALIAN RESTRICTIONS:
   - Italy may not conduct any other aggressions until it has conquered Ethiopia.
   - Italy may not conduct aggression against Greece or Yugoslavia unless it controls Albania.
   - Italy may not conduct an aggression in a turn in which it intervened in a civil war other than against the minor country in which it has intervened.
   - Italy may not conduct an aggression in a turn in which it is engaged in a war with a minor country.

This last restriction prohibits Italy from trying to conquer Greece and Yugoslavia at the same time.

B. GERMAN RESTRICTIONS:
   - Germany may not conduct any other aggressions until it has remilitarized the Rhineland.

C. RUSSIAN MINOR COUNTRIES:
   - Nazi-Soviet Pact: Axis aggression against minor countries which contain Russian flags is prohibited if the Nazi-Soviet Pact is in effect.

27.3 ITALIAN AGGRESSION:

27.31 ITALIAN AGGRESSION: Italy may conduct aggressions against the following minor countries:

A. Ethiopia.
B. Albania.
C. Yugoslavia.
D. Greece.

27.4 GERMAN AGGRESSION:

27.41 GERMAN AGGRESSION: Germany may conduct aggressions against the following minor countries (for simplicity, the Rhineland is...
considered a “minor country”, although it was actually part of Germany):
A. Rhineland.
B. Austria.
C. Czechoslovakia (the Sudetenland).
D. Czechoslovakia (Bohemia, Moravia and Slovakia).
E. Poland (Danzig and the Polish Corridor).
F. Poland (Poland proper).
G. Baltic States.

27.5 ALLIED RESPONSE:
27.51 Once an Axis aggression has been announced, Britain and France, acting in concert, and possibly Russia (in the following rules, “Allies” and “Allied” includes Russia if 26.14A applies) must either:
A. Acquiesce in the aggression; or
B. Oppose the aggression and threaten war against the Axis aggressor.

27.52 ACQUIESCENCE: If the Allies acquiesce in the aggression:
A. AGGRESSION SUCCEEDS: The aggression succeeds and the Axis aggression is resolved (29, 30).
B. NO PENALTY: There is no penalty to the Allies for acquiescing in an aggression, other than the consequences of the aggression itself.

27.53 THREAT OF WAR: If the Allies threaten war, the Axis aggressor must decide what to do once the resistance level of the target minor country is determined (28).

27.6 AXIS RESPONSE:
27.61 If the Allies threaten war in response to an Axis aggression:
A. The resistance level of the target is determined;
B. The Axis aggressor reveals any secret support event it holds; and
C. The Axis aggressor must either:
    • back down; or
    • continue with the aggression.

27.62 AGGRESSOR BACKS DOWN: If the Axis aggressor chooses to back down to avoid the possibility of war breaking out, the aggression does not succeed and the following consequences apply in the next turn. These effects are temporary and do not apply in the second or subsequent turns following the crisis:
A. SUPPORT: The Axis aggressor’s support level is reduced by -1, and the support level of each Allied major power is increased by +1.
B. ACTIVITY COUNTERS: The Axis aggressor may not use one of its generic 1 activity counters; each Allied major power may use an additional generic 1 activity counter. An Axis shipbuilding 1 activity counter may not be selected.

The simplest way to implement this rule is for one of the Allied major powers to take one of the Axis aggressor’s 1 activity counters to use in the next turn. The Allied player will then remember that he has an additional 1 activity counter – and the Axis player won’t inadvertently use the prohibited activity counter. The same approach should be used when rules 27.72B and 27.82B apply.

C. A WORLD AT WAR EFFECTS: If an Axis aggressor backs down in the turn in which the other Axis major power goes to war and Gathering Storm ends, the Axis aggressor and each Allied major power incurs the following effects in the first turn of A World at War:
- The Axis aggressor:
  - Has its starting BRP total reduced by 3 BRPs.
  - Has its unit construction limit reduced by 3 BRPs.
  - May not declare war.
- Each Allied major power has its:
  - Starting BRP totals increased by 3 BRPs.
  - Unit construction limits increased by 3 BRPs.

27.63 CONTINUED AGGRESSION: If the Axis aggressor chooses to continue the aggression, the Allies must decide whether to persist in their opposition to the aggression.

27.7 ALLIED ULTIMATUM:
27.71 If the aggressor continues with the aggression, the Allies:
A. Reveal any secret support events they hold; and
B. Either:
    • back down and allow the aggression; or
    • issue an ultimatum.

27.72 ALLIES BACK DOWN: If the Allies back down, whether to avoid the possibility of war breaking out or because no Allied major power met the declaration of war threshold (32) and is able to declare war, the aggression succeeds and the following consequences apply in the next turn. These effects are temporary and do not apply in the second or subsequent turns following the crisis:
A. SUPPORT: The Axis aggressor’s support level is increased by +2, and the support level of each Allied major power is reduced by -2.
B. ACTIVITY COUNTERS: The Axis aggressor may use an additional 2 activity counter; neither Allied major power may use one of its 2 activity counters.

C. A WORLD AT WAR EFFECTS: If the Allies back down in the turn in which the other Axis major power goes to war and Gathering Storm ends, the Axis aggressor and each Allied major power incurs the following effects in the first turn of A World at War:
- The Axis aggressor has its:
  - Starting BRP total increased by 6 BRPs.
  - Unit construction limit increased by 6 BRPs.
- Each Allied major power:
  - Has its starting BRP total reduced by 6 BRPs.
  - Has its unit construction limit reduced by 6 BRPs.
  - May not declare war.

27.73 ALLIED ULTIMATUM: If one or more Allied major powers meet the declaration of war threshold (32) and is able to declare war, the Allies may issue an ultimatum, giving the Axis aggressor a final chance to avoid war.

27.8 OVER THE BRINK:
27.81 If the Allies issue an ultimatum, the Axis aggressor must either:
A. Back down; or
B. Attack the target of the aggression and trigger a general war that ends the game.

27.82 AGGRESSOR BACKS DOWN: If the Axis aggressor backs down in the face of an Allied ultimatum, the aggression does not succeed and the following consequences apply in the next turn. These effects are temporary and do not apply in the second or subsequent turns following the crisis:
A. SUPPORT: The Axis aggressor’s support level is reduced by -3, and the support level of each Allied major power is increased by +3.
B. ACTIVITY COUNTERS: The Axis aggressor may not use one of its 3 (Germany) or 2 (Italy) activity counters; each Allied major power may use an additional 3 (Britain) or 2 (France) activity counter.

