

## Changes since publication (for June 30, 2017)

# GATHERING STORM

## Introduction

### 1. GAME COMPONENTS

## Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. THE MAPBOARD

Consistency of terminology:

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

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

- ...
- Each diplomatic target's trade pact counter is placed in the third box on the diplomatic track for that country. When an **alliance** places three flags in that country, one of the major powers transfers the trade pact counter to its scenario card.

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

Consistency of terminology:

**11.61 TRADE PACTS:** If an **alliance** has three or more flags in a country, the major power with the most flags is considered to have a trade pact with that country. This is indicated by transferring the trade pact counter for the country from the mapboard to the income track on the major power's scenario card. Co-existing **Allied** and Russian flags (24.82B) are not sufficient for a trade pact, as the **Allies** and Russia are distinct alliances.

## Economic Phase

### 12. ACTIVITY COUNTERS

Clarification:

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

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

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

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

**D. DIPLOMACY:** Major powers are limited in the number of activity counters they may use as diplomatic counters (24.53).

*The exact denomination of activity counters matters for research and diplomacy, but not for unit construction and shipbuilding, although activity counters used for unit construction and shipbuilding may not be used for research or diplomacy.*

### 13. ECONOMIC PHASE

## Industrial Segment

### 14. FACTORY CONVERSION AND MOBILIZATION

## Research Segment

### 15. RESEARCH

Substantive change:

...

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

...

**C. RUSSIA:** 1 + 1 intelligence point + 1 Russian advanced research point, unless prohibited by a Russian purge.

Substantive change:

**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:

...

**F. RUSSIAN ADVANCED RESEARCH POINT:** The single Russian advanced research point:

- must be assigned to jets or rockets.
- must be assigned to whichever of jets or rockets has fewer research points in it up to that point in the game, including research points from random events (Russian player choice if tied).
- prevents the assignment of a second, normal research point to the same project in that turn (the 15.23A restriction applies, including the spy ring exception).
- may be assigned to an eligible project regardless of the stage of that project's research (the 15.23B restriction does not apply).
- may not be assigned by Russia in turns in which Russian research is prohibited by purge effects.

### 16. RESEARCH EFFECTS

Consistency of terminology:

#### 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:

- ...
- If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:
  - ...
  - The owing 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.
- ...

#### Research spy rings:

- ...
- If the spy ring is not then eliminated by an opposing counter-intelligence result:
  - In addition to the above effects, in the research segment of the turn after the spy ring is placed, the alliance that placed the spy ring may place one additional research point in any project in that research category at no cost, regardless of the stage of the project and even if another research point has been placed in that project in that turn.

Consistency of terminology:

**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*:

- ...
- Intermediate advanced research results, as indicated by a “★”, generate a [+1] modifier when **an alliance faction** first rolls for that advanced research project in *A World at War*.

## Construction Segment

17. MAINTENANCE
18. BUILDING MILITARY UNITS

## Shipbuilding

19. SHIPBUILDING

Clarification:

**19.12** Shipbuilding is done secretly and the results revealed simultaneously **at the end of the economic phase**.

Clarification:

**19.75 SCRAPPING SHIPS PROHIBITED:** Construction of ships may be continued, accelerated or deferred, but ships may not be eliminated in order to free shipyard space for the construction of other ships.

Clarification:

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

## Balance of Power

20. THE BALANCE OF POWER

## Russia

21. RUSSIAN GARRISON
22. RUSSIAN PURGES

Clarification:

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

...

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

- ...
- Cards 142-144 prohibit Russian research **spending**. If Russia has drawn the Party purge card, it may not **conduct** diplomacy; if Russia has drawn the Great Purge card, it purges one additional military unit.

Substantive change:

**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 research at no cost. These additional research steps may be assigned to any Russian research project, subject to the restriction that no more than three additional research steps from excess purge events may be assigned to a single project.

## European Aggression Index

### 23. EUROPEAN AGGRESSION INDEX

#### Diplomatic Phase

##### 24. DIPLOMACY

Consistency of terminology:

**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 **alliance** receives a +1 diplomatic modifier in one turn each year, in the same manner as a random event, whether or not any diplomatic counters are placed in the minor country, for the duration of the spy ring (16.16B).

##### 25. CIVIL WARS

#### Crisis Phase

##### 26. CRISIS PHASE

Consistency, clarification:

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

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

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

**C. RUSSIA:** Russia may declare war on Germany.

##### 27. AXIS AGGRESSION

Consistency, clarification:

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

##### 28. MINOR COUNTRY RESISTANCE

##### 29. RESOLVING AXIS AGGRESSION

##### 30. AGGRESSION EFFECTS

##### 31. THE NAZI-SOVIET PACT

##### 32. DECLARATIONS OF WAR

Consistency, clarification:

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

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

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

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

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

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

### 33. THE END OF THE GAME

Consistency of terminology, substantive change:

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

...

