

Changes since publication (for June 30, 2016)

GATHERING STORM

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. THE MAPBOARD
5. COUNTERS
6. TILES
7. SEQUENCE OF PLAY

Random Events Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS

Clarification:

9.14 AXIS AGGRESSIONS: An Axis major power that carries out a successful aggression draws additional random events each turn as follows:

...

B. Additional Axis random events for successful aggressions are drawn at the rate of one event per turn, starting in the turn after the aggression is completed. The successful Axis major power continues to draw a second random event each turn until it has drawn all the additional random events associated with the successful aggression. Italy starts drawing its additional random events only when it has conquered the aggression target.

EXAMPLE: Germany conducts an aggression against Czechoslovakia in Summer 1938 (three random events) and Austria in Fall 1938 (two random events). Germany would draw a second random event in Fall and Winter 1938 and Spring, Summer and Fall 1939, for a total of five additional random events. Neither Germany nor Italy may ever draw three or more random events in a single turn.

Clarification, substantive change:

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

...

E. SUPPORT: Support national random events are either public or secret.

• ...

- **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:

○ ...

- **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.

10. SUPPORT LEVELS

Delete:

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.

Income Phase

11. NATIONAL INCOME

Consistency:

11.52 SUPPORT CHANGES DURING A TURN:

A. Support changes during a turn from mobilizations, fortification and 18-step research results, the placement or elimination of flags in Russia, Russian cohesion increases and secret support national random events gain or lose the owning player tile points when they take effect.

Economic Phase

- 12. ACTIVITY COUNTERS
- 13. ECONOMIC PHASE

Industrial Segment

- 14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

- 15. RESEARCH
- 16. RESEARCH EFFECTS

Typo:

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:

...

D. ECONOMIC PREPARATION: Germany, Britain and Russia are expected to achieve one economic preparation research result in *Gathering Storm*:

- ...
- 18 steps of *Gathering Storm* economic preparation research yields both an air and military force pool increase or credit each year, **1** in addition to the +3 BRP construction limit increase for a second economic preparation research result.

Construction Segment

- 17. MAINTENANCE
- 18. BUILDING MILITARY UNITS

Spelling:

18.51 NEGATIVE RUSSIAN SUPPORT LEVEL: If the Russian support level is less than zero, Russia must build at least one unit:

Shipbuilding

- 19. SHIPBUILDING

Balance of Power

- 20. THE BALANCE OF POWER

Russia

- 21. RUSSIAN GARRISON
- 22. RUSSIAN PURGES

Cross-reference:

22.73 COHESION EFFECTS:

...

F. A WORLD AT WAR EFFECTS: See transitional rule 9.

European Aggression Index

23. EUROPEAN AGGRESSION INDEX

Format (delete the “A.”):

23.24 TEMPORARY MODIFIERS:

A. 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.

Diplomatic Phase

24. DIPLOMACY

Substantive change:

24.42 MECHANICS:

...

D. 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 1 activity counter must be used and paid for to place a military counter in a civil war country.

Typos:

24.551 SPY RINGS: Spy rings in minor countries have the following effects in the turns in which they are activated (16.16B):

...

B. IF NOT ELIMINATED: If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:

- ...
- **Diplomatic modifier:** The owning major power 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 place

Substantive change:

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 applies to the minor country from which the Russian flag was eliminated.

B. In determining which Axis major power benefits, diplomatic counter and random event totals are compared; covert events and counter-intelligence against opposing covert events are ignored. In case of a tie, Germany benefits.

25. CIVIL WARS

Crisis Phase

26. CRISIS PHASE

27. AXIS AGGRESSION

28. MINOR COUNTRY RESISTANCE

Consistency:

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:

...

I. Baltic States: 0

29. RESOLVING AXIS AGGRESSION

Clarification, reorganization (portions of 31.81 moved to new 29.22):

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 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 conquer Poland in the same manner as other targets of German aggression (29.21).

B. POLAND AS A GERMAN SATELLITE: Germany may 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, with the following consequences:

- **Danzig and the Polish Corridor:** Danzig and the Polish Corridor are incorporated into Germany if this has not occurred in a previous turn.
- **Poland proper:** 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. NAZI-SOVIET PACT CONSEQUENCES: If Germany turns Poland into an anti-Communist satellite, it breaks the Nazi-Soviet Pact. See 31.81.

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

Consistency, clarification:

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-SOVIET 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.