C. A WORLD AT WAR EFFECTS: If an Axis aggressor backs down in the face of an Allied ultimatum in the turn in which the other Axis major power goes to war and Gathering Storm ends, the Axis aggressor and each Allied major power incurs the following effects in the first turn of A World at War:
- The Axis aggressor:
  - Has its starting BRP total reduced by 9 BRPs.
  - Has its unit construction limit reduced by 9 BRPs.
  - May not declare war.
- Each Allied major power has its:
  - Starting BRP total increased by 9 BRPs.
  - Unit construction limit increased by 9 BRPs.

27.83 WAR: If the Axis aggressor does not back down, war breaks out between the Allies and the Axis aggressor (EXCEPTION: If Italy conducts an aggression and Germany declares pre-emptive war on the Allies at the end of the crisis phase (32.8), the Allies may, without penalty, withdraw their
ultimatum and acquiesce in the Italian aggression and remain at peace with Italy). After the outbreak of war, research is completed (33.2), the game ends. If the game is continued into A World at War, the Axis aggressor is committed to attacking the minor country that was the target of the aggression.

28. MINOR COUNTRY RESISTANCE

28.1 MINOR COUNTRY RESISTANCE LEVELS:

28.11 MINOR COUNTRY RESISTANCE LEVELS: Minor country resistance levels are a component of the declaration of war threshold that must be met for the Allies to declare war in support of a minor country (32).

28.12 DETERMINING MINOR COUNTRY RESISTANCE LEVELS: Minor country resistance levels are determined as follows (“+” modifiers favor the Allies; “-“ modifiers favor the Axis):

A. The basic defensive strength of the target minor country (28.2).
B. The current diplomatic alignment of the target minor country (28.3).
C. The diplomatic alignment of countries bordering the target minor country (28.4).
D. A random tile draw that increases the minor country’s resistance by one, two or three (28.5).

28.13 ETHIOPIA’S RESISTANCE LEVEL FIXED: Ethiopia’s resistance level is equal to its basic defensive strength of one (28.21A). Ethiopia’s resistance level is not increased by the 28.3 to 28.5 modifiers that apply to other minor countries; diplomacy is not permitted in Ethiopia, it has no bordering countries and no random tile draw is made for Ethiopian resistance.

28.2 BASIC DEFENSIVE STRENGTHS:

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:

A. Ethiopia: 1
B. Albania: 2
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)
E. Rhineland: 0
F. Austria: 2
G. Czechoslovakia: 4 (-2 if the Sudetenland is being demanded or if the Sudetenland is German).
H. Poland: 6 (-2 if Danzig and the Corridor are being demanded or if Danzig and the Corridor are German).
I. Baltic States: 0

28.3 DIPLOMATIC ALIGNMENT:

28.31 AXIS FLAGS:
A. The resistance level of the target is decreased by one if the Axis have one or two flags in the target.
B. The resistance level of the target is decreased by two if the Axis have three or four flags in the target.

28.32 ALLIED FLAGS:
A. The resistance level of the target is increased by one if the Allies have one or two flags in the target.
B. The resistance level of the target is increased by two if the Allies have three or four flags in the target.

28.33 RUSSIAN FLAGS:
A. If the Nazi-Soviet Pact has not been signed, Russian flags, including those co-existing with Allied flags, are treated as Allied flags.

B. If the Nazi-Soviet Pact has been signed, minor countries containing Russian flags may not be the target of Axis aggression (27.21C).

28.4 BORDERING COUNTRIES:

28.41 BORDERING COUNTRIES: If a major power has a trade pact with a country that borders a target minor country, including as a result of a successful aggression in a previous turn, the resistance level of the target is modified as follows:

A. AXIS TRADE PACTS: The resistance level of the target is decreased by -1 for each Axis trade pact in a bordering country.
B. ALLIED TRADE PACTS: The resistance level of the target is increased by +1 for each Allied trade pact in a bordering country. If the total number of Allied and Russian flags in a bordering country is three or more, the Allies are considered to have a trade pact in that bordering country for resistance level determination purposes only.

C. RUSSIAN TRADE PACTS:
- If the Nazi-Soviet Pact has not been signed, the resistance level of the target is increased by +1 for each Russian trade pact in a bordering country.
- If the Nazi-Soviet Pact has been signed, the resistance level of the target is decreased by -1 for each Russian trade pact in a bordering country.

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: 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: Austria, Bulgaria, Greece, Hungary, Rumania.
E. Rhineland: Belgium/Luxembourg.
F. Austria: Czechoslovakia, Hungary, Yugoslavia.
G. Czechoslovakia: Austria, Hungary, Poland, Rumania.
H. Poland: Czechoslovakia, Rumania, Russia.
I. Baltic States: Poland, Russia.

28.5 RANDOM TILE DRAW:

28.51 RESISTANCE INCREASE: The resistance level of a minor country that is the target of Axis aggression is increased by a random tile draw if the aggression is opposed by an Allied major power (EXCEPTION: Ethiopia – 28.13):
A. One strength tile: +1.
B. Two strength tile: +2.
C. Three strength tile: +3.

28.52 TIMING: The random tile draw to increase the defensive strength of an aggression target is made after the Allied opposition to the Axis aggression is announced.

28.6 OTHER SITUATIONS:

28.61 ITALIAN CONTROL OF ALBANIA: Italian control of Albania is required for Italian aggression against Yugoslavia and Greece.

28.62 ETHIOPIA: Ethiopia always resists and must be conquered by Italy (29.32).

28.63 RUSSIAN MINOR COUNTRIES:

A. If the Nazi-Soviet Pact has not been signed and a minor country containing Russian flags is the target of Axis aggression, Russia may be able to declare war on Germany in support of the minor country (32.7).

B. If the Nazi-Soviet Pact has been signed, Axis aggression against minor countries containing Russian flags is prohibited.

29. RESOLVING AXIS AGGRESSION

29.1 OVERVIEW
29.2 GERMAN AGGRESSION
29.3 ITALIAN AGGRESSION

29.1 OVERVIEW:

29.11 If Germany or Italy carries out an aggression against a minor country and neither Allied major power declares war (31), the aggression is resolved and the game continues.

