

## Changes since publication (for December 31, 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
10. SUPPORT LEVELS

## Income Phase

11. NATIONAL INCOME

Clarification:

### 11.52 SUPPORT CHANGES DURING A TURN:

A. Support changes during a turn from mobilizations, fortification, 18-step and atomic 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

Clarification:

**16.11 EFFECTS:** Research results affect play in *Gathering Storm* as set out below. On the research record chart:

A. Results that generate one Axis or Allied counter for the Balance of Power Chart or one Russian counter for the Russian garrison are in **green**.

B. Results that generate two Axis or Allied counters for the Balance of Power Chart or two Russian counters for the Russian garrison in the same category are in **red**.

Consistency with transition changes:

### 16.18 ADVANCED RESEARCH:

A. Advanced research may be conducted in the following three projects:

- **Jets.**
- **Advanced submarines.**
- **Rockets.**

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

- ...
- The third jet research result (nine levels) does not generate any additional counters. Instead, the result increases that major power's support level by +1.

C. **ADVANCED SUBMARINES:** Advanced submarine research results generate counters that are placed on the **naval** portion of the Balance of Power Chart:

- ...
- The third advanced submarine research result (nine levels) does not generate any additional counters. Instead, the result increases Germany's support level by +1.

D. **ROCKETS:** Rocket research results generate counters that are placed on the **armor** portion of the Balance of Power Chart:

- ...
- The third rocket research result (nine levels) does not generate any additional counters. Instead, the result increases that major power's support level by +1.

E. **RUSSIAN ADVANCED RESEARCH RESULTS:** Russian jet and rocket research results generate counters that are placed on the Russian garrison track. For each project:

- ...
- The third research result (nine levels) does not generate any additional counters. Instead, the result increases Russia's support level by +1.

Consistency with transition changes:

**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 1943 with a [+1] modifier; and
  - adds one jet, advanced submarine or rocket base to the German, British or Russian force pool in Spring 1942, as the case may be.
- ...

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

- ...
- 15 steps of *Gathering Storm* economic preparation research, as indicated by a "★", give the European Axis, Western Allies or Russia either six air or six military production results, at the rate of one per year.
- 18 steps of *Gathering Storm* economic preparation research give the European Axis, Western Allies or Russia any combination of air and military production results, at the rate of one per year.

## Construction Segment

17. MAINTENANCE
18. BUILDING MILITARY UNITS

## Shipbuilding

19. SHIPBUILDING

## Balance of Power

20. THE BALANCE OF POWER

## Russia

21. RUSSIAN GARRISON
22. RUSSIAN PURGES

## European Aggression Index

23. EUROPEAN AGGRESSION INDEX

## Diplomatic Phase

24. DIPLOMACY

Clarification on the overall number of military counters (with some renumbering):

### 24.42 MECHANICS:

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

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

**C. OVERALL LIMITS:** The number of military counters each major power may place each turn is limited by the number of military counters provided with the game:

- Germany: 3.
- Italy: 1.
- France: 1.
- Britain: 1.
- Russia: 3.

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

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

- **Diplomatic use:** One tile point must be paid to place a military counter in a neighboring minor country for diplomatic purposes. Activity counters are not required for the diplomatic use of military counters.
- **Civil war intervention:** One 1 activity counter must be used and paid for to place a military counter in a civil war country.

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

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

**A. ONE MILITARY COUNTER:** If the Axis have a balance of power advantage of at least one and Germany has a support level of at least one, Germany may place one military counter.

**B. TWO MILITARY COUNTERS:** If the Axis have a balance of power advantage of at least two and Germany has a support level of at least two, Germany may place two military counters.

**C. THREE MILITARY COUNTERS:** If the Axis have a balance of power advantage of three or more and Germany has a support level of three or more, Germany may place three military counters.

### D. RESTRICTIONS:

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

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

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

### A. RESTRICTIONS:

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

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

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

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

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

**A. ONE MILITARY COUNTER:** If Russia has one or two surplus units in the Russian garrison and has a support level of at least one, it may place one military counter.

**B. TWO MILITARY COUNTERS:** If Russia has three, four or five surplus units in the Russian garrison and has a support level of at least two, it may place two military counters.

**C. THREE MILITARY COUNTERS:** If Russia has six or more surplus units in the Russian garrison and has a support level of at least three, it may place three military counters.

**D. RESTRICTIONS:**

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

## 25 CIVIL WARS

Clarification:

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

## Crisis Phase

- 26. CRISIS PHASE
- 27. AXIS AGGRESSION

Clarification:

**27.62 AGGRESSOR BACKS DOWN:** If the Axis aggressor chooses to back down to avoid the possibility of war breaking out, the aggression does not succeed and the following consequences apply in the next turn. These effects are temporary and do not apply in the second or subsequent turns following the crisis:

**A. SUPPORT:** The Axis aggressor's support level is reduced by -1, and the support level of each Allied major power is increased by +1.

