

Changes since June 30, 2015 (to December 31, 2015)

GATHERING STORM

Introduction

GAME COMPONENTS

Clarification:

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

Clarification, cross-reference:

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

3. DEFINITIONS

4. THE MAPBOARD

Grammar:

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.

5. COUNTERS

6. TILES

Clarification:

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.

7. SEQUENCE OF PLAY

Punctuation:

7.11 Each game turn consists of the following phases:

Formatting:

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

Random Events Phase

8. RANDOM EVENTS

Clarification:

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.

9. SELECTING RANDOM EVENTS

Grammar:

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)).

Clarification:

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.

Cross-reference:

9.41 National random events are revealed at the indicated times, with the following possible effects:

...

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.

10. SUPPORT LEVELS

Clarification:

10.12 Support levels affect each major power's income.

Substantive change (delete German temporary support increases from aggressions):

10.51 The following support modifiers may apply to Germany:

...

B. AGGRESSIONS:

- **Austria:** Germany's support level is increased by +1 in the turn following its annexation of Austria.
- **Sudetenland:** Germany's support level is increased by +1 in the turn following its annexation of the Sudetenland.
- **Danzig and the Polish Corridor:** Germany's support level is increased by +1 in the turn following its annexation of Danzig and the Polish Corridor.
- **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.

Consistency:

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.
- **Albania:** Italy's support level is increased by +1 in the turn following its annexation of Albania.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

Cross-reference:

Support from Mobilizations - 10.41A															
MFs:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
				+1		+2		+3		+4		+5			+6
				+1		+2									
				+1		+2		+3							
				+1		+2									
							+1		+2	+3	+4	+5	+6	+7	

Support increases are based on the number of military factories.
The maximum support level increase from military factories is Germany +6; Italy and France: +2; Britain +3; Russia: +7 (if Russia has mobilized civilian factories - 14.43C).

Substantive change, clarification:

10.71 The following support modifiers may apply to Britain:

...

B. AGGRESSIONS:

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the British support level is increased by one for the remainder of the game.
- **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.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

...

F. POST-1940 INCREASES: Starting in Spring 1941, Britain'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).

Substantive change, clarification:

10.81 The following support modifiers may apply to France:

...

B. AGGRESSIONS:

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the French support level is increased by one for the remainder of the game.
- **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.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

...

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).

Clarification:

10.91 The following support modifiers may apply to Russia:

...

B. AGGRESSIONS: Starting in the turn after the aggression:

- **Poland:** If Poland has been occupied by Germany, Russia's support level is increased by +2 **each turn** for the remainder of the game. The German occupation of Danzig and the Corridor has no effect on the Russian support level.
- **Baltic States:** If the Baltic States have been occupied by Germany, Russia's support level is increased by +1 **each turn** for the remainder of the game.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

- **C. NAZI-SOVIET PACT:** If the Nazi-Soviet Pact has been signed in a previous turn, Russia's support level is increased by +1 for the remainder of the game, in addition to the +2 Russian support increase for Poland.

Income Phase

11. NATIONAL INCOME

Substantive change:

- 11.1 OVERVIEW
- 11.2 FACTORIES
- 11.3 ECONOMIC CLIMATE
- 11.4 RANDOM EVENTS
- 11.5 SUPPORT LEVEL
- 11.6 TRADE PACTS
- 11.7 **RESIDUAL SUPPORT EFFECTS**
- 11.8 MAINTENANCE COSTS
- 11.9 RANDOM TILE DRAWS

Cross-reference:

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:

...

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).

Clarification, cross-reference:

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).

Substantive change:

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.

Renumbering, clarification:

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.

Economic Phase

12. ACTIVITY COUNTERS

Punctuation, consistency:

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

...

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.
 - Each Allied major power may use an additional 1 activity counter.
- **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):
 - The Axis aggressor may use an additional 2 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).

13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Clarification:

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*:

Substantive change:

14.734 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).

Substantive change:

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).

Research Segment

15. RESEARCH

Terminology ("RP" is used for research point only in *A World at War*):

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.

...

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.

Clarification:

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

...

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.**

Example after 15.241 - Terminology ("RP" is used for research point only in *A World at War*):

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.

Clarification:

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:

Consistency:

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.**

Clarification:

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.

Consistency:

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.

16. RESEARCH EFFECTS

Consistency:

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.

Consistency, formatting, clarity:

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.

Consistency, formatting:

16.16 INTELLIGENCE RESEARCH:

A. COVERT OPERATIONS:

- ...
- 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.