29.12 German and Italian aggressions are resolved differently.

29.2 GERMAN AGGRESSION:

29.21 GERMAN ATTACKS ON MINOR COUNTRIES: Germany is considered to have overrun the target or occupied it without resistance. In either case, Germany gains control of the target in one turn at no cost.

29.22 POLAND: If Germany carries out an aggression against Poland proper (not Danzig and the Corridor) and neither Allied major power declares war, Germany has the following three options. This choice must be made in the turn of the aggression against Poland proper, before the conquest of Poland, may not be deferred to a subsequent turn, and may not be reversed by resurrecting a conquered Poland:

A. CONQUEST: Germany may negotiate or continue the Nazi-Soviet Pact and conquer Poland:
   - Danzig and the Polish Corridor: Danzig and the Polish Corridor are incorporated into Germany if this has not occurred in a previous turn.
   - Eastern Poland: Eastern Poland is taken by Russia as a territorial concession under the Nazi-Soviet Pact.
   - Central Poland: Central Poland is controlled by Germany in the same manner as other targets of German aggression (29.21).

B. POLAND AS A GERMAN SATELLITE: Germany may break the Nazi-Soviet Pact (31.81) and turn Poland into an anti-Communist satellite, whether or not the Nazi-Soviet Pact was negotiated in the turn of the aggression against Poland proper or in a previous turn when Germany occupied Danzig and the Corridor:
   - Danzig and the Polish Corridor: Danzig and the Polish Corridor are incorporated into Germany if this has not occurred in a previous turn.
   - Central and eastern Poland: The remainder of Poland becomes a German satellite:
     - Poland is considered to be under German control; no military or diplomatic counters may be placed in Poland for the remainder of the game.
     - Germany obtains a trade pact in Poland for the remainder of the game.
     - Two Polish infantry units and one Polish air unit are placed on the Axis portion of the Russian garrison track. No maintenance costs are paid for these units.

C. POLAND AS A NEUTRAL MINOR COUNTRY: Germany may negotiate the Nazi-Soviet Pact and leave Central Poland intact, provided Danzig and the Polish Corridor have not been incorporated into Germany in a previous turn:
   - Danzig and the Polish Corridor: Danzig and the Polish Corridor are incorporated into Germany.
   - Eastern Poland: Eastern Poland is taken by Russia as a territorial concession under the Nazi-Soviet Pact.
   - Central Poland: Poland remains a minor neutral country: no military or diplomatic counters may be placed in Poland for the remainder of the game, diplomatic random events for Poland have no effect, and Poland may not be subject to a second aggression. In A World at War Poland is an eligible diplomatic target, may be attacked in the same manner as any other minor country, and includes eastern Poland until Russia occupies it.

29.3 ITALIAN AGGRESSION:

29.31 ITALIAN ATTACKS ON MINOR COUNTRIES: If the defensive strength of an attacked minor country is 0 or less, Italy occupies the minor country without resistance. Otherwise Italy must conquer the minor country.

29.32 ETHIOPIA: The Italian conquest of Ethiopia automatically occurs at the end of the third turn after Italy attacks. There is no cost to Italy and no effect on the Axis-Allied balance of power.

EXAMPLE: Italy attacks Ethiopia in Fall 1935. Ethiopia is conquered in Summer 1936, and Italy begins receiving support level increases and may conduct further aggressions in Fall 1936 (29.35).

29.33 ALBANIA, GREECE AND YUGOSLAVIA: The number of turns Italy requires to conquer Albania, Greece or Yugoslavia is determined by the resistance level of the minor country, which is the minor country’s basic defensive strength (28.2), modified by its diplomatic alignment (28.3) and any trade pacts in bordering minor countries (28.4). The minor country’s resistance level is not increased by a random tile draw (28.5) when determining how many turns Italy requires for a conquest.

A. If the resistance level of the minor country is 0 or less, the minor country is occupied without resistance in the turn the aggression is initiated. There is no cost to Italy. The effects of the occupation are implemented in the next turn.
B. If the resistance level of the minor country is 1, the minor country is conquered in the turn the aggression is initiated. Italy transfers one infantry unit from active to reserve status. The effects of the conquest are implemented in the next turn.

C. If the resistance level of the minor country is 2, the minor country is conquered in the turn after the aggression is initiated. In each of the two turns required to conquer the minor country, Italy transfers one infantry unit from active to reserve status. The effects of the conquest are implemented in the turn after the conquest is completed.

D. If the resistance level of the minor country is 3 or more, the same procedure is followed, with the conquest of the minor taking longer and the cost to Italy being higher. In all cases, the effects of the conquest are implemented in the turn after the conquest is completed.

E. Italian transfers of infantry units from active to reserve status are carried out as follows:
   - The initial transfer occurs during the crisis phase when the invasion of the minor country begins.
   - Subsequent transfers occur at the end of the economic phase of the following turn(s), to reflect the continued Italian commitment to the invasion. Italy must build an infantry unit to transfer to its reserve if it doesn’t have an active infantry unit available.

29.34 TIMING OF EFFECTS: The EAI effects and Allied activity counter and support increases from an Italian attack on a minor country are triggered when the Italian aggression is initiated, but Italy does not benefit from the aggression until the turn after the minor country is occupied or conquered. If the minor country’s resistance level is 1 or less, this will be the turn after the aggression.

29.35 LIMITED ITALIAN MILITARY CAPACITY: Italy may not intervene in a civil war or attack another minor country while it is engaged in a war with a minor country, including the conquest of Ethiopia.

30. AGGRESSION EFFECTS

30.1 AGGRESSION EFFECTS GUIDE

30.11 Aggressions have various effects on the game, as set out in the Aggression Effects Guide in the Gathering Storm Battle Manual.

31. THE NAZI-SOVIE T PACT

31.1 OVERVIEW

31.2 MECHANICS

31.3 NEGOTIATING THE PACT

31.4 SECRET PROTOCOLS

31.5 EFFECTS

31.6 FAILURE TO SIGN THE PACT

31.7 NO RENEGOTIATION

31.8 BREAKING THE PACT

31.9 THE BAL TIC STATES

31.1 OVERVIEW:

31.11 HISTORICAL PACT: Historically the signing of the Nazi-Soviet Pact triggered the countdown to war, as with it Germany eliminated the possibility of a two-front war. This diplomatic coup came at a significant cost, however, as Stalin moved the Russian border westward and strengthened his military position. In Gathering Storm, the timing and nature of the Nazi-Soviet Pact, and even its existence, will vary from game to game.