Reorganization, clarification (portions of 31.81 moved to new 29.22):

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 EFFECTS OF BREACHING THE PACT: If Germany breaks the Nazi-Soviet Pact by making Poland a German satellite:

A. The Nazi-Soviet Pact ceases to exist and the effects set out in 31.5 no longer apply.

B. 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).

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

Consistency, clarification:

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 Baltics States if permitted to do so by 32.7.

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

Victory Determination

34. VICTORY DETERMINATION

GATHERING STORM Transition to *A World at War*

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

Clarification:

2.222 RESTRICTIONS: In addition to the general restrictions in 2.21:

A. GERMANY AT WAR WITH BOTH FRANCE AND BRITAIN: If *Gathering Storm* ends with Germany at war with France and Britain, with Italy and Russia neutral, the normal *A World at War* rules apply.

B. GERMANY AT WAR WITH ONE OF FRANCE OR BRITAIN: If *Gathering Storm* ends with Germany at war with one of France or Britain, with Italy, the other Western Allied major power and Russia neutral:

- Germany may declare war on the neutral Western Allied major power or Russia. Italy would remain neutral.
- The neutral Western Allied major power may declare war on Germany. Italy would remain neutral.
- Italy may declare war on Britain or France, putting both Axis major powers at war with the Western Allies.
- Britain or France may declare war on Italy, putting both Axis major powers at war with the Western Allies.

C. ITALY AT WAR WITH BOTH FRANCE AND BRITAIN: If *Gathering Storm* ends with Italy at war with France and Britain, with Germany and Russia neutral:

- Germany may declare war on the Western Allies, putting both Axis major powers at war with the Western Allies.
- Britain or France may declare war on Germany, putting both Axis major powers at war with the Western Allies.
- Germany may declare war on Russia. Two parallel wars are then fought until Germany declares war on the Western Allies or vice versa.

D. ITALY AT WAR WITH ONE OF FRANCE OR BRITAIN: If *Gathering Storm* ends with Italy at war with one of France or Britain, with Germany, the other Western Allied major power and Russia neutral:

- Italy may declare war on the neutral Western Allied major power. Germany would remain neutral.
- The neutral Western Allied major power may declare war on Italy. Germany would remain neutral.
- Germany may declare war on Britain or France, putting both Axis major powers at war with the Western Allies.
- Britain or France may declare war on Germany, putting both Axis major powers at war with the Western Allies.
- Germany may declare war on Russia. Two parallel wars are then fought until Germany declares war on the Western Allies or vice versa.

3. MOBILIZATIONS
4. FORCE LEVELS

Clarification:

4.32 ARMOR:

...

C. EFFECT OF GERMAN ARMOR RESEARCH:

- ...
- If Germany achieves one *Gathering Storm* armor research result:
 - Six German armor units may be 4-6 armor units.
 - For each additional step of *Gathering Storm* armor research, one more German armor unit may be a 4-6 armor unit.
 - Germany may not produce 5-6 armor units in *A World at War* except as allowed by 4.32G.

Consistency:

4.34 AIR:

...

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

- **Armor:**

- For each 3-6 armor unit, Germany adds **one air squadron and one infantry factor** to its force pool.

Consistency:

4.81 After *Gathering Storm* has ended, each major power determines its starting naval force levels for *A World at War* based on the location (row and column) of named ships in its shipyard and the year that war breaks out (cruisers and destroyers). **The number of other naval units is fixed, but may be increased by research.**

Consistency:

4.822 SHIPS UNDER CONSTRUCTION: Ships under construction in a major power's shipyard are transferred to the major power's *A World at War* Naval Construction Chart.

5. ECONOMICS

6. RESEARCH

Substantive change, consistency:

6.21 WHEN GENERAL RESEARCH IS PERMITTED: How general research is first conducted depends on when war breaks out:

A. 1938 OR EARLIER: If the first turn of *A World at War* is in 1938 or earlier, general research is not permitted until 1939 (**EXCEPTION: Atomic general research - 6.63B**).

B. 1939: If the first turn of *A World at War* is in 1939, general research is permitted in 1939.

C. 1940: If the first turn of *A World at War* is in 1940, each alliance faction assigns RPs to general research in 1939 retroactively, as follows:

- The Axis and Western Allies may each assign five RPs to 1939 general research; Russia may assign three RPs to 1939 general research.
- RPs need not be assigned to general research for all categories.
- No more than three RPs may be assigned to general research for any one category.
- All 1939 general research die rolls are resolved before RPs are assigned to 1940 research.