**C. RUSSIA:** **Four** research points:

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

## Victory Determination

### 34. VICTORY DETERMINATION

# GATHERING STORM

## Transition to *A World at War*

#### 1. *A WORLD AT WAR*

Consistency of terminology:

**1.31 COMPLETING RESEARCH:** Each **alliance** completes its research as best it can, applying *Gathering Storm* rule 33.2. All *Gathering Storm* research results, including partial results that modify *A World at War* research and production, are then revealed.

#### 2. MAJOR POWERS AT WAR

Consistency, clarification:

**2.43 WAR IN SUPPORT OF A MINOR COUNTRY:** If war breaks out **between** one or more of Britain, France or Russia **and** Germany or Italy in support of a minor country, the minor country sets up its forces before the major powers set up. During the first Axis player turn, each Axis major power that conducted an aggression in the final turn of *Gathering Storm*:

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

**B. OFFENSIVES AND ATTRITIONS:** May not conduct offensive operations or attritions other than against the minor country that was the target of aggression in final turn of *Gathering Storm* (EXCEPTION: Raiders - *A World at War* rule 21.5331).

**C. ALBANIA:** If *A World at War* begins with Italy invading Albania, Durazzo is considered to be under Italian control.

#### 3. MOBILIZATIONS

#### 4. FORCE LEVELS

Consistency:

#### 4.32 ARMOR:

**A. FIRST TWO GERMAN RESERVE ARMOR UNITS:** Regardless of the level of German *Gathering Storm* armor research, each of the first two German *Gathering Storm* reserve armor units is converted to:

- one unbuilt 2-6 armor unit; plus
- one 1-3 infantry unit and either one 3-3 infantry unit or **three air squadrons**.

Consistency, clarification, reordering:

#### 4.34 AIR:

**A. CONVERSION TO AIR SQUADRONS:** Each German *Gathering Storm* air unit is converted to six *A World at War* air squadrons.

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

- **Armor:**
  - For each of its two 2-6 armor units, Germany has the option of adding three air squadrons to its force pool.

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

- **Shipbuilding:**

- For each shipyard mobilized, Germany adds three air squadrons to its force pool (4.35B).

- **Research:** Germany's force pool is reduced by three air squadrons for each of the following research results achieved during *Gathering Storm*:

- **Air transport:** Three unbuilt air squadrons for an air transport research result. The air transport factor is an allowable build.
- **Specialized units:** Three unbuilt air squadrons for Germany's initial airborne unit and another three unbuilt air squadrons for the first Axis specialized unit research result. All airborne units are allowable builds.

**C. DANZIG AND THE CORRIDOR:** Germany adds two AAF to its force pool as allowable builds if Danzig and the Corridor were incorporated into Germany peacefully in *Gathering Storm*.

**D. CONVERSION TO ARMY AND NAVAL AIR UNITS:** The remaining German air squadrons are converted to either AAF or NAS, at the German player's option, subject to the following:

- Germany must have two At Start NAS for each CVL launched or laid down during *Gathering Storm*.
- Air squadrons may be carried over into future turns in order to form AAF.
- When Germany's last *Gathering Storm* air units enter the German force pool, any remnants (one or two air squadrons) become NAS.

Consistency, simplification:

#### 4.35 SHIPBUILDING:

A. A German *Gathering Storm* shipbuilding increase converts to a German *A World at War* shipbuilding increase.

B. For each shipyard mobilized by Germany in *Gathering Storm*, three air squadrons are added to its force pool. One of the two initial German shipyards is considered to have been mobilized.

Consistency, reordering:

#### 4.36 GERMAN FORCE POOL:

A. **TOTAL BRP VALUE:** The total BRP value of Germany's *A World at War* force pool must total 20 BRPs of units for each German mobilization (12 plus the factories for the Rhineland, Austria and Czechoslovakia, for a total value of 300 BRPs), plus 10 BRPs of units (two AAF, one 3-3 infantry unit and one 1-3 infantry unit) to its force pool as allowable builds if Danzig and the Corridor were incorporated into Germany peacefully in *Gathering Storm*.

- ...
- The strategic bomber factor added from a German 18-step *Gathering Storm* strategic bomber research result is not counted.

Consistency:

#### 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 strategic bomber factor is counted; the second strategic bomber factor added from a British 18-step *Gathering Storm* strategic bomber research result is not counted.

Consistency:

#### 4.75 RUSSIAN FORCE POOL:

A. **TOTAL BRP VALUE:** The total BRP value of Russia's *A World at War* force pool must total 20 BRPs of units for each Russian mobilization (usually nine, unless Russia is permitted to mobilize civilian factories, for a total value of 180 BRPs).