Clarification:

16.16 INTELLIGENCE RESEARCH:

...

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 first placed, and may be reactivated for one turn each year thereafter if not eliminated.

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 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 owing major power 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 major power 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.

Consistency, formatting:

16.16 INTELLIGENCE RESEARCH:

...

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.

Consistency:

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:

...

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 third advanced research result (nine levels):
 - allows *A World at War* RPs to be placed in that project in 1942; 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.

Construction Segment

17. MAINTENANCE

18. BUILDING MILITARY UNITS

Clarification:

18.51 NEGATIVE RUSSAN 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.

Clarification:

18.52 RUSSAN SIBERIAN GARRISON: If purges cause Russia's Siberian garrison to drop below the level of the Japanese forces in Manchuria (two armor, three infantry and three air units - 21.22A), Russia must rebuild at least one Siberian unit each turn, even if the Russian support level is zero or higher (22.61B). This build may also meet the 18.51 requirement to build a unit if Russia's support level is negative.

Shipbuilding

19. SHIPBUILDING

Clarification:

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:

...

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).

Clarification:

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.

Balance of Power

20. THE BALANCE OF POWER

Russia

21. RUSSIAN GARRISON
22. RUSSIAN PURGES

Clarification:

22.46 FULL COHESION: Once Russia has 30 purge events, the Great Purge card is removed from the Purge Deck and Purge Cards continue to be drawn from the Purge Deck and have their normal effects. Russia may not increase its cohesion level, but for each purge event Russia incurs in excess of 30 purge events, Russia immediately gains one additional step of economic preparation research at no cost. Once Russia has achieved the maximum (18 step) economic preparation research result, additional purge events have no beneficial research effect.

European Aggression Index

23. EUROPEAN AGGRESSION INDEX

Consistency:

23.31 EAI EFFECTS: The EAI modifies:

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E. NAZI-SOVIET 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).

Diplomatic Phase

24. DIPLOMACY

Consistency:

24.12 MILITARY COUNTERS:

A. Germany, France and Russia may place military counters in specified adjacent minor countries, depending on their support levels and the status of the balance of power (Germany and France) or the Russian garrison (Russia). Major powers may also use military counters to intervene in civil wars (24.4).

B. Each major power may place only one military counter in each eligible target.

C. The number of military counters placed in non-civil war adjacent minor countries may not exceed the placing major power’s support level or their balance of power (Germany and France) or Russian garrison (Russia) advantage.

Clarification (add boxed comment):

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.

Consistency, cross-reference:

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 ELIMIMATED: 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 major power alliance receives a +1 diplomatic modifier on 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).

Capitalization, consistency:

24.61 RESTRICTIONS:

A. RUSSIAN PURGE EFFECTS: If Russia is subject to 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.

Clarification:

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

...

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.

25 CIVIL WARS

Clarification, consistency:

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 the 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).

- 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.

Consistency:

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:

...

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

Clarification:

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.

Crisis Phase

26. CRISIS PHASE

Clarification:

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 added to the minor country resistance to determine 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).

Clarification, cross-reference:

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-SOVIET 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

Clarification:

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 one of Greece or Yugoslavia at the same time it is intervening in the other.

Consistency:

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):

...

D. Czechoslovakia (Bohemia, Moravia and Slovakia).

Clarification:

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:

Grammar:

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:

...

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.

Clarification, grammar:

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:

...

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.

Clarification:

27.73 ALLIED ULTIMATUM: If one or more Allied major powers met 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.

Grammar:

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.

28. MINOR COUNTRY RESISTANCE

Clarification:

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.

...

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.

29. RESOLVING AXIS AGGRESSION

Style:

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.

Consistency:

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.

- 30. AGGRESSION EFFECTS
- 31. THE NAZI-SOVIET PACT

Clarification:

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:

...

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.

Clarification:

31.81 POLAND AS A GERMAN SATELLITE: If Germany successfully carries out aggression against Poland proper, without the Allies declaring war, Germany has the option of conquering Poland (in accordance with the Pact) or turning Poland into an anti-Communist satellite (breaking the Pact), even if the Pact was signed in a previous turn (when Germany occupied Danzig and the Corridor). If Germany breaks the Pact:

- A.** Danzig and the Polish Corridor are incorporated into Germany.
- B.** 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.
- 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.

32. DECLARATIONS OF WAR

Clarification:

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.

...

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.

Consistency:

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.