**B. ACTIVITY COUNTERS:** The Axis aggressor may not use one of its generic 1 activity counters; each Allied major power may use an additional generic 1 activity counter. An Axis shipbuilding 1 activity counter may not be selected.

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

Clarification:

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

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

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

**A.** The effects set out in 31.51 no longer apply, with the exception of 31.51B (the +1 EAI increase is permanent). Germany may again use the anti-Comintern counter (24.3) and Russian and Allied flags may again co-exist (24.82B).

**B.** Effects which occurred while the Nazi-Soviet Pact was in effect are not reversed (the additional Allied random events (31.51H) are valid; Allied and Russian flags remain eliminated (31.51I); and so on).

**C.** If the increase in the Russian purge level from the German aggression against the remainder of Poland is greater than the increase in the Russian purge level from the Nazi-Soviet Pact (31.51E), the Russian purge level is increased by the difference; otherwise the Russian purge level remains unchanged, with Russia retaining the purge level increases from the Nazi-Soviet Pact.

**D.** The provisions of 31.6 apply retroactively to the start of the crisis phase in which Germany establishes Poland as a satellite and Russia may, if otherwise able to do so, declare war on Germany in support of Poland (31.61E).

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

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

## Victory Determination

- 34. VICTORY DETERMINATION

Clarification:

**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:

...

**C. RUSSIA:** -1 VP for every five Pact concessions below 35; +1 VP for every five Pact concessions above 35; both rounded to the nearest number divisible by five (18-22 points: -3 VPs; 23-27 points: -2 VPs; 28-32 points: -1 VP; 33-37 points: 0 VPs; 38-42 points: +1 VP; etc.)

# GATHERING STORM

## Transition to *A World at War*

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

Clarification:

**2.44 ALLIED PRE-EMPTIVE WAR:** If war breaks out as a result of an Allied pre-emptive declaration of war, rather than over a minor country, during the first Axis player turn of *A World at War* the Axis major power that is at war:

**A. DECLARATIONS OF WAR:** May not declare war on any major powers or minor countries.

**B. OFFENSIVES AND ATTRITIONS:** Is prohibited from conducting any offensive operations or attritions, other than submarine warfare and raiding.

- 3. MOBILIZATIONS
- 4. FORCE LEVELS

Organization:

...

- 4.8 SHIPS
- 4.9 SW UNITS

Clarification:

**4.32 ARMOR:**

...

**G. GERMAN ARMOR RESEARCH IN *A WORLD AT WAR*:** If Germany does not achieve two *Gathering Storm* armor research results, it has the option of continuing armor research into *A World at War* if it wishes to later produce 5-6 armor units, using one *A World at War* military RP each year for each missing level or portion thereof of *Gathering Storm* armor research, until it has made up the deficit. Once Germany has achieved two armor research results (six levels), it may produce 5-6 armor units in the year after it is at war with Russia (4.32C, 6.51B).

Typo:

#### 4.56 BRITISH FORCE POOL:

**A. TOTAL BRP VALUE:** The total BRP value of Britain's *A World at War* force pool must total 16 BRPs of units for each British mobilization (eight, for a total value of 128 BRPs).

- ...
- Britain's initial shipbuilding point is not counted; its second, third and (optional) fourth shipbuilding **1** points are counted as five BRPs each.

Consistency, renumbering:

### 4.9 SW UNITS:

**4.91 SW UNITS:** Germany, Italy and Britain begin every game of *A World at War* with the following SW units. An 18-step strategic bomber research result for Germany, Britain and Russia adds a strategic bomber to that major power's starting forces.

#### A. GERMANY:

- One or more submarines, as modified by German *Gathering Storm* submarine research (6.48).

#### B. ITALY:

- One or more submarines, as modified by Italian *Gathering Storm* submarine research (6.48).

#### C. BRITAIN:

- One or more submarines, as modified by British *Gathering Storm* submarine research (6.48).
- One or more ASW, as modified by British *Gathering Storm* ASW production research (6.49A).
- 34 transports, plus five unbuilt transports, as modified by British *Gathering Storm* transport research (6.49B).
- One strategic bomber.

**4.92 BATTLE OF THE ATLANTIC:** For the number of German submarines that may be used to conduct SW in the Atlantic, see transition rule 12.2 (revised *A World at War* rule 25.13).

5. ECONOMICS
6. RESEARCH

Substantive change to balance 15- and 18-step research results (consistency with advanced submarine change):

#### 6.31 JETS:

**A.** Regardless of when war breaks out, jet research in *A World at War* may begin in:

- 1945 (no *Gathering Storm* jet research results);
- 1944 (one *Gathering Storm* jet research result);
- 1943 (two **or three** *Gathering Storm* jet research results).