- ...
- The strategic bomber factor added from a Russian 18-step *Gathering Storm* strategic bomber research result is not counted.

5. ECONOMICS

6. RESEARCH

Consistency of terminology:

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

Clarification:

**6.33 STRATEGIC BOMBERS:** For Germany, Britain or Russia:

...

C. A third *Gathering Storm* strategic bomber research result generates an *A World at War* strategic bomber result and adds one strategic bomber to the German, British or Russian starting force pool as an allowable build. This has no effect on the owning major power's air force pool.

Substantive change:

**6.52 ROCKETS:**

...

D. If Russia achieves a *Gathering Storm* rocket research result (six steps, three levels), each additional level of Russian *Gathering Storm* rocket research generates one research point towards the production of shock armies in *A World at War* (eight steps: one research point; ten steps; two research points; and so on), in addition to the normal effects of *Gathering Storm* rocket research.

7. DIPLOMACY

Clarification, consistency, typo:

**7.11 BASIC DP ALLOTMENTS:** Regardless of when war breaks out, *A World at War* rule 49.12 applies and the basic allotments of DPs for each European major power are: Germany, Britain, Russia: 3 each; Italy and France: 2 each.

**7.12 ADDITIONAL DPs:** If war breaks out in a Winter *Gathering Storm* turn, so that *A World at War* begins with a YSS followed by a Spring turn:

A. **BRPs:** Each European major power also receives one DP for every 100 BRPs (round down) in its BRP total, in accordance with *A World at War* rule 49.14.

B. **WARSAW:** Germany receives one DP for control of Warsaw if Germany gained control of central Poland during *Gathering Storm*.

C. **ATHENS:** Italy receives one DP for control of Athens if it gained control of Greece during *Gathering Storm*.

**7.13 RUSSIAN COHESION:** If Russia has not reached full cohesion, its basic DP allotment is reduced (transition rule 9.34).

**7.14 AMERICAN DPs:**

A. **BASIC AMERICAN DP ALLOTMENT:** Regardless of when war breaks out, *A World at War* rule 49.12 applies and the basic allotment of DPs for the U.S. is:

- +1 DP for every ten USAT levels above zero (round down): USAT 10 to 19, 1 DP; USAT 20 to 29, 2 DPs, etc., to a maximum of 5 DPs.

- 1 DP for every ten USAT levels below zero, rounded towards a reduction: USAT -10 to -1, -1 DP; USAT -20 to -11, -2 DPs; etc.

B. **1940 YSS:** If war breaks out in Winter 1939 or later, the American DP total is determined by the basic American allotment from USAT and whatever additional DPs are added from the American BRP total in the 1940 YSS (*A World at War* rule 49.14). The American DPs are added to the Western Allied DP total in the first turn of *A World at War*.

C. **1941 YSS:** If war breaks out in Winter 1940 or later, the American DP total for both the 1940 YSS and 1941 YSS are added are added to the Western Allied DP total in the first turn of *A World at War*.

D. The American DP level cannot be less than zero (*A World at War* rule 49.16).

Inconsistency with published units:

	Army			Air	Naval		Partisans		
	2-3	1-3	2-5	AF	CA	DD	Ax	WA	Ru
<b>Czech.</b>	<b>3</b>	<b>3</b>	1	2	-	-	-	-	-

Clarification:

## Croatia (+3)

Russia may not select Croatia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Croatia before these conditions are met. This prohibition does not apply to the Western Allies (49.434).

...

**Additional Modifiers:**

- 2 *If there is an Allied ground unit in the Balkans.*
- +2 *If Italy has not gone to war with the Western Allies.*

Clarification:

## Serbia (-3)

Russia may not select Serbia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Serbia before these conditions are met. This prohibition does not apply to the Western Allies (49.434).

...

**Additional Modifiers:**

- 2 *If there is an Allied ground unit in the Balkans.*
- +2 *If Italy has not gone to war with the Western Allies.*

8. POLAND

Terminology:

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

...

**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 Polish 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 Polish 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 Polish Corridor.

Clarification:

**8.23 STATUS OF BORDER AREAS:**

**A. EASTERN POLAND:** Eastern Poland always exists as a separate entity from western Poland throughout the game (*A World at War* rule 64.31).

**B. DANZIG AND THE POLISH CORRIDOR:** Danzig and the Polish Corridor exists as a separate entity if:

- Germany acquired control of Danzig and the Polish Corridor during *Gathering Storm*; or
- If Russia acquired central Poland as a Pact concession in *Gathering Storm*, so the Pact line runs between central Poland and Danzig and the Polish Corridor.

**C. DIPLOMACY:** Units in eastern Poland and Danzig and the Polish Corridor do not modify diplomatic die rolls for Poland, regardless of the status of those areas.