31.2 MECHANICS:

31.21 TIMING: The creation of the Nazi-Soviet Pact is a German action which may occur at one of two times:

A. GERMAN AGGRESSION AGAINST POLAND: After Germany announces aggression against Poland, including Danzig and the Corridor, and before the resulting crisis is resolved.

B. AFTER THE OUTBREAK OF WAR: After war breaks out between two or more Axis and Allied major powers, before the game ends.

31.22 PACT OFFER NOT COMPELLE D: Germany is not compelled to enter into negotiations for the Nazi-Soviet Pact.

31.23 RUSSIAN REFUSAL PROHIBITED: If Germany offers to negotiate the Nazi-Soviet Pact, Russia may not refuse.

31.3 NEGOTIATING THE PACT:

31.31 Once Germany announces its intention to conclude the Nazi-Soviet Pact, the Russian player acquires territorial concessions from Germany (the Russian “concession level”) as set out below. The value of the territorial concessions obtained by Russia is equivalent to the A World at War BRP value of the territories.

<table>
<thead>
<tr>
<th>Nazi-Soviet Pact Concessions - 31.31</th>
</tr>
</thead>
<tbody>
<tr>
<td>Territory</td>
</tr>
<tr>
<td>--------------------------------------</td>
</tr>
<tr>
<td>Estonia, Latvia, Lithuania, Finnish</td>
</tr>
<tr>
<td>border hexes, Finland proper, Bessarabia</td>
</tr>
<tr>
<td>Eastern Poland, Rumania proper</td>
</tr>
<tr>
<td>Central Poland</td>
</tr>
</tbody>
</table>

Explanation: The Nazi-Soviet Pact Concession Table sets out the value of territorial concessions made by Germany to induce Russia to sign the Nazi-Soviet Pact.

The Basic Russian concession level is 30 points, of which the first 10 points must be eastern Poland.

Russia decides what territories to take, subject to the restrictions in 31.42.

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:

A. SUPPORT LEVELS: The Russian support level and the German support level (10). If the net support level favors Germany, this strengthens the German bargaining position and reduces the Pact concession level. If the net support level favors Russia, this weakens the German bargaining position and increases the Pact concession level.

B. EUROPEAN AGGRESSION INDEX: The EAI (23.31E). The higher the EAI, the greater the Pact concession level. If the Pact is negotiated as a result of aggression against Poland (31.21A), the EAI for German aggression against Poland is not counted (23.26A). The EAI is considered to be +5 if the Pact is negotiated after the outbreak of war (23.26, 31.21B).

C. FLAGS IN RUSSIA: +1 for each Allied flag in Russia; -1 for each Axis flag in Russia.

D. MINOR COUNTRY DIPLOMATIC RESULTS:
   - Finland, Rumania and Turkey: -1 for one or two Axis flags, -2 for an Axis trade pact; +1 for one or two Russian flags, +2 for a Russian trade pact; Allied flags are ignored.
   - Russian flags in non-border countries: +1 for one or two Russian flags, -2 for a Russian trade pact.

E. POLISH RESISTANCE: Poland’s resistance level, as augmented by a tile draw. The higher Poland’s resistance level, the more Germany wants Russia’s assistance, so the greater the Pact concession level. If the Nazi-Soviet Pact is negotiated as part of a crisis over Poland, including Danzig and the Polish Corridor, the tile draw for Polish resistance is made during the resolution of the crisis. The resistance level for all of Poland is used, unless the Pact is negotiated as part of a crisis over Danzig and the Polish Corridor.
F. MAJOR POWERS AT WAR:

- 5 if Italy is at war.
- 5 if Britain is at war.
- 5 if France is at war.

The calculation of the Nazi-Soviet Pact concession level is similar to that for a Russian declaration of war on Germany (32.7). Instead of declaring war in support of a bordering minor country, Russia is bought off with concessions.

31.33 Rounding: The Nazi-Soviet Pact concession level is rounded to the nearest number divisible by five. This affects the level of Germany’s economic interest in Russia in A World at War, but has no effect in Gathering Storm.

31.4 SECRET PROTOCOLS:

31.41 The secret protocols to the Nazi-Soviet Pact, the existence of which was denied by the Soviet Union for many years, partitioned eastern Europe between Nazi Germany and Soviet Russia.

31.42 Once the Nazi-Soviet Pact is negotiated, Russia may take any territorial concessions it wishes, subject to the following restrictions:

A. The first Russian territorial concession must consist of eastern Poland (10 points).
B. The next three Russian territorial concessions must consist of some or all of the Baltic States (Estonia, Latvia and Lithuania, in that order: 5 points each, for a total of 15 points).
C. Any additional Russian territorial concessions must consist of territory adjacent to Russia or a territory already taken as a Nazi-Soviet Pact concession.
D. If the Pact is negotiated as a result of German aggression against Danzig and the Corridor or against Poland proper, Russia must take eastern Poland as a territorial concession, but otherwise may not take as a territorial concession an area which is the subject of German aggression. If the German aggression was against Poland proper, Russia is restricted to eastern Poland; if the German aggression was only against Danzig and the Corridor, then Russia could, if the concession level was high enough, take central Poland as a territorial concession.

31.5 EFFECTS:

31.51 If the Nazi-Soviet Pact is signed:

A. GERMAN AGGRESSION: Russia does not oppose the German aggression against Poland.
B. EAI: The European Aggression Index is increased by +1 each turn.
C. RUSSIAN SUPPORT: Russia’s support level is increased by +1 each turn for the remainder of the game, starting in the turn after the signing of the Pact, in addition to the +2 Russian support increase for Poland (10.91C).
D. ANTI-COMINTERN COUNTER: Germany may not use the anti-Comintern counter (24.38).
E. RUSSIAN PURGE LEVEL: Russia’s purge level increases by the Pact concession level divided by 5 (31.32), to represent the consolidation of power resulting from Stalin’s far sighted diplomacy (22.31D).
F. RUSSIAN CIVILIAN FACTORY MOBILIZATIONS: Russia may not mobilize its civilian factories, even if it is at full cohesion (14.43C).
G. BRITISH AND FRENCH SUPPORT LEVELS: The British and French support levels are increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.71E, 10.81E).
H. BRITISH AND FRENCH RANDOM EVENTS: Britain and France draw additional random events, starting in the turn after the signing of the Pact (9.15).
I. RUSSIAN AND ALLIED FLAGS: Russian and Allied flags may no longer co-exist and are immediately eliminated on a 1:1 basis in each diplomatic target containing both Russian and Allied flags (24.82B).
J. VICTORY POINTS: The Nazi-Soviet Pact affects the victory points awarded to Germany and Russia.