D. 1941: If the first turn of *A World at War* is in 1941, general research for 1939 is conducted as set out in 6.21C, then the procedure is repeated for 1940, with any modifiers from 1939 general research results being carried over into 1940.

6.22. ATOMIC RESEARCH: For each level of atomic research achieved in *Gathering Storm*, that major power alliance may apply a [+1] modifier to atomic general research:

A. The application of *Gathering Storm* atomic research modifiers is announced at the start of the research phase in which they are applied, before making the research die roll for atomic general research for that year.

B. A major power may apply all its *Gathering Storm* atomic research modifiers to a single atomic general research die roll, spread its *Gathering Storm* modifiers out so there is a [+1] modifier for each atomic general research die roll for as many years as it has *Gathering Storm* modifiers, or anything in between.

C. Each *Gathering Storm* atomic research modifier may only be used once.

D. If war breaks out in 1940 or later, *Gathering Storm* atomic research modifiers may be applied to 1939 and 1940 atomic general research die rolls (6.21C, D), subject to the restriction that the modifier applied may not exceed the level of *Gathering Storm* atomic research achieved up to that year.

Clarification:

6.53 SPECIALIZED UNITS:

...

C. In addition to the above:

- 15 steps of *Gathering Storm* specialized unit research provide airborne units with an inherent air transport capacity that may be used for air transport, but not airdrops.
- 18 steps of *Gathering Storm* specialized unit research provide airborne units with an inherent air transport capacity that may be used for both air transport and airdrops.
- Airborne units with an inherent air transport capacity do not count against air basing limits. Such airborne units may air transport or airdrop from an air base which is fully used by other air units.
- An 18-step airborne unit may use its inherent air transport capacity to air transport during the movement phase or airdrop during the combat phase, then air transport during the redeployment phase, provided the normal requirements for redeploying by air transport are met. An airborne unit may not air transport during the movement phase, then airdrop during the combat phase, as this is prohibited by rule 10.53B.

Consistency:

6.62 ATOMIC RESEARCH: *Gathering Storm* atomic research generates [+] modifiers in *A World at War* when rolling for atomic general research, as described in 6.22.

6.63 TIMING OF ATOMIC RESEARCH IN *A WORLD AT WAR*:

A. *A WORLD AT WAR* RESTRICTIONS NORMALLY APPLY: Subject to 6.63B, research points may not be assigned to atomic projects until the following times, regardless of when war breaks out in Europe:

- 1939:
 - Atomic general research.
- 1941 YSS:
 - Controlled reaction research.
- 1942 YSS:
 - Uranium plant production.
- 1943 YSS:
 - Plutonium reactor production.
- 1944 YSS:
 - Uranium separation research.
 - Plutonium production research.
 - Atomic bomb research.

B. ATOM SPLIT IN *GATHERING STORM*: Atomic general research is permitted in the first year of war if general random event 72 or 144 occurs in *Gathering Storm*. This exception applies even if war breaks out prior to 1939, so the first *A World at War* turn occurs in 1938 or earlier. The restrictions on other atomic research set out in 6.63 apply regardless of when atomic general research begins.

7. DIPLOMACY

Clarification:

7.32 UNCOMPLETED ITALIAN AGGRESSIONS:

A. ETHIOPIA: If Italy has attacked Ethiopia and war breaks out before the conquest is complete, when *A World at War* begins:

- Italy must begin *A World at War* with at least three 1-3 infantry units in Ethiopia. It may start with additional units in Ethiopia if desired.
- The Italian conquest of Ethiopia automatically occurs at the end of the third turn after Italy attacked Ethiopia in *Gathering Storm*, provided Italy is not at war with the Western Allies prior to completing its conquest of Ethiopia.
- If Italy and the Western Allies go to war prior to Italy completing its conquest of Ethiopia, including in the last turn of *Gathering Storm*, there must be at least twice as many Axis ground factors in Ethiopia as there are Allied ground factors in Ethiopia for a complete game turn plus the following Allied player turn for the turn to count towards Italy's conquest of Ethiopia.
- *A World at War* rule 88.43 applies if the Allies have superior forces in Ethiopia, whether or not Italy completes its conquest of Ethiopia.

B. ALBANIA, GREECE AND YUGOSLAVIA: If Italy has attacked Albania, Greece or Yugoslavia and war breaks out before the conquest is complete, when *A World at War* begins:

- Italy is at war with that minor country.
- None of the minor country's hexes are controlled by Italy (EXCEPTION: Durazzo - 2.43C).
- Two of the minor country's infantry factors are unbuilt for each complete *Gathering Storm* turn in which it was being attacked by Italy. The turn in which Italy initiates the aggression does not count. The Allied player decides which units.