Capitalization:

**8.31 AGGRESSION FROM WEST OR EAST:** If the Nazi-Soviet Pact is in effect and Poland was not the target of German aggression in the final turn of *Gathering Storm*:

**A. GERMAN-POLISH BORDER WAR:** If the Pact line runs between central Poland and Danzig and the Polish Corridor, a border war may break out between Germany and Poland if Germany demands Danzig and the Polish Corridor.

Capitalization:

### 8.33 TRIGGERING A BORDER WAR:

**A. INITIAL DEMAND:** A Polish border war begins when Germany demands Danzig and the Polish Corridor or Russia demands eastern Poland. The demand is made during the demanding major power's diplomatic phase, regardless of the current RGT level, provided no major power controls any hexes in central Poland.

Substantive change:

**8.34 POLISH DEPLOYMENT:** When a border war breaks out,:

**A.** One Polish 2-3 and 1-3 infantry unit must deploy in each city in the disputed area.

**B.** If Poland has only two 2-3 infantry units, it substitutes a 1-3 infantry unit in one of the cities.

**C.** The remaining Polish infantry units may deploy in any Polish hexes, including hexes in the disputed area, up to the normal stacking limit of two units per hex, as determined by the other signatory to the Nazi-Soviet Pact.

**D.** The two Polish AAF deploy in Warsaw.

Substantive change:

**8.35 DURATION:** A Polish border war begins in the player turn in which the major power attacker demands the border area and continues until Poland concedes the border hexes at the start of its player turn:

**A.** Poland may concede the border hexes at the start of its player turn regardless of how many cities in the border area (Danzig and the Polish Corridor: Danzig, Poznan and Lodz; eastern Poland: Vilna, Brest-Litovsk and Lvov) have been occupied by the demanding major power.

**B.** If the demanding major power has occupied all three cities in the border area and Poland refuses to concede the border area, it risks an all-out war with the demanding major power (8.38).

Substantive change:

**8.36 FIGHTING A BORDER WAR:** During a border war:

...

**C.** Poland may rebuild two infantry factors each turn. The Polish air units may only be rebuilt if Poland later allies with a major power at war with the demanding major power.

Consistency with substantive change:

**8.37 POLAND GIVES UP:** If Poland renounces its claim to the disputed area following the occupation of the three cities in the disputed area by the demanding major power, the demanding major power gains control of the disputed area and the border war ends. Any Polish units remaining in the disputed area are repatriated to central Poland. Poland may rebuild two infantry factors each turn. The Polish air units may only be rebuilt if Poland later allies with a major power.

Clarification, consistency with substantive change:

**8.38 POLAND KEEPS FIGHTING:** Poland may refuse to cede the disputed area to the demanding major power following its occupation of the three cities in the disputed area. This decision is made by the other signatory to the Nazi-Soviet Pact (Russia for a German-Polish border war; Germany for a Russo-Polish border war) once the demanding major power occupies the three cities in the disputed area. A full scale war then breaks out between the demanding major power and Poland, without the need for a declaration of war on Poland and without regard to the RGT level:

...

**D.** Poland may rebuild two infantry factors each turn. The Polish air units may only be rebuilt if Poland later allies with a major power at war with the demanding major power.

Capitalization:

**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:

...

**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.

Capitalization, substantive change:

## Additional Modifiers:

- 2 *If France has not fallen (applicable only if the Axis are making the diplomatic die roll).*
- +1 *If the Axis control Prague.*
- +1 *If the Axis control Bucharest.*
- +1 *If Russia has demanded or controls Bessarabia.*
- +2 *If Russia controls Bucharest.*
- +2 *If Russia has entered the Baltic States.*
- +2 *If Russia has demanded eastern Poland.*
- +2 *If Danzig and the Polish Corridor are under Axis control.*
- +2 *If Germany and Russia are at war or if Germany declares war on Russia in the current game turn (once this modifier is triggered, the German player must declare war on Russia).*

Consistency, correction:

- 9 Poland becomes an Axis associated minor country.  
*Three Polish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.*
- 10 Poland activates as an Axis minor ally worth 25 BRPs.  
Danzig and the Polish Corridor are incorporated into the Reich. The hexes in Danzig and the Polish Corridor are German for all purposes. Germany adds 5 BRPs to its BRP base and adds two AAF and four infantry factors to its force pool as allowable builds after the normal mobilization delays (~~six~~ four and two turns, respectively).

## 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:

...

**D. FORCES FROM PEACETIME MOBILIZATIONS:** Regardless of the mobilization delays from Russian cohesion (9.32A), the forces from all Russian peacetime mobilizations of idle and the first two civilian factories are subject to *A World at War* rule 36.31A: Russia adds 10 BRPs of units in the first turn of the mobilization and another 10 BRPs of units in the following turn. The last three Russian civilian factory mobilizations are only subject to *A World at War* rule 36.31A if Russia has failed to reach full cohesion when these mobilizations occur.