31.6 FAILURE TO SIGN THE PACT:

31.61 RUSSIAN DECLARATION OF WAR POSSIBLE: If Germany does not propose a Nazi-Soviet Pact in the turn in which it commits aggression against Poland, including Danzig and the Corridor, Russia is considered to be irrevocably opposed to Germany:

A. NO NAZI-SOVET PACT: The Nazi-Soviet Pact may not be negotiated in a subsequent turn.
B. RUSSIAN SUPPORT INCREASES: The Russian support level is increased by +1 for the remainder of the game.
C. RUSSIAN PURGE LEVEL: The Russian purge level is increased as follows (22.31C):
   - Danzig and the Corridor: 1 purge event.
   - Poland: 7 purge events (including the purge event for Danzig and the Corridor).
D. RUSSIAN MOBILIZATIONS OF CIVILIAN FACTORIES: Russia may convert its five civilian factories to military use (14.43C).
E. DECLARATION OF WAR IN SUPPORT OF POLAND: Russia may declare war on Germany in support of Poland if permitted to do so by 32.7.

31.7 NO RENEGOTIATION:

31.71 PACT MAY NOT BE RENEGOTIATED: If war does not break out in the turn in which the Nazi-Soviet Pact is signed, the Pact remains in effect and may not be renegotiated.

31.8 BREAKING THE PACT:

31.81 POLAND AS A GERMAN SATELLITE: The only way in which Germany may break the Nazi-Soviet Pact is by making Poland a German satellite (29.22). Otherwise, Germany is bound by the Nazi-Soviet Pact for the remainder of the game.

31.82 BREAKING THE PACT IN THE TURN IT IS SIGNED: If Germany breaks the Nazi-Soviet Pact in the turn in which it is signed, the Nazi-Soviet Pact is considered never to have been signed and the effects set out in 31.51 do not apply.

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:

A. The effects set out in 31.51 no longer apply, with the exception of 31.51B (the +1 EAI increase is permanent). Germany may again use the anti-Comintern counter (24.3) and Russian and Allied flags may again co-exist (24.82B).
B. Effects which occurred while the Nazi-Soviet Pact was in effect are not reversed (the additional Allied random events (31.51H) are valid; Allied and Russian flags remain eliminated (31.51I); and so on).
C. If the increase in the Russian purge level from the German aggression against the remainder of Poland is greater than the increase in the Russian purge level from the Nazi-Soviet Pact (31.51E), the Russian purge level is increased by the difference; otherwise the Russian purge level remains unchanged, with Russia retaining the purge level increases from the Nazi-Soviet Pact.
D. The provisions of 31.6 apply retroactively to the start of the crisis phase in which Germany establishes Poland as a satellite and Russia may, if otherwise able to do so, declare war on Germany in support of Poland (31.61E).

31.84 RUSSIA: Russia may not break the Nazi-Soviet pact.

31.9 THE BALTIC STATES:

31.91 GERMAN AGGRESSION AGAINST THE BALTIC STATES: If Germany conducts aggression against the Baltic States, Russia is considered to be implacably hostile to Germany:

A. NO NAZI-SOVIET PACT: No Nazi-Soviet Pact may be negotiated if Germany subsequently commits aggression against Poland.

B. RUSSIAN SUPPORT INCREASES: Russia’s support level is increased by +1 each turn for the remainder of the game (10.91B).

C. RUSSIAN PURGE LEVEL: The Russian purge level is increased by two purge events (22.31C).

D. RUSSIAN MOBILIZATIONS OF CIVILIAN FACTORIES: Russia may convert its five civilian factories to military use (14.43C).

E. DECLARATION OF WAR IN SUPPORT OF THE BALTIC STATES: Russia may declare war on Germany in support of the Baltic States if permitted to do so by 32.7.

32. DECLARATIONS OF WAR

32.1 OVERVIEW

32.2 RESTRICTIONS

32.3 THRESHOLD REQUIREMENT

32.4 GERMAN DECLARATIONS OF WAR

32.5 ITALIAN DECLARATIONS OF WAR

32.6 ALLIED DECLARATIONS OF WAR

32.7 RUSSIAN DECLARATIONS OF WAR

32.8 PRE-EMPTIVE DECLARATIONS OF WAR

32.11 Major powers may declare war on opposing major powers at the end of the crisis phase if they exceed the threshold requirement for declaring war and are otherwise permitted to declare war. This determination is made separately for each declaring major power and each major power upon which war is being declared.

32.2 RESTRICTIONS:

32.21 BASIC RESTRICTIONS: The basic restrictions for major power declarations of war are set out in the following table:

A. GERMANY: Germany may declare war on Britain and France, and on Russia, if the Nazi-Soviet Pact has not been signed.

B. ITALY: Italy may not declare war on other major powers.

C. BRITAIN: Britain may declare war on Germany and Italy.

D. FRANCE: France may declare war on Germany and Italy.

E. RUSSIA: Russia may declare war on Germany if the Nazi-Soviet Pact has not been signed.

<table>
<thead>
<tr>
<th>Major power</th>
<th>Pre-emptive</th>
<th>If no Pact</th>
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<tbody>
<tr>
<td>Germany</td>
<td></td>
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<tr>
<td>Italy</td>
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<tr>
<td>Britain</td>
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<tr>
<td>France</td>
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<td></td>
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<tr>
<td>Russia</td>
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</tbody>
</table>

32.22 ADDITIONAL RESTRICTIONS: Major power declarations of war are subject to the preconditions set out below in the specific rules dealing with each major power’s declarations of war.

A. GERMANY:

- May not declare war on a major power until it has remilitarized the Rhineland.
- May not declare war on a major power in the same turn in which it conducted an aggression.
- Germany may not declare war on Russia if the Nazi-Soviet Pact has been signed.