Clarification:

7.42 At the outbreak of war, Austria will be in one of the following three states:

...

B. If Austria was the target of a contested aggression in the final turn of *Gathering Storm* and survives Germany's initial attack, it becomes an Allied minor ally until conquered and is not an eligible diplomatic target.

Clarification:

7.52 At the outbreak of war, Czechoslovakia will be in one of the following three states:

...

B. If Czechoslovakia was the target of a contested aggression in the final turn of *Gathering Storm* and survives Germany's initial attack, it becomes an Allied minor ally until conquered and is not an eligible diplomatic target.

Clarification:

7.62 At the outbreak of war, Albania will be in one of the following three states:

...

B. If Albania was the target of aggression in the final turn of *Gathering Storm* and survives Italy's initial attack, it becomes an Allied associated minor country until conquered and is not an eligible diplomatic target.

Consistency (Albania):

Additional Modifier:

+2 *For each use of Russian subversion to modify a diplomatic die roll, other than for Albania in the diplomatic phase it is used.*

Consistency (renumber 7.7 Croatia and 7.8 Serbia as 7.8 and 7.9):

7.7 GREECE AND YUGOSLAVIA

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

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

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

- Greece is an Italian conquest.
- Yugoslavia is split into Croatia (7.8) and Serbia (7.9). When this occurs, all *A World at War* references to Yugoslavia are considered to be to Croatia and Serbia, unless otherwise required by the context.

B. If Greece or Yugoslavia was the target of aggression in the final turn of *Gathering Storm* and survives Italy's initial attack, it becomes an Allied minor ally until conquered and is not an eligible diplomatic target.

C. Otherwise Greece and Yugoslavia are neutral.

8. POLAND

Clarification, renumbering:

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

Consistency, clarification:

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

A. ALLIED: If Poland was the target of a contested aggression in the final turn of *Gathering Storm* and survives Germany's initial attack, it becomes an Allied minor ally until conquered, is not an eligible diplomatic target, and the provisions of *A World at War* rule 64.41 apply.

B. GERMAN SATELLITE: If Germany was successful in carrying out aggression against Poland during *Gathering Storm* and Poland became a German satellite:

- ...
- When setting up for the first turn of war (*A World at War* rule 7.31), German units may be placed in Danzig and the Corridor, which are part of Germany, and in any part of Poland.

C. POLAND CONQUERED: If Germany was successful in carrying out aggression against Poland during *Gathering Storm* and conquered Poland:

- ...
- When setting up for the first turn of war (*A World at War* rule 7.31), German units may be placed in Danzig and the Corridor, in central Poland, and in eastern Poland unless it is assigned to Russia in accordance with the Nazi-Soviet Pact.

D. DANZIG AND THE POLISH CORRIDOR CONQUERED: If Germany was successful in carrying out aggression against Poland during *Gathering Storm* and conquered Danzig and the Polish Corridor:

- ...
- When setting up for the first turn of war (*A World at War* rule 7.31), German units may be placed in Danzig and the Corridor.

Clarification, renumbering:

8.4 RUSSIAN ATTACK ON POLAND:

8.41 RUSSIAN ATTACK ON POLAND PROPER: Unless a full scale war breaks out as a result of a border war (8.38), if the Nazi-Soviet Pact is in effect Russia may only attack a neutral Poland as follows:

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

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

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

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

8.5 POLISH DIPLOMACY:

8.51 Unless Poland was conquered in *Gathering Storm*, the following diplomatic table is used for Poland. The basic Polish diplomatic modifier may vary from +2 (pro-Axis modifiers) to -2 (pro-Allied modifiers).

9. RUSSIA

Clarification, consistency:

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

A. STATUS MODIFIERS:

Application:

The following Russo-German tension status modifiers do not apply to Italian aggression against Yugoslavia in *Gathering Storm* and economic penetration results acquired from *Gathering Storm* trade pacts (transition rule 7.22C), as Germany and Russia are deemed to have acquiesced in the other's economic expansion as part of the Nazi-Soviet Pact:

- +1 If the Axis have attacked or achieved a diplomatic result of "7" or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum +1 per game turn).
- 1 If Russia has attacked or achieved a diplomatic result of "0" or less in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of Bessarabia does not trigger this modifier.

...