**E. 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 (9.32D), the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Terminology:

**9.33 BASIC RP ALLOTMENT:** Russia's basic RP allotment is reduced from its normal level until Russian reaches full cohesion.

A. **LOW COHESION:** 3 RPs.

B. **MEDIUM COHESION:** 4 RPs.

C. **HIGH COHESION:** 5 RPs.

D. **FULL COHESION:** 6 RPs.

**9.34 BASIC DP ALLOTMENT:** Russia's basic DP allotment is reduced from its normal level until Russian reaches full cohesion.

A. **LOW COHESION:** 0 DPs.

B. **MEDIUM COHESION:** 1 DP.

C. **HIGH COHESION:** 2 DPs.

D. **FULL COHESION:** 3 DPs.

Substantive change:

## 9.35 GROWTH RATE:

A. Until war breaks out between Germany and Russia:

- If RGT are being tracked pursuant to the Nazi-Soviet Pact, the Russian growth rate is the RGT level at the end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point).
- If RGT are not being tracked because there is no Nazi-Soviet Pact, the Russian growth rate is 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%.

B. Once war breaks out between Germany and Russia, the Russian growth rate is 50% for the remainder of the game.

Terminology:

**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 Polish 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.*

Substantive change:

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

...

**F. GROWTH RATE:** Prior to the outbreak of war between Germany and Russia, the Russian growth rate is 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%. Once war breaks out between Germany and Russia, the Russian growth rate is 50% for the remainder of the game (9.35).

## 10. UNITED STATES

Consistency, clarification, terminology:

**10.11** The U.S-Axis tension level in Spring 1935, when *Gathering Storm* begins, is -50 (minus fifty). The starting USAT level in *A World at War* is determined by the extent to which the USAT level rises as a result of *Gathering Storm*:

...

**B. AXIS AGGRESSIONS:** For each Axis aggression during *Gathering Storm*:

- **Ethiopia, Rhineland, Albania, Sudetenland, Danzig and the Polish Corridor:** +1.
- **Austria, Baltic States, Greece:** +2.
- **Czechoslovakia** (including the Sudetenland), **Yugoslavia:** +3.
- **Poland** (including Danzig and the Corridor): +4.
- Axis aggressions which lead to war count.
- If war breaks out over the Sudetenland or Danzig and the Polish Corridor, the U.S-Axis tension level increases by +1, not +3 (Czechoslovakia) or +4 (Poland).

...

**D. PRE-EMPTIVE WAR:** If pre-emptive war was declared in the last turn of *Gathering Storm*, whether or not war was also declared in relation to an Axis aggression, +/-5, offset by the EAI at the end of the last turn of *Gathering Storm*:

- +5 if the Axis declared war, minus the EAI.
- -5 if the Allies or Russia declared war, plus the EAI.

Clarification:

## 10.25 ECONOMICS:

...

### C. 1940 YSS:

- A 1940 YSS is conducted for the U.S. and Japan, even if war has not yet broken out in Europe.
- The American BRP base first grows during the 1940 YSS, at a growth rate of 50%, regardless of when war in Europe breaks out.
- RPs generated from the American BRP total and American BRP base growth in the 1940 YSS are counted in the Western Allied RP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.
- DPs generated from the American BRP total in the 1940 YSS are counted in the Western Allied DP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.

**D. WAR IN 1941 OR LATER:** In the unlikely event that war breaks out only in 1941 or later, the U.S. conducts a 1941 YSS and American RPs and DPs generated in both the 1940 YSS and the 1941 YSS are counted in the initial Western Allied RP and DP totals.

## 11. JAPAN

## 12. A WORLD AT WAR RULE ADJUSTMENTS

Formatting:

### 21.5342 DETERMINING WHICH SHIPS ENGAGE:

...

C. The number of fast carriers and five-factor battleship that may engage each raiding group is limited as follows:

- No more than one fast carrier may engage a raider group in each engagement attempt, for a maximum of one fast carrier in the first engagement and a second fast carrier in the second engagement. The fast carrier must be fully operational and a sufficient number of light fleet factors must also engage the raider (21.313); unless both these requirements are met, another ship must be used (21.5342D).
- British five-factor battleships may only engage raiders if Britain achieved two *Gathering Storm* battleship design results.

Consistency:

#### 27.7221 ONE-FACTOR NAVAL UNITS:

A. Each turn no more than half (round up) of each major power's shipbuilding rate may be used to construct destroyers, CVEs, submarines, ASW and transports. This limit applies separately to each major power shipyard (EXCEPTION: 18 steps of *Gathering Storm* transport research allows one Canadian heavy shipbuilding point to be used for transport construction).