**B.** Three, nine and 15 steps of *Gathering Storm* jet research, as indicated by a "★", generates a [+1] modifier on the first roll for jet research in *A World at War*.

**C.** In addition to generating a [+1] modifier when first rolling for jet research in *A World at War*, 18 steps of *Gathering Storm* jet research generates one prototype jet factor in *A World at War*. This jet factor is added, unbuilt, to the German, British or Russian force pool in Spring 1942, counts against the overall jet force pool limits of the owning major power and has a range of two hexes in Europe and one hex in the Pacific.

Substantive change to balance 15- and 18-step research results:

#### 6.45 ADVANCED SUBMARINES:

**A.** Regardless of when war breaks out, German advanced submarine research in *A World at War* may begin in:

- 1945 (no *Gathering Storm* German advanced submarine research results);
- 1944 (one *Gathering Storm* German advanced submarine research result);
- 1943 (two **or three** *Gathering Storm* German advanced submarine research results).

**B.** Three, nine and 15 steps of *Gathering Storm* advanced submarine research, as indicated by a "★", generates a [+1] modifier when Germany first rolls for advanced submarine research in *A World at War*.

**C.** In addition to generating a [+1] modifier when Germany first rolls for advanced submarine research in *A World at War*, 18 steps of *Gathering Storm* advanced submarine research generates one unbuilt prototype advanced submarine factor in *A World at War*. This advanced submarine factor is added, unbuilt, to the German force pool in Spring 1942, counts against the overall German advanced submarine force pool limit and operates in the same manner as other German advanced submarine factors.

Substantive change to balance 15- and 18-step research results:

#### 6.49 ASW AND TRANSPORT PRODUCTION:

...

**B.** Without any *Gathering Storm* transport research, the Western Allies start *A World at War* with 35 built transports and 3 unbuilt transports (38 transports in total). If the Allies conducted transport research in *Gathering Storm*:

- Three steps of transport research, as indicated by a “★”, add one unbuilt transport (35 built transports and 4 unbuilt transports; 39 transports in total).
- One *Gathering Storm* transport research result adds another unbuilt transport (35 built transports and 5 unbuilt transports; 40 transports in total).
- Nine steps of transport research, as indicated by a “★”, add another unbuilt transport (35 built transports and 6 unbuilt transports; 41 transports in total).
- Two *Gathering Storm* transport research results add another unbuilt transport (35 built transports and 7 unbuilt transports; 42 transports in total).
- 15 steps of *Gathering Storm* transport research, as indicated by a “★”, add a built transport, available when the U.S. and Germany go to war (36 built transports and 7 unbuilt transports; 43 transports in total).
- 18 steps of *Gathering Storm* transport research add a second built transport, available when the U.S. and Germany go to war (37 built transports and 7 unbuilt transports; 44 transports in total) and allows the first Canadian shipbuilding increase to be used for transport construction.

Substantive change to balance 15- and 18-step research results (consistency with advanced submarine change):

#### 6.52 ROCKETS:

**A.** Regardless of when war breaks out, rocket research in *A World at War* may begin in:

- 1945 (no *Gathering Storm* rocket research results);
- 1944 (one *Gathering Storm* rocket research result);
- 1943 (two or three *Gathering Storm* rocket research results).

**B.** Three, nine and 15 steps of *Gathering Storm* rocket research, as indicated by a “★”, generates a [+1] modifier on the first roll for rocket research in *A World at War*.

**C.** In addition to generating a [+1] modifier when first rolling for rocket research in *A World at War*, 18 steps of *Gathering Storm* rocket research generates one rocket base in *A World at War*. This rocket base may be placed on the mapboard in Spring 1942 and counts against the overall rocket base force pool limit for the owning major power. This rocket base may be used to launch either flying bombs or rockets.

Substantive change to balance 15- and 18-step research results:

#### 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 in both the movement and redeployment phase.
- 18 steps of *Gathering Storm* specialized unit research:
  - provides one airborne unit with an inherent air transport capacity that may be used for airdrops.
  - Increases the CTL of all specialized units by +1.
- 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.