C. PACT LINE EFFECTS: The following Russo-German tension event modifiers are superseded if the Nazi-Soviet Pact Line varies from its historical location:

***Gathering Storm - A World at War* event modifiers:**

- +# Axis gain control of one or more hexes in the Baltic States, Finland, Hungary, Rumania, Bulgaria or Turkey : +1 for every 5 BRPs in the minor country on the German side of the Pact Line. Effects are determined separately for each minor country. There is no effect for German control of central Poland if it is on the German side of the Pact Line.
- +# Axis gain control of one or more hexes in the Baltic States, Finland, Poland or Rumania: +2 for every 5 BRPs in the minor country on the Russian side of the Pact Line. Effects are determined separately for each minor country.

Consistency (deleting references to RGT, which are not tracked when there is no Nazi-Soviet Pact):

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

...

C. GARRISON REQUIREMENT: Russia is not subject to the garrison requirements set out in *A World at War* rule 63.51B.

D. SURPRISE: Russia is not subject to the surprise effects set out in *A World at War* rule 63.51F.

Consistency:

9.71 The *Gathering Storm* Siberian garrison of two armor, three infantry and three air units is slightly larger than the *A World at War* Siberian garrison of 45 BRPs of units (two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF) (*A World at War* rule 81.41).

9.72 The *A World at War* Siberian garrison requirement applies once war breaks out and *A World at War* begins. If Russia is unable to meet its Siberian garrison requirement when war breaks out because of purges, it must build the missing units as soon as possible and send them to Siberia.

10. UNITED STATES

11. JAPAN

Clarification:

11.22 Any USJT event modifiers which occur prior to Fall 1939 as a result of war breaking out in Europe are implemented in Fall 1939.

12. A WORLD AT WAR RULE ADJUSTMENTS

Clarification:

21.5331 PLACEMENT OF RAIDERS DURING OPENING SETUP: If *A World at War* begins with Germany at war with **Britain**, Germany may place one or more of the *Graf Spee*, *Lutzow* and *Scheer* in the Atlantic SW box during its opening setup. These may be grouped together or in separate raiding groups. Once placed, these ships must raid, with Germany paying one BRP for each raiding ship during the Axis combat phase of the first turn of war.

Consistency:

25.13 USE OF SUBMARINES IN THE SW BOXES: In order to engage in submarine SW combat in an SW box, submarines must begin their player turn in that SW box. The use of submarines for SW combat is restricted as follows:

A. GERMANY:

- Only German submarines may conduct submarine warfare in the Atlantic SW box. One German submarine may begin the game in the Atlantic SW box, provided Germany completed three steps of *Gathering Storm* submarine research. Additional German submarines may enter the Atlantic SW box from any Western front or Mediterranean port.
- The number of German submarines that may conduct submarine warfare in the Atlantic SW box each turn until Fall 1940 is limited by the level of German *Gathering Storm* submarine research (transition rule 6.48B):
 - **Less than nine steps of *Gathering Storm* submarine research:** The first turn of war: 1; the second turn of war to Summer 1940: 2; Fall and Winter 1940: 3; Spring and Summer 1941: 4; Fall and Winter 1941: 5; Spring and Summer 1942: 6; Fall 1942: 7; Winter 1942: 8; and so on, increasing at the rate of one additional submarine each turn. Any remaining German submarines, if built, must operate on the European mapboard or in the Indian Ocean SW box.
 - **Nine steps of *Gathering Storm* submarine research:** As above, except a third German submarine factor may conduct submarine warfare in the Atlantic SW box in Summer 1940.
 - **Twelve steps of *Gathering Storm* submarine research:** As above, except a third German submarine factor may conduct submarine warfare in the Atlantic SW box in Spring 1940.
- ...
- The number of German submarines that may conduct submarine warfare in the Indian Ocean SW box each turn is limited as follows: up to and including 1941: 1; 1942: 2; 1943: 3; 1944: 4; 1945: 5; 1946: 6.

Clarification:

50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:

...

C. RUSSIA: Until Russia is at war with Germany or Russo-German tensions have reached 50:

- Russia may declare war on any neutral minor countries that are on the Russian side of the Nazi-Soviet Pact line, provided Germany has not done so.
- Subject to the Russo-German tension restrictions on declarations of war on minor countries, the only minor countries on which Russia may declare war are the Baltic States, Bulgaria, Finland, Greece, Hungary, Persia, Poland, Rumania, Turkey and Yugoslavia.

Clarification:

63.51 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

...