Consistency:

32.41 The following hexes are fortified at the start of the game, regardless of when war breaks out:

...

Formatting:

35.11 YSS AT THE START OF EACH YEAR: If war breaks out in a *Gathering Storm* Winter turn, so that the first turn of *A World at War* is a Spring turn, a YSS is conducted:

...

B. DPs AND RPs: The allotment of DPs and RPs for each major power is based on its basic allotment as supplemented by its BRP level.

Consistency and clarity:

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 as follows, reduced by 5% for each oil counter missing from the alliance faction oil reserve for the major power in question (33.61E):

A. Germany, Britain, France, Italy: 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country:

- Germany: 50%
- Britain: 40%
- France: 30%
- Italy: 20%

B. Russia:

- If RGT are being tracked pursuant to the Nazi-Soviet Pact, the Russian growth rate is the RGT level at the end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point).
- If RGT are not being tracked because there is no Nazi-Soviet Pact, the Russian growth rate increases by the year: 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%.
- In either case, once war breaks out between Germany and Russia, the Russian growth rate is 50% for the remainder of the game.

C. For the U.S., see 10.25, above.

Consistency:

41.87 PREWAR RESEARCH: At the start of the campaign game:

A. EUROPE: All European major power research results and modifiers are determined by *Gathering Storm* research, including the starting *Gathering Storm* research results. The Western Allies do not incur a -1 modifier in *A World at War* from their pre-war strategic bomber research result.

B. JAPAN: Japan starts *A World at War* with the following research results: air range: [+5]; one torpedo result. Japan does not incur a -1 modifier in *A World at War* from its pre-war torpedo research result.

Consistency:

#### 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 Bulgaria, Finland, Hungary, Poland, 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).

Consistency:

**49.4261 DPs:** Each diplomatic die roll is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target:

**A. AXIS DPs:** German and Italian DPs are combined even if Italy is still neutral.

**B. WESTERN ALLIED AND RUSSIAN DPs:**

- Before Russia and Germany have gone to war or the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded.
- Once Russia and Germany go to war or the RGT level is 50 or more, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.
- If there is no Nazi-Soviet Pact and RGT are not being tracked, Western Allied and Russian DPs are combined in targets selected by the Axis only if Russia and Germany have gone to war or Russia has mobilized its last civilian factory and is able to declare war on Germany (2.21D).

Consistency:

**49.431 TARGETS MAY ONLY BE NAMED ONCE EACH YEAR:** A target may only be named for a diplomatic die roll once each year, with the following exceptions. DPs placed in a target remain for the entire year and apply to all diplomatic die rolls for that target in that year:

...

**B. FINLAND, POLAND AND THE BALKANS:** If the Western Allies or Russia name Bulgaria, Finland, Hungary, Poland, Rumania or Yugoslavia before Russia is at war with Germany, the European Axis may name that country later in the same year.

Clarification:

**49.435 EFFECTS OF AGGRESSION:**

**A. DECLARATIONS OF WAR:** If a major power declares war on a neutral minor country, thereby causing that minor country to associate with a member of an opposing alliance faction, the aggressor major power may not again select that minor country as a target for a diplomatic die roll.

**B. CONQUEST:** Once the capital of a minor country comes under the control of enemy forces, that minor country is conquered and any diplomatic result for that minor country no longer applies. Conquered minor countries may not be named as diplomatic targets.

**C. POLISH BORDER WARS:** If either Germany or Russia triggers a border war with Poland, it may not subsequently select Poland as a target for a diplomatic die roll.

Consistency:

**50.32 DECLARATIONS OF WAR ON MAJOR POWERS:** Declarations of war on major powers are subject to transition rule 2.2. In addition:

...

**B. ITALY:** Italy may not declare war on Britain or France in Fall 1939. Italy may not declare war on the Western Allies once the U.S. is at war with Germany. Italy may not declare war on Russia.

...

**D. BRITAIN AND FRANCE:** Britain and France may not declare war on Japan.

...

**F. RUSSIA:** Russia may declare war on Germany only if the current RGT level is at least 50 (EXCEPTION: If Germany has an economic interest in a minor country that is attacked by Russia and Germany supports the minor country, Russia may declare war on Germany - 50.24). At the start of the Campaign Game scenario the RGT level is zero. If there is no Nazi-Soviet Pact and RGT are not being tracked, Russia may declare war on Germany when it is fully mobilized. Russia may not declare war on Italy without also declaring war on Germany. Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered - 81.51B).

Numbering, formatting:

**58.613 FRENCH ARMOR:** If France had a 4-5 armor unit in its force pool as a result of French armor research in *Gathering Storm*:

**A. FREE FRENCH FORCES:** If the French surrender level is -3 and Vichy France is not established, the Free French forces include a French 4-5 armor unit, rather than a 3-5 armor unit.