B. RUSSIA: Russia may not declare war on Germany if the Nazi-Soviet Pact has been signed.

32.3 THRESHOLD REQUIREMENT:

32.31 The threshold requirement for declaring war on a major power must be exceeded to permit the declaration of war. This determination is made separately for each declaring major power and each major power upon which war is being declared. The specifics for each major power are set out below. In calculating whether the threshold requirement for declaring war on a major power is met, the following factors are taken into account.


B. SUPPORT LEVELS: The support level of the major power declaring war compared to the major power against which war is being declared.

C. EUROPEAN AGGRESSION INDEX: The EAI for that turn. A positive EAI favors declarations of war; a negative EAI impedes declarations of war.

D. MINOR COUNTRIES: The resistance level of a minor country that is the target of aggression, if a major power is declaring war in support of that minor country (28.11).

E. GERMANY’S EASTERN NEIGHBORS: The resistance level of Czechoslovakia and Poland, if unconquered, and, for German declarations of war on the Allies if no Nazi-Soviet Pact has been signed, Russia’s war readiness (32.42D) modify declarations of war by Germany (32.4). The greater the resistance levels and Russia’s war readiness, the less Germany is able to declare war.

F. FLAGS IN RUSSIA: Axis and Allied flags in Russia modify declarations of war by Russia (32.7).

32.32 BALANCE OF POWER: The ability of Germany, Britain and France to declare war is modified by the overall Axis-Allied balance of power.

A. The Axis-Allied balance of power modifies the ability to declare war on a 1:1 basis (a +1 balance of power advantage gives the favored side a +1 towards declaring war; a +2 balance of power advantage gives the favored side a +2 towards declaring war; a +3 balance of power advantage gives the favored side a +3 towards declaring war, and so on).

B. If the Axis-Allied balance of power favors the Axis, German declarations of war are easier and Allied declarations of war are more difficult. Similarly, if the Axis-Allied balance of power favors the Allies, German declarations of war are more difficult and Allied declarations of war are easier.
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.

32.34 EUROPEAN AGGRESSION INDEX: The EAI at the time war is declared is applied. The EAI may modify the ability to declare war by +5 to -5.

32.4 GERMAN DECLARATIONS OF WAR:

32.41 RESTRICTIONS: Germany may declare war on a major power only if:

A. RHINELAND: Germany has rearmilitarized the Rhineland.
B. NO AGGRESSION: Germany did not conduct an aggression in the turn in which it wishes to declare war.

32.42 GERMAN DECLARATIONS OF WAR ON THE ALLIES: Germany may declare war on Britain and France if the net total of the following modifiers is at least +1 with respect to both countries. Germany may not declare war on only one of Britain or France; it must declare war on both or neither.

A. BALANCE OF POWER: The overall Axis-Allied balance of power.
B. SUPPORT LEVELS: The German support level and the greater of the French or British support levels.
C. EUROPEAN AGGRESSION INDEX: The EAI.
D. GERMANY’S EASTERN NEIGHBORS:
   - The resistance levels of Czechoslovakia and Poland, if unconquered, based on modifiers 28.2-28.4 (no 28.5 random tile draw is made).
   - Russia’s war readiness, if no Nazi-Soviet Pact has been signed, being the net value of:
     - Russia’s support level;
     - Flags in Russia (32.72C); and
     - Bordering minor country diplomatic results, treating Poland the same as the other three bordering minor countries (32.72D).

32.43 GERMAN DECLARATIONS OF WAR ON RUSSIA: Germany may declare war on Russia if the net total of the following modifiers is at least +1, provided the Nazi-Soviet Pact has not been signed and Germany controls either Poland or the Baltic States:

A. BALANCE OF POWER: The overall Axis-Allied balance of power.
B. SUPPORT LEVEL: The German support level and the Russian support level.
C. EUROPEAN AGGRESSION INDEX: The EAI.
D. CZECHOSLOVAKIA AND POLAND: The resistance levels of Czechoslovakia and Poland, if unconquered, based on modifiers 28.2-28.4 (no 28.5 random tile draw is made).

32.5 ITALIAN DECLARATIONS OF WAR:

32.51 ITALIAN DECLARATIONS OF WAR PROHIBITED: Italy may not declare war on major powers.

32.6 ALLIED DECLARATIONS OF WAR:

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:

A. AXIS AGGRESSION: If the target Axis major power is committing an aggression, either Britain or France (or both) may declare war on the aggressing major power as follows:
   - Joint declarations of war: If Britain and France both exceed the threshold value for declaring war, both may declare war.
   - Unilateral declarations of war: If only one of Britain and France exceeds the threshold value for declaring war, that major power may declare war provided that its positive result is not fully offset or exceeded by the other Allied major power’s negative result.

EXAMPLE: France’s result is +2; Britain’s is +1. France may declare war because the overall result is positive (+1); Britain may not, because its result is negative. If Britain’s result was -2, neither Allied major power could declare war, because the overall result would be 0.

B. NO AGGRESSION: If the target Axis major power is not committing an aggression, British and French declarations of war are 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.
   - No aggressions: Neither Axis major power may have committed an aggression in the turn in which war is declared. An Axis major power that backed down in a crisis after attempting an aggression is considered not to be committing an aggression for the purpose of this rule. The British and French threshold requirement calculations are made normally, without considering the resistance level of the minor country that was the target of the Axis major power’s initial demand.

   - Only against more aggressive Axis major power: If an Axis major power has committed a second aggression, Britain and France may only declare war against the Axis major power that has the higher aggression total (either Germany or Italy if tied).
     - A “second aggression” is:
       - a German aggression other than the Rhineland,
       - an Italian aggression other than Ethiopia.
     - The “aggression total” is the cumulative value of each Axis major power’s successful aggressions (Italian aggressions against Greece and Yugoslavia count once the aggressive demand has been made without triggering war with the Allies):
       - Germany: Rhineland (1), Austria (2), Sudetenland (1), Danzig and the Corridor (1) Baltic States (2), Czechoslovakia (including the Sudetenland) (3), Poland (including Danzig and the Corridor) (4).
       - Italy: Ethiopia (1), Albania (1), Greece (2), Yugoslavia (3).
   - Allied mobilization requirement:
     - No second aggression: If the target Axis major power has committed no more than one aggression (Germany: Rhineland; Italy: Ethiopia), Britain and France must both be fully mobilized, having converted all their factories to military use.
     - Second aggression: If the target Axis major power has committed a second aggression, Britain and France need not be fully mobilized to declare war.
   - Temporary support increases not counted: Temporary Allied support increases from Axis aggressions and pre-emptive declarations of war (10.71B, 10.81B) are not taken into account in determining whether Britain and France meet the threshold requirement to declare pre-emptive war in a turn in which neither Axis major power is committing an aggression.