F. RUSSIAN SURPRISE EFFECTS: If the RGT level is less than 40 at the moment Germany declares war on Russia, the following apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments:

- ...
- During the Axis movement phase and regular combat, Russian infantry units in **central and** eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.

Consistency:

64.35 RUSSIAN ENTRY INTO EASTERN POLAND: Provided the Nazi-Soviet Pact is in effect, eastern Poland automatically comes under Russian control at the end of the turn in which Germany first attacks Poland, without the need for a declaration of war or offensive

operations. Russia may not refuse to take control of eastern Poland. Russian units may not move across the Polish partition line unless Russia is at war with Germany.

Clarification:

79.51 OFFENSIVE OPERATIONS: Russia pays the BRP cost for all Communist Chinese offensive operations. If war breaks out in Europe after Summer 1939, the cost of all Communist Chinese offensive operations prior to the outbreak of war in Europe is tracked and deducted from the starting Russian BRP total.

Clarification, renumbering (Albania is not part of the Balkans in rule terms):

85.46 GEOGRAPHICAL RESTRICTIONS: Minor ally units may enter any hexes in their home country, as well as the following areas:

A. BALKAN MINOR ALLIES:

- **ALABANIA:** The territory of any conquered or enemy Balkan minor country. Albanian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- **CROATIA:** The territory of any conquered or enemy Balkan minor country. Croatian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- **SERBIA:** The territory of any conquered or enemy Balkan minor country. Serbian units may not enter the territory of a Balkan minor country which is part of the same alliance.

...

J. ALBANIA: Greece, European Turkey, and the territory of any conquered or enemy Balkan minor country. Albanian units may not enter the territory of a Balkan minor country which is part of the same alliance.

K. AUSTRIA: No restrictions.

L. CZECHOSLOVAKIA: No restrictions.

M. POLAND: No restrictions.

13. VICTORY CONDITIONS

AGGRESSION GUIDE

Delete:

	The Italian support level is increased by one in the turn following the occupation of Albania.
---	--

Completeness, consistency:

NAZI-SOVIET PACT

If the German player negotiates the Nazi-Soviet Pact:

	Poland and eastern Europe are partitioned.
	The anti-Comintern counter is no longer used.
	Germany may not conduct aggressions against minor countries containing Russian flags.
	Germany may not declare war on Russia.
	Italy may not conduct aggressions against minor countries containing Russian flags.
	Russia's purge level is increased by the Pact concession level (31.51E).

	Russia's support level is increased by one for the remainder of the game, in addition to the +2 Russian support increase for Poland.
	Russian minor country trade pacts reduce, rather than increase, the resistance level of a neighboring aggression target.
	Russia may not mobilize its civilian factories, even if it has reached full cohesion.
	Russia may not declare war on Germany.
	The British support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.71E).
	Britain draws additional optional random events (9.13).
	The French support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.81E).
	France draws additional optional random events (9.13).
EAI	The European Aggression Index is increased by one for the remainder of the game.

NO NAZI-SOVIET PACT

If the German player does not negotiate the Nazi-Soviet Pact:

	The remainder of Poland becomes a German satellite (31.81): <ul style="list-style-type: none">• Poland is considered to be under German control. Whatever flags are in Poland remain and may be affected by subsequent random events, but 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 Russian garrison track, with no maintenance costs.
	Russia's purge level is increased by one (Danzig and the Corridor) or seven (all of Poland) (22.31C).
	The Nazi-Soviet Pact may not be negotiated in a subsequent turn.

RUSSIA GUIDE

Clarifications and consistency with Aggression Guide:

NAZI-SOVIET PACT EFFECTS

	Poland and eastern Europe are partitioned.
	The anti-Comintern counter is no longer used.
	Germany may not conduct aggressions against minor countries containing Russian flags.
	Germany may not declare war on Russia.
	Italy may not conduct aggressions against minor countries containing Russian flags.
	Russia's purge level is increased by the Pact concession level (31.51E).
	Russia's support level is increased by one for the remainder of the game, in addition to the +2 Russian support increase for Poland.
	Russian minor country trade pacts reduce, rather than increase, the resistance level of a neighboring aggression target.
	Russia may not mobilize its civilian factories, even if it has reached full cohesion.
	Russia may not declare war on Germany.
	The British support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.71E).
	Britain draws additional optional random events (9.13).

	The French support level is increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.81E).
---	---

	France draws additional optional random events (9.13).
---	--

EAI	The European Aggression Index is increased by one for the remainder of the game.
------------	--

RANDOM EVENTS GUIDE

Clarification:

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

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

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