**B. VICHY FRENCH FORCES:** If the French surrender level is +3 and Vichy France is established, the Vichy French forces include a French 4-5 armor unit, rather than a 3-5 armor unit.

Clarification:

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

**A. COMMUNIST SUBVERSION:** If the RGT level is 15 or greater, Russia may attempt to subvert a neutral Balkan minor country.

**B. RUSSIAN GARRISON REQUIREMENTS:** At the end of any Russian player turn in which RGT are 20 or greater:

- Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn within four hexes of an Axis-controlled east Prussian, Baltic or Polish hex, or an Axis-controlled or neutral Rumanian hex.
- 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

These requirements do not apply to Russian ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units, Russian units which begin the game in the Pacific theater, or Russian associated or minor ally units. These restrictions are lifted once Russia and Germany go to war or when RGT reach 50.

Clarification:

**65.22 IMMEDIATE GERMAN OCCUPATION PROHIBITED:** If the Nazi-Soviet Pact is in effect, Germany may not declare war on the Baltic States in the first turn of *A World at War*. Subject to 65.23, Russia may declare war on the Baltic States at any time, regardless of the RGT level.

**65.23 DELAYED RUSSIAN OCCUPATION OF THE BALTIC STATES:** If Russia does not declare war on the Baltic States in the first turn of *A World at War*, either Germany or Russia may do so on any subsequent turn. Once one side has declared war on and entered the Baltic States, the other side may not enter the Baltic States until the Axis and Russia are at war.

Clarification:

**66.11 RUSSIAN DEMANDS:** If Bessarabia has been obtained by Russia as a Nazi-Soviet Pact concession, Russia may demand territorial concessions from Rumania during the diplomatic phase of any Russian player turn, provided the Axis do not control any Rumanian hexes, regardless of the current RGT level.

Clarification:

**67.11 RUSSIAN DEMANDS:** If the Finnish border hexes have been obtained by Russia as a Nazi-Soviet Pact concession, Russia may demand territorial concessions from Finland during the diplomatic phase of the second or any subsequent Russian player turn, provided the Axis do not control any Finnish hexes, regardless of the current RGT level.

Clarification:

**67.21 FINNISH DEPLOYMENT:** If border war breaks out between Russia and Finland over the Finnish border hexes, the Finnish deployments depend on the size of the Finnish army. The Finnish AAF always deploys in Helsinki.

**A. TWO 2-3 INFANTRY UNITS:** One Finnish 2-3 infantry unit deploys in each of two Finnish border hexes. The third Finnish border hex is undefended.

**B. THREE 2-3 INFANTRY UNITS:** One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes.

**C. FOUR 2-3 INFANTRY UNITS:** One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes and the remaining Finnish 2-3 infantry unit deploys in Helsinki.

**D. FIVE 2-3 INFANTRY UNITS:** One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes and the remaining two Finnish 2-3 infantry units deploy in Helsinki.

**E. SIX 2-3 INFANTRY UNITS:** One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes, two Finnish 2-3 infantry units deploy in Helsinki, and the remaining Finnish 2-3 infantry unit deploys adjacent to a Finnish border hex.

Clarification:

**69.32 ECONOMIC INTEREST AND HEX CONTROL:** If Germany gains control of the hexes in a minor country which is at war with Russia, including a Russo-Finnish, Russo-Polish or Russo-Rumanian border war, it must declare war on Russia or choose a lower diplomatic result.

Clarification:

**82.12 STATUS AT THE OUTBREAK OF WAR:** Regardless of when war breaks out, the British and French European colonies, Libya (Italy) and the Ukraine (Russia) are colonies. Otherwise the initial status of minor countries depends on *Gathering Storm* developments. Once *A World at War* begins, other minor countries may enter the war either by being invaded by a major power or as a result of diplomacy.

Clarification:

**82.13 COMMONWEALTH:** If Britain is at war, Canada, South Africa, Australia and India are also at war. Commonwealth units are treated as British units for all purposes, with the following exceptions:

Consistency:

<b>British Commonwealth - 82.61</b>				
<b>Canada</b>				
	<b>Army</b>		<b>Air</b>	<b>Naval</b>
	<b>4-5</b>	<b>3-4</b>	<b>AAF</b>	<b>Ship.</b>
<b>At Start</b>	-	1	-	1
<b>War +4</b>	-	1[2]	-	-
<b>War +6</b>	1	-	-	-

Consistency:

#### **84.47 UNIT CONSTRUCTION:**

A. Associated minor country infantry units are built at no BRP cost. Subject to the exceptions set out below, an associated minor country may rebuild a single one- or two-factor infantry unit each turn.