...

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).

Consistency:

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:

...

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).

Clarification:

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

...

B. NO 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.

Germany cannot prevent an Allied pre-emptive declaration of war by making an aggressive demand, then backing down. When this happens, the penalties for a failed aggression will later apply; but the legality of an Allied pre-emptive declaration of war is determined as if the aggression attempt had never occurred.

33. THE END OF THE GAME

Consistency:

33.1 WHEN THE GAME ENDS

33.2 RESEARCH

Clarification:

33.21 RESEARCH: Each major power 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:

Victory Determination

34. VICTORY DETERMINATION

Consistency:

34.31 UNMOBILIZED FACTORIES: 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.

Substantive change:

34.43 RUSSIA: No effect.

Clarification:

34.51 AXIS:

...

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.

Substantive changes, clarifications:

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).

If the game ends with an Allied declaration of 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.

34.53 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 (32.31, 32.71, 32.72).

Substantive change:

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: +2 VPs; 28-32 points: +1 VP; 33-37 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 (25-27 points: -2 VPs; 28-32 points: -1 VP; 33-37 points: 0 VPs; 38-42 points: +1 VP; etc.)

GATHERING STORM

Transition to *A World at War*

1. *A WORLD AT WAR*

Cross-reference:

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

2. MAJOR POWERS AT WAR

Numbering:

2.51 Germany is considered to have remilitarized the Rhineland in the first turn of *A World at War* if war breaks out between Italy and the Western Allies before Germany has remilitarized the Rhineland in *Gathering Storm* (5.22).

3. MOBILIZATIONS

Consistency, clarification, cross-reference:

3.21 The rate of Russian mobilizations depends on whether Russia signed the Nazi-Soviet Pact:

A. PACT: If Russia signed the Pact, it mobilizes any remaining idle factories as permitted by the Russian cohesion level (9.32), and mobilizes its five civilian factories as permitted by the Russian cohesion level and *A World at War* rule 36.11D.

B. NO PACT: If Russia did not sign the Pact, it mobilizes as permitted by the Russian cohesion level (9.32).

3.22 When Russia mobilizes, it constructs an IC and adds the BRP value of the IC to its BRP level (*A World at War* rule 37.62). The forces added to Russia's force pool from mobilizing its remaining idle factories are governed by transition rule 4.7; the forces added to Russia's force pool from mobilizing its civilian factories are subject the restrictions in *A World at War* rule 36.

4. FORCE LEVELS

Substantive changes:

4.32 ARMOR:

...

B. REMAINING GERMAN ARMOR UNITS: Each of the remaining German armor units is converted to either:

- one **unbuilt** 3-6 armor unit, **one air squadron and one infantry factor**; or
- one 4-6 armor unit.

...

F. ASSOCIATED AIR AND INFANTRY UNITS: For each 3-6 armor unit, Germany adds one air squadron and one infantry factor to its *A World at War* force pool. Subject to the requirement that its air and infantry force pools increase equally, the German player is free to add army air factors, naval air squadrons, one-factor and three-factor infantry units, in any combination, up to a limit of 24 BRPs of units. When these units enter the German force pool depends on when their associated 3-6 armor units were mobilized.

5. ECONOMICS

6. RESEARCH

Substantive changes:

6.48 SUBMARINES:

A. Without any *Gathering Storm* submarine research, Germany, Italy and Britain each start *A World at War* with one unbuilt submarine factor.

B. For each of Germany, Italy and Britain:

- Three steps of *Gathering Storm* submarine research, as indicated by a "★", builds its initial submarine factor.
- A *Gathering Storm* submarine research result generates a second, unbuilt submarine factor.
- Nine steps of *Gathering Storm* submarine research, as indicated by a "★", builds this second submarine factor. If Germany produces a third submarine factor in *A World at War*, it may use that submarine factor in the Atlantic SW box in Summer 1940.
- A second *Gathering Storm* submarine research result generates a third, unbuilt submarine factor. Germany may use its third submarine factor in the Atlantic SW box in Spring 1940.