32.62 SEPARATE CALCULATIONS FOR BRITAIN AND FRANCE: The ability of Britain and France to declare war on Germany or Italy is calculated separately:

A. BALANCE OF POWER: The overall Axis-Allied balance of power (32.32).
B. SUPPORT LEVELS: The British or French, and German or Italian, support levels, as the case may be (32.33).
C. EUROPEAN AGGRESSION INDEX: The EAI (32.34).
D. MINOR COUNTRIES: The resistance level of a minor country that is the target of aggression in the turn in which war is being declared.

32.63 GERMAN DECLARATION OF WAR ON RUSSIA: If Germany declares war on Russia, Britain and France may retaliate by declaring war on Germany if they meet the threshold requirement. Russia’s war readiness (32.42D) is added to the Allied totals.

32.7 RUSSIAN DECLARATIONS OF WAR:

32.71 RUSSIAN DECLARATIONS OF WAR: Russia may declare war on Germany if the net total of the modifiers in 32.72 is at least +1, provided
the Nazi-Soviet Pact has not been signed and at least one of the following conditions is met:

A. Germany is carrying out an aggression against Poland, the Baltic States or a minor country containing at least one Russian flag;

B. Germany controls Poland or the Baltic States as a result of aggression in a previous turn;

C. Britain or France declares war on Germany in the same turn; or

D. Russia has reached full cohesion.

32.72 **THRESHOLD VALUES**: Russia may declare war on Germany if the net total of the following modifiers is at least +1:

A. **SUPPORT LEVELS**: The Russian support level and the German support level.

B. **EUROPEAN AGGRESSION INDEX**: The EAI.

C. **FLAGS IN RUSSIA**: +1 for each Allied flag in Russia; -1 for each Axis flag in Russia.

D. **MINOR COUNTRY DIPLOMATIC RESULTS**:
   - Finland, Rumania, Turkey and Poland: -1 for one or two Axis flags, -2 for an Axis trade pact; +1 for one or two Russian flags, +2 for a Russian trade pact; Allied flags are ignored. Poland is treated like the other three countries unless it is the target of German aggression in the turn in which Russia seeks to declare war, in which case 32.72E applies instead.
   - Russian flags in non-border countries: +1 for one or two Russian flags, +2 for a Russian trade pact.

E. **MINOR COUNTRY RESISTANCE**: The resistance level of a minor country that is the target of aggression, if the target of the aggression is Poland or the Baltic States, or a minor country containing at least one Russian flag.

F. **ALLIED NEUTRALITY**: -2 for each Allied major power that is not at war with Germany, either as a result of a German or Allied declaration of war in the current turn. An Allied declaration of war on Italy does not negate this modifier.

32.73 **Russia may not declare war on Germany if the Nazi-Soviet Pact has been signed.**

### 32.8 PRE-EMPLOYMENT DECLARATIONS OF WAR:

32.81 **THRESHOLD REQUIREMENT MUST BE MET**: Provided the declaring major power meets the threshold requirement for declaring war:

A. **GERMANY**: Germany may declare war on Britain and France (32.42) or Russia (32.43) in any turn in which it is not carrying out an aggression. An Italian aggression, whether or not it leads to an Allied declaration of war on Italy, does not prevent a German pre-emptive declaration of war.

B. **ITALY**: Italy may not declare war.

C. **BRITAIN AND FRANCE**: Britain and France may declare war on Germany or Italy in a turn in which the target Axis major power did not carry out an aggression (32.61B). An Allied declaration of war on one Axis major power after an aggression by that Axis major power does not prevent an Allied pre-emptive declaration of war on the other Axis major power. Both Britain and France must be able to declare war.

D. **RUSSIA**: Russia may declare war on Germany in any turn in which it meets the requirements of 32.7.

32.82 **TIMING**: Pre-emptive declaration of war legality is determined at the end of the crisis phase, after all secret support events have been revealed and after any Allied declarations of war on an Axis major power that conducted an aggression have been made.

### 33. THE END OF THE GAME

#### 33.1 WHEN THE GAME ENDS:

A. Gathering Storm ends when two or more major powers go to war.

B. When Gathering Storm ends, the players may either total the victory points for each major power to determine the winner (34) or begin a game of *A World at War* from the starting position determined by Gathering Storm. Players may wish to total the Gathering Storm victory points just out of curiosity, even though they will continue into *A World at War*.

#### 33.2 COMPLETING RESEARCH:

**33.21 RESEARCH**: Each alliance may assign research points to incomplete research or production projects. Research points may be assigned to atomic research even if neither of the atomic general research random events (random event cards 72 and 144) has been drawn (15.42C). The number of research points which may be used for this purpose are:

A. **AXIS**: Five research points:
   - Three general research points, which may be assigned to any project.
   - One intelligence research point, which may only be assigned to counter-intelligence, covert operations, espionage or codebreaking.
   - One advanced research point, which may only be assigned to jets, advanced submarines or rockets.

B. **ALLIES**: Four research points:
   - Three general research points, which may be assigned to any project.
   - One intelligence research point, which may only be assigned to counter-intelligence, covert operations, espionage or codebreaking.

C. **RUSSIA**: Four research points:
   - Two general research points, which may be assigned to any project.
   - One intelligence research point, which may only be assigned to counter-intelligence, covert operations or espionage.
   - One advanced research point, which may only be assigned to jets or rockets.

**33.22 RESTRICTIONS**: The following restrictions apply to research points assigned pursuant to rule 33.21:

A. No more than three research points may be assigned to any one project.

B. No more than one Allied research point may be assigned to a purely French project.

In a Gathering Storm game that is not being continued into *A World at War*, there is no point to assigning these final research points to projects that will not either generate Gathering Storm victory points directly or potentially do so by possibly shifting the final Axis-Ally balance of power or the Russian garrison component of the Russian support level.

In a Gathering Storm game that is being continued into *A World at War*, however; research will continue and there will be many additional options for placing these final research points.