- Poland may rebuild two infantry factors each turn (79.41).
- Communist China may rebuild two infantry factors each turn (79.41).
- Dutch units in the Dutch East Indies may not be rebuilt (89.25).

Application to Poland:

#### **Modifier for Unbuilt Units:**

The modifier for unbuilt units favors the opponent of the alliance faction with which the minor country is allied, associated or otherwise aligned. Vichy France, Spain while a “5-6” diplomatic result allows it to send volunteers to the eastern front, and Finland, Poland and Rumania after border wars, including a German-Polish border war over Danzig and the Polish Corridor, are considered to be aligned with the Axis, except after a subsequent “0” or lower diplomatic result. Otherwise the modifier for unbuilt units favors the opponent of the alliance faction which selected the minor country for a diplomatic die roll.

The modifier for unbuilt units favors the opponent of the alliance faction with which the minor country is allied, associated or otherwise aligned. Vichy France, Spain while a “5-6” diplomatic result allows it to send volunteers to the eastern front, and Finland, Poland and Rumania after border wars, including a German-Polish border war over Danzig and the Corridor, are considered to be aligned with the Axis, except after a subsequent “0” or lower diplomatic result. Otherwise the modifier for unbuilt units favors the opponent of the alliance faction which selected the minor country for a diplomatic die roll.

Application to Poland:

#### **Balkan Modifiers:**

The following modifiers apply to each of Bulgaria, Hungary, Rumania and Yugoslavia:

- +3 If Russia is at war with any Balkan country or Poland, other than an active German minor ally (including a border war with Rumania over Bessarabia or Poland over eastern Poland).

## 13. VICTORY CONDITIONS

# RANDOM EVENTS GUIDE

Clarification:

**Minor country dispute:** The contending alliances must support one side or the other in a regional dispute:

Bulgaria and Rumania contest Dobruja region.  
 The Axis must support one side;  
 Russia or the Allies the other.  
 EAI: +1

Germany or Italy must place a diplomatic counter worth at least one or, for Rumania only, the anti-Comintern counter, in either Bulgaria or Rumania during its initial placement; Russia, or one of Britain or France, must then place a diplomatic counter worth at least one in whichever of Bulgaria or Rumania doesn't contain an Axis counter.

The Axis and Russia and the Allies may only place a diplomatic counter in one of the two minor countries: after Germany or Italy places a diplomatic counter in one minor country, the other Axis major power may not place a diplomatic counter in the other minor country; neither Russia nor the Allies may place a diplomatic counter in the minor country supported by the Axis, regardless of which one supports the remaining minor country. Covert operations, subversion and military counters in a civil war country are still allowed.

Refinement – trade pacts of either alliance member are sufficient for support:

**Conditional (economic):** The support level of a major power is increased by +1 for each trade pact that major power's alliance has in the specified region, to a maximum increase of +3. Trade pacts with Poland, Spain, Turkey and Russia are worth +2.

As set out in rule 4.16 and in the mapboard insert, the regions are:

- **Scandinavia:** Finland, Norway, Sweden.
- **Eastern Europe:** Poland, Rumania, Russia.
- **Western Europe:** Belgium, Ireland, Rhineland, Spain.
- **Central Europe:** Austria, Czechoslovakia, Hungary.
- **Balkans:** Albania, Bulgaria, Greece, Turkey, Yugoslavia.

 Agricultural imports fostered.  
 Italian support level: + (max. +3)  
 +1 for each trade pact in Eastern Europe.

Italy's support level is increased by +1 for a German or Italian Rumanian trade pact, +2 for a German or Italian Polish trade pact and +2 for a German or Italian Russian trade pact, to a maximum of +3.

# AGGRESSION EFFECTS GUIDE

Clarification:

## SUBSEQUENT AGGRESSIONS

If either Italy or Germany carries out a second aggression, after the Rhineland or Ethiopia, without triggering war, the following effects apply in all subsequent turns in addition to the effects specific to that aggression:

 The British support level is increased by one for the remainder of the game, starting in the turn after the aggression.

 The French support level is increased by one for the remainder of the game, starting in the turn after the aggression.

Clarification:

### Austria

In addition to the general effects for occupying a minor country, the German annexation of Austria (*Anschluss*) has the following specific effects:

 Germany immediately adds a military factory at no cost and adds one armor, one infantry and one air unit to its reserves.

Clarification:

### Czechoslovakia

In addition to the general effects for occupying a minor country, the German occupation of Czechoslovakia (Bohemia, Moravia and Slovakia) has the following specific effects:

	Germany immediately adds a military factory at no cost and adds one armor, one infantry and one air unit to its reserves.
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## RUSSIA GUIDE

Consistency:

### **Full Cohesion** (30+ purge events)

	For each additional purge event, Russia gains one step of research at no cost (22.46).
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