6.49 ASW AND TRANSPORT PRODUCTION:

A. Without any *Gathering Storm* ASW production research, the Western Allies start *A World at War* with one unbuilt Western Allied ASW factor. If the Allies conducted ASW production research in *Gathering Storm*:

- Three steps of *Gathering Storm* ASW production research, as indicated by a “★”, builds the initial ASW factor.
- A *Gathering Storm* ASW production research result generates a second, unbuilt ASW factor.
- Nine steps of *Gathering Storm* ASW production research, as indicated by a “★”, builds this second ASW factor. To reflect increased Anglo-American cooperation, the first American ASW factor may be deployed to the Atlantic SW box when USAT reach 20; the second American ASW factor starts the game unbuilt and may be deployed to the Atlantic SW box when USAT reach 30.
- A second *Gathering Storm* ASW production research result builds this second ASW factor. The first American ASW factor may be deployed to the Atlantic SW box when USAT reach 10; the second American ASW factor starts the game built and may be deployed to the Atlantic SW box when USAT reach 20.

7. DIPLOMACY

Clarification:

7.22 EFFECT OF GATHERING STORM DIPLOMATIC RESULTS: In addition to the effects on minor country force levels (7.31), *Gathering Storm* diplomatic results have the following effects:

...

C. **THREE FLAGS (TRADE PACT):** The basic diplomatic alignment of the minor country is shifted by one in favor of the owning alliance faction without the need for a die roll. In addition, the *Gathering Storm* trade pact yields an economic penetration diplomatic result for the owning major power in *A World at War* (a “7” or “0” diplomatic result).

- A trade pact in Belgium/Luxembourg does not prevent a diplomatic die roll from being made for Belgium/Luxembourg in *A World at War*.
- A trade pact in Ireland has no economic effect in *A World at War* and does not give the owning major power BRPs at the outbreak of war (5.41A), as Ireland has no BRP value in *A World at War*.

- 8. POLAND
- 9. RUSSIA

Consistency:

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

A. REMAINING IDLE AND FIRST THREE CIVILIAN FACTORIES:

- **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.

B. LAST TWO CIVILIAN FACTORIES: The delay between the mobilization of the third and fourth, and fourth and fifth, Russian civilian factories is one turn less than the cohesion-related delays set out in 9.32A.

C. GERMAN ATTACK: If Germany attacks Russia before it is fully mobilized, Russia completes its mobilizations at the rate of one mobilization per turn. If a Russian peacetime mobilization is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

If war breaks out before Russia has reached full cohesion, the mobilization rate in A World at War rule 36.11D is slowed. The delay lessens as Russia's cohesion rate increases, and therefore won't necessarily be the same for all of Russia's mobilizations.

Substantive change:

9.41 WHEN RGT TRACKED: RGT are tracked in *A World at War* if *Gathering Storm* ended with the Nazi-Soviet Pact in effect. RGT start at zero, plus one RGT level for each *Gathering Storm* turn played with the Nazi-Soviet Pact in effect.

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

Clarification:

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

A. STATUS MODIFIERS:

...

Additional modifiers:

- +1 If the Nazi-Soviet Pact is in effect, central Poland is on the German side of the Pact line and is unconquered at the end of the Axis player turn.
- 1 For each idle factory not mobilized by Russia (Russia has fewer than 7 ICs at the end of its player turn).
- +1 For each civilian factory mobilized by Russia (Russia has more than 7 ICs at the end of its player turn).

- 10. UNITED STATES
- 11. JAPAN

Clarification:

- 11.1 JAPAN BEGINS PLAY IN FALL 1939
- 11.2 U.S.-JAPANESE TENSIONS
- 11.3 JAPANESE DECLARATION OF WAR

11.3 JAPANESE DECLARATION OF WAR:

11.31 Japan may not declare war on the Western Allies or Russia until war has broken out in Europe and *A World at War* has begun.

12. A WORLD AT WAR RULE ADJUSTMENTS

Clarification:

34.12 NAZI-SOVIET PACT LINE: The western boundary of the Russian winter zone is the Nazi-Soviet Pact line printed on the *A World at War* mapboard. All references to the Nazi-Soviet Pact line in the context of weather are to this boundary, which does not change even if, as a result of *Gathering Storm*, the actual Nazi-Soviet Pact line is in a different location or if there is no Nazi-Soviet Pact at all.

Cross-reference:

35.31 GROWTH RATES: During each YSS, unspent BRPs from the previous year, as determined at the end of the previous winter game turn, are multiplied by the major power's growth rate. Fractions are dropped and the result is added to the major power's BRP base. The remaining BRPs are lost. The major power growth rates are:

...

B. For Russia, see 9.35, above.

Clarification:

36.32 ELIGIBLE UNITS: Force pool increases from mobilization, even if deferred and combined with production, can only be used to generate the following types of units:

...