### 34. VICTORY DETERMINATION

#### 34.1 DETERMINING A WINNER:

The winner of Gathering Storm is determined by calculating the number of victory points (VPs) for the Axis, Allies and Russia.
A. TWO-WAY GAME: In a two-way game, the Axis total is compared to the combined Allied and Russian total. If the Axis total is higher, the Axis win; if the Axis total is lower, the Allies/Russia win.

B. THREE-WAY GAME: In a three-way game, the Axis total is first compared to the combined Allied and Russian total, as above, to see if the Axis win. If the Axis lose, then the higher of the Allied and Russian totals wins.

C. TIES: In the event of a tie, the game must be replayed.

34.12 VICTORY LEVELS: The level of victory achieved depends on the number of victory points separating the two sides:

<table>
<thead>
<tr>
<th>Victory Levels - 34.12</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>VP difference</td>
<td></td>
</tr>
<tr>
<td>0-2</td>
<td>Tie</td>
</tr>
<tr>
<td>3-5</td>
<td>Marginal victory</td>
</tr>
<tr>
<td>6-9</td>
<td>Tactical victory</td>
</tr>
<tr>
<td>10-14</td>
<td>Strategic victory</td>
</tr>
<tr>
<td>15+</td>
<td>Decisive victory</td>
</tr>
</tbody>
</table>

34.2 SUPPORT LEVELS:

34.21 MAJOR POWER SUPPORT LEVELS: VPs are awarded or deducted to reflect the support level of each major power. Support changes from random events and other developments in the last turn of the game are included in this calculation:

A. AXIS: +/−1 for the German and Italian support levels.
B. ALLIES: +/−1 for the British and French support levels.
C. RUSSIA: +/−1 for the Russian support level.

34.3 UNMOBILIZED FACTORIES:

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, or if Russia has reached full cohesion and the Nazi-Soviet Pact is not in effect - 14.43C.

34.4 BALANCE OF POWER:

34.41 AXIS: +1 for each level by which the Axis-Allied balance of power favors the Axis.

34.42 ALLIES: +1 for each level by which the Axis-Allied balance of power favors the Allies.

34.43 RUSSIA: No effect.

34.5 AXIS AGGRESSIONS:

34.51 AXIS:

A. COMPLETED AGGRESSIONS: +# for the Axis for each Axis aggression during Gathering Storm:
   - Ethiopia, Rhineland, Albania, Sudetenland, Danzig and the Corridor: +1.
   - Austria, Baltic States, Greece: +2.
   - Czechoslovakia (including the Sudetenland), Yugoslavia: +3.
   - Poland (including Danzig and the Corridor): +4.

B. UNCOMPLETED ITALIAN AGGRESSIONS: If Italy has attacked Greece or Yugoslavia and the game ends before the conquest is complete, the Axis receive one VP for each turn Italy has been at war with that minor country, starting with the turn of attack. The Axis receive the full VP value of the target in the turn the conquest is completed (34.51A).

C. OPPOSED AGGRESSIONS: No VPs are received by the Axis for aggression that triggers the outbreak of war. Aggressions that are unopposed in the turn in which war breaks out are counted.

34.52 ALLIES:

A. WAR OVER A MINOR COUNTRY: If war breaks out between the Axis and the Allies over a minor country, the Allied VP level is increased by the value of the minor country (34.51A):
   - Ethiopia, Rhineland, Albania: +1.
   - Austria, Baltic States, Greece: +2.
   - Czechoslovakia (including the Sudetenland), Yugoslavia: +3.
   - Poland (including Danzig and the Corridor): +4.

B. ALLIED DECLARATIONS OF WAR: The Allies receive +1 VP for each point by which they exceed the threshold requirement for declaring war in support of a minor country that is the target of Axis aggression (32.31, 32.62).

34.53 RUSSIAN DECLARATION OF WAR: Russia receives +1 VP for each point by which it exceeds the threshold requirement for declaring war in support of a minor country that is the target of Axis aggression, as opposed to a pre-emptive war; the Allies will receive at least +1 VP from 34.52B (a bare declaration of war by one of Britain or France) and will receive at least +2 VPs if both Britain and France declare war.

34.6 TRADE PACTS:

34.61 TRADE PACTS: VPs are awarded based on the trade pacts held by each alliance at the outbreak of war. The VP value of a trade pact depends on who it is with:

A. POLAND, SPAIN, TURKEY, RUSSIA: +2 VPs for each trade pact.
B. OTHER TRADE PACTS: +1 VP for each other trade pact.

34.62 TRADE PACTS FROM CONQUESTS NOT COUNTED: Trade pacts acquired by Axis aggression or in minor countries that are the target of aggression in the final turn of the game are not counted for VPs, although unopposed aggressions themselves generate VPs (34.5).

34.7 RESEARCH RESULTS:

34.71 NO VICTORY POINTS FOR RESEARCH RESULTS: No VPs are gained for research results, as these are taken into account in calculating support levels and the balance of power (EXCEPTION: Russian armor research - 34.93).

34.8 PRE-EMPTIVE DECLARATIONS OF WAR:

34.81 POSSIBLE VP PENALTY: If war breaks out 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.

34.9 RUSSIA

34.91 RUSSIAN SUPPORT LEVEL: +/-1 VPs for the Russian support level at the end of the turn in which war breaks out (34.21C).

34.92 NAZI-SOVIET PACT: Whether or not the Nazi-Soviet Pact is actually signed (31.2), including if Germany and Russia go to war, the Nazi-Soviet Pact concession level (31.32) is calculated and the Axis and Russian VP levels are increased or decreased as follows:

A. AXIS: +1 VP for every five Pact concessions below 35; -1 VP for every five Pact concessions above 35; both rounded to the nearest number divisible by five (25-27 points: +1 VP; 28-30 points: -1 VP; 30-37 points: 0 VPs; 38-42 points: -1 VP; etc.)
B. ALLIES: No effect.

C. RUSSIA: -1 VP for every five Pact concessions below 35; +1 VP for every five Pact concessions above 35; both rounded to the nearest number divisible by five (18-22 points: -3 VPs; 23-27 points: -2 VPs; 28-32 points: -1 VP; 33-37 points: 0 VPs; 38-42 points: +1 VP; etc.)
34.93 RUSSIAN ARMOR RESEARCH: To reflect the primacy of the Red Army and especially Russian armor, for every level (two steps) of Russian armor research, Russia receives +1 VP, to a maximum of +6 VPs.