Substantive change to balance 15- and 18-step research results:

#### 6.55 ECONOMIC PREPARATION:

**A. CONSTRUCTION LIMIT EFFECTS:** For each level of economic preparation research achieved by Germany, Britain and Russia in *Gathering Storm* up to a second economic preparation result, the German, British or Russian construction limit in *A World at War* is increased by one, from a starting level of -3 BRPs per turn, up to a maximum increase of +3, starting in the first turn of war:

**Construction Limit Effects - 6.55**

Economic preparation	0	1	2	3	4	5	6+
Construction limit effect	-3	-2	-1	0	+1	+2	+3
<p>“Economic preparation” is the number of levels of <i>Gathering Storm</i> economic preparation research achieved.</p> <p>“Construction limit effect” is the corresponding decrease or increase to the major power’s construction limit in <i>A World at War</i>.</p>							

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

- 15 steps of *Gathering Storm* economic preparation research, as indicated by a “★”, give the European Axis, Western Allies or Russia either the six air or the six military production results listed below. The decision whether to obtain the air or military production results is made when the first result is chosen, and may not be changed once made.
- 18 steps of *Gathering Storm* economic preparation research give the European Axis, Western Allies or Russia any combination of the air and military production results listed below.
- Production results may be taken in any order.
- Only one production result may be taken each year.
- Each production result may be taken only once per game.
- The first production result may be taken in the year in which normal production is first allowed.
- Economic preparation production results do not count against production and other yearly limits.

**C. PRODUCTION RESULTS:**

- **Air:**
  - One AAF.
  - One interceptor.
  - Three NAS.
  - One strategic bomber factor.
  - One air transport.
  - One airbase.
- **Military:**
  - Three infantry factors.
  - Three flak factors.
  - One airborne unit.
  - One fortification.
  - One railhead.
  - One RP credit towards the production of an oil plant (Germany) or IC (Russia).

Substantive change:

### 6.73 ESPIONAGE:

...

**C.** Nine steps of *Gathering Storm* espionage research (indicated by a “★”) give the owning alliance faction a +1 modifier for its first air, naval, military or intelligence general research roll in *A World at War*. Atomic general research may not be selected for this modifier. The general research category is decided upon and announced at the end of *Gathering Storm*.

**D.** Twelve steps of *Gathering Storm* espionage research (the second *Gathering Storm* espionage research result) give the owning alliance faction a +1 modifier for any one air, naval, military or intelligence project in *A World at War*, in addition to the +1 modifier for air, naval, military or intelligence general research associated with nine steps of *Gathering Storm* espionage research. General research and atomic projects may not be selected for this one-time modifier. The decision to apply the modifier is made after the research roll is made and the unmodified result known to the rolling player.

**E.** Spy rings placed in *Gathering Storm* are eliminated when war breaks out.

## 7. DIPLOMACY

Clarify the 10 diplomatic result for Austria:

- 10 \* Austria is incorporated into the *Reich*. All Austrian hexes become German for all purposes. The Austrian force pool is removed from play and Germany adds 10 BRPs to its BRP base and adds one 4-6 armor unit, two AAF and two 3-3 infantry units to its force pool as allowable builds after the normal mobilization delays (six, four and two turns, respectively). If Germany has already produced a twelfth 3-6 or 4-6 armor unit, it adds infantry units to its force pool of the same BRP value as the produced armor unit.



Substantive change, clarification (Czechoslovakian diplomatic table):

Add +1 modifier for Budapest:

**Additional Modifiers:**

- 2 *If France has not fallen (applicable only if the Axis are making the diplomatic die roll).*
- +1 *If Warsaw is under Axis control.*
- +1 *If Vienna is under Axis control.*
- +1 *If Budapest is under Axis control.*
- +2 *If the Sudetenland is under Axis control.*

Clarify 10 diplomatic result for Czechoslovakia:

- 10 \* Czechoslovakia is incorporated into the *Reich*. All Czech hexes become German for all purposes. The Czech force pool is removed from play and Germany adds 10 BRPs to its BRP base and adds one 4-6 armor unit, two AAF and two 3-3 infantry units to its force pool as allowable builds after the normal mobilization delays (six, four and two turns, respectively). If Germany has already produced a twelfth 3-6 or 4-6 armor unit, it adds infantry units to its force pool of the same BRP value as the produced armor unit.
- These effects are not reversed by a subsequent Allied conquest of Czechoslovakia.

Clarification:

**7.63** While Albania is considered to be a Balkan country prior to the outbreak of war (*Gathering Storm* rule 4.16E), it is not a “Balkan” country for *A World at War* diplomatic purposes (*A World at War* rule 49.411A).

- 8. POLAND
- 9. RUSSIA

Clarification:

**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. PRE-WAR MOBILIZATION OF CIVILIAN FACTORIES:** If Russia has mobilized one or more civilian factories during *Gathering Storm* and war breaks out with the Nazi-Soviet Pact in effect, Russia may not mobilize its remaining civilian factories until the RGT level reaches 10.

**D. 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.

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

Clarification (delete Albania):

**49.411 EUROPEAN AXIS:**

**A.** The European Axis may select one target for a diplomatic die roll (EXCEPTION: The European Axis may also make die rolls for **Albania**, Bulgaria, Finland, Hungary, Rumania and Yugoslavia (Croatia and Serbia) and may even name all these minor countries in the same turn, but may only name each minor country once per year).

- 13. VICTORY CONDITIONS