C. Armor:

- ...
- Russia must mobilize one 3-5 armor unit, 4-5 armor unit or 5-6 armor unit each mobilization. Russia must mobilize its eight 3-5 armor units before mobilizing 4-5 armor units or 5-6 armor units. The Russian player may mobilize the required armor unit in either the first or second turn of a peacetime mobilization. The remaining units for each Russian mobilization must consist of infantry, additional armor or army air units, in whatever combination the Russian player wishes.

Clarification:

44.24 COMMUNIST SUBVERSION:

A. ELIGIBLE TARGETS: Each successful subversion research result allows Russia to apply a special modifier to one Axis or Russian diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia (or Croatia or Serbia, following a *Gathering Storm* partition of Yugoslavia), Albania (if unconquered by Italy in *Gathering Storm*) or Greece. Subversion may not be used to modify Western Allied diplomatic die rolls.

Clarification:

49.51 RESULTS: Once all diplomatic die rolls are made for the targets announced for a particular diplomatic phase, the diplomatic results are implemented as set out in the applicable diplomatic table.

...

D. If Italy or France starts *A World at War* with an economic interest in a minor country as a result of a *Gathering Storm* trade pact (transition rule 7.22C), that economic interest is retained by Italy or France even if greater diplomatic results benefitting an allied major power subsequently occur. If Italy or France surrenders, their economic interests in minor countries pass to German and Britain, respectively.

Clarification:

58.521 FRENCH ECONOMIC INTERESTS: French economic interests in minor countries from *Gathering Storm* trade pacts become British when France surrenders.

Clarification (to cover situations where Rumania's force pool varies):

66.21 RUMANIAN DEPLOYMENT: If Russia engages in a border war with Rumania for Bessarabia, all Rumanian ground units must deploy in Bessarabia and at least two Rumanian infantry factors must deploy in each of Cernauti and Kishinev.

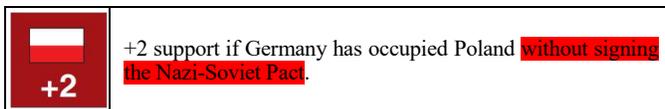
Punctuation in boxed comment after 71.14:

In a *European scenario*, all Australian units in Europe must return to the Pacific theater in Fall 1941.

13. VICTORY CONDITIONS

UNIT AND COUNTER GUIDE

Consistency:



GLOSSARY

Additions:

“activity counters”: Counters that permit major powers to construct units, build ships and conduct research and diplomacy. The use of activity counters requires the expenditure of tile points. See rule 12.

“aggression value”: The measure of the advantages gained by an Axis major power from a successful aggression against a minor country. Aggression values are printed on the mapboard (4.13C) and determine the number of turns the Axis major power draws an additional random event (9.14), how many victory points the Axis major power receives for the aggression (34.51) and the U.S.-Axis tension increases from the aggression (transitional rule 10.11B).

“idle factory”: A factory that produces neither tile point income nor maintains military units or provides support. See 11.21C.

“intervention level”: The total value of the diplomatic effort by a contending alliance in a minor country in which there is a civil war. See 25.53A.

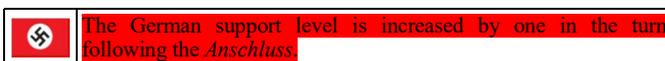
“intervention threshold”: The value of the civil war counter randomly drawn for a turn, plus the value of any random events played by the non-participating alliance in the minor country in which there is a civil war. One side's intervention level must exceed the other's by an amount equal to or greater than the intervention threshold to achieve a diplomatic result, as opposed to a mere diplomatic advantage. See 25.53B.

“military unit”: An armor, infantry or air unit.

AGGRESSION EFFECTS GUIDE

Substantive changes:

Austria:



	The British support level is increased by one for two turns following the <i>Anschluss</i> .
---	--

	The French support level is increased by one for two turns following the <i>Anschluss</i> .
---	---

Sudetenland:

	The German support level is increased by one in the turn following the annexation of the Sudetenland.
---	---

Czechoslovakia:

	The British support level is increased by one for two turns following the occupation of Czechoslovakia.
---	---

	The French support level is increased by one for two turns following the occupation of Czechoslovakia.
---	--

Danzig and the Polish Corridor:

	The German support level is increased by one in the turn following the annexation of Danzig and the Polish Corridor.
---	--

Poland:

	The British support level is increased by one for three turns following the occupation of Poland.
---	---

	The French support level is increased by one for three turns following the occupation of Poland.
---	--