

## Changes since publication (for December 31, 2017)

# GATHERING STORM

## Introduction

### 1. GAME COMPONENTS

## Components and Concepts

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3. DEFINITIONS
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6. TILES
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## Random Events Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS

Substantive change:

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

A. The number of additional random events drawn is equal to the victory point value of the aggression:

- **Ethiopia, Rhineland, Albania, Sudetenland, Danzig and the Corridor:** 1 random event.
- **Austria, Baltic States, Greece:** 2 random events.
- **Czechoslovakia** (including the Sudetenland), **Yugoslavia:** 3 random events.
- **Poland** (including Danzig and the Corridor): 4 random events.

**B.** Additional Axis random events are drawn starting in the turn after the triggering aggression is completed. The drawing of an additional Axis random event for one successful aggression does not preclude the drawing of another additional Axis random event for a different, subsequent Axis aggression in the same turn. Italy starts drawing its additional random events only when it has conquered the aggression target.

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

### 10. SUPPORT LEVELS

Substantive change:

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

...

#### **B. AGGRESSIONS:**

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the British support level is increased by one for the remainder of the game.
- **Temporary increases:** Britain's support level is also increased temporarily in the turn or turns following all Axis aggressions except Ethiopia, the Rhineland and the Baltic States, as detailed in the **Aggression Effects Guide**. **Temporary support increases:**
  - increase British support against subsequent aggressions by the Axis major power which triggered the temporary support increase, are counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression, generate additional income for the remainder of *Gathering Storm* and increase support when determining BRP adjustments at the start of *A World at War*;
  - are not counted when determining British support during a crisis involving the Axis major power which did not trigger the temporary support increase or when determining whether Britain can declare pre-emptive war in a turn in which there are no Axis aggressions (32.61B, 32.81C).
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

10.81 The following support modifiers may apply to France:

...

**B. AGGRESSIONS:**

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the French support level is increased by one for the remainder of the game.
- **Temporary increases:** France's support level is also increased temporarily in the turn or turns following all Axis aggressions except Ethiopia, the Rhineland and the Baltic States, as detailed in the **Aggression Effects Guide**. **Temporary support increases:**
  - increase French support against subsequent aggressions by the Axis major power which triggered the temporary support increase, are counted when determining whether Germany can declare pre-emptive war against the Allies, if triggered by German aggression, generate additional income for the remainder of *Gathering Storm* and increase support when determining BRP adjustments at the start of *A World at War*;
  - are not counted when determining French support during a crisis involving the Axis major power which did not trigger the temporary support increase or when determining whether France can declare pre-emptive war in a turn in which there are no Axis aggressions (32.61B, 32.81C).
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

Consistency:

10.91 The following support modifiers may apply to Russia:

...

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

- **Poland:** If Poland has been occupied by Germany, Russia's support level is increased by +2 for the remainder of the game. The German occupation of Danzig and the Corridor has no effect on the Russian support level.
- **No Nazi-Soviet Pact:** If Germany does not propose a Nazi-Soviet Pact in the turn in which it commits aggression against Poland, the Russian support level is increased by +1 for the remainder of the game (31.61B).
- ...

## Income Phase

11. NATIONAL INCOME

## Economic Phase

12. ACTIVITY COUNTERS

13. ECONOMIC PHASE

## Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Style:

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

Style:

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

Substantive change, relettering:

**14.722 RESTRICTIONS:**

- A. Italy may not mobilize more than one of each type of unit in the same turn.
- B. Italy may not mobilize both an armor unit and a shipbuilding increase in the same turn.
- C. Italy may not mobilize more than three armor units, including its initial armor unit, until it has achieved an Italian armor research result.
- D. Italy may mobilize only one shipbuilding increase per game. The initial Italian shipbuilding levels do not count against this limit.

Substantive change, simplification, renumbering, style:

14.73 **BRITAIN:**

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

**14.732 BRITAIN'S FIRST AND SECOND MOBILIZATIONS:** Britain's two pre-game mobilizations are considered to have created one armor unit, two shipbuilding increases, one infantry unit and two air units.

**14.733 BRITAIN'S THIRD AND FOURTH MOBILIZATIONS:**

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

- One armor unit, shipbuilding increase or air unit; plus
- Five air units.

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

- One British mobilization may create no more than one armor unit or shipbuilding increase, plus two air units. A third air unit may be substituted for the armor unit or shipbuilding increase.
- The other British mobilization must consist of three air units.

**14.733 BRITAIN'S FIFTH TO SEVENTH MOBILIZATIONS:**

**A. UNITS:** In each of its fifth to seventh mobilizations, Britain may create:

- One armor unit, shipbuilding increase or air unit; plus
- Two air units.

**B. RESTRICTIONS:** The following restrictions apply to Britain's fifth to seventh mobilizations:

- Britain may not mobilize both an armor unit and a shipbuilding increase in the same turn.
- Britain may not mobilize a shipbuilding increase if it did so in its third or fourth mobilization.
- Britain may not mobilize an infantry unit.

**14.734 BRITAIN'S EIGHTH AND FINAL MOBILIZATION:**

**A. UNITS:** In its eighth and final mobilization, Britain may create any three of the following:

- One armor unit or a shipbuilding increase.
- One infantry unit.
- One or more air units.

**B. RESTRICTIONS:** The following restrictions apply to Britain's eighth and final mobilization:

- Britain may not mobilize both an armor unit and a shipbuilding increase.
- Britain may not mobilize a shipbuilding increase if it did so in a previous mobilization.

**14.735 GENERAL RESTRICTIONS:**

**A. UNITS:** Britain's eight mobilizations may create no more than eight shipbuilding increases or armor units and two infantry units. Britain's remaining units must be air units.

**B. ARMOR MOBILIZATIONS:** Britain may not mobilize more than three armor units, including its initial armor unit, until it has achieved a British armor research result.

**14.736 POST-1940 UNIT ADDITIONS:** Starting in Spring 1941, Britain adds one armor, infantry or air unit to its reserve each turn. These additions are limited by the British counter mix. These additional units do not count against the BRP limit on Britain's *A World at War* force pool (transition rule 4.56A).

Style:

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

Substantive change, relettering:

**14.742 RESTRICTIONS:**

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

**B.** France may not mobilize more than three armor units, including its initial armor unit, until it has achieved a French armor research result.

**C.** France may not mobilize shipbuilding increases.

Style:

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

## Research Segment

Consistency:

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

...

**E. EXCESS PURGE EVENTS:** 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 (22.46).

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:

...

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

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

Consistency with substantive change:

**15.63** Research results are announced when they first affect play.

• ...

- Once the Allies have achieved a 6-step Maginot Line research result, additional Maginot Line research must be revealed to the Axis (16.14B).

## 16. RESEARCH EFFECTS

Substantive change:

### 16.14 MILITARY RESEARCH:

...

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

- **West Wall.**
  - The Axis may not place research points in the West Wall until Germany has remilitarized the Rhineland (15.42A).
  - German random event 7 (concrete shortage) prohibits the placement of any Axis research points in the West Wall in the turn in which it is drawn.
- **Maginot Line.**
  - Once the Allies have achieved a 6-step Maginot Line research result, additional Maginot Line research must be revealed to the Axis player and triggers a one-time adverse diplomatic modifier for Belgium/Luxembourg equivalent to the number of Maginot Line research steps achieved in that turn (-1 for one step; -2 for two steps; etc.). This modifier applies only in turns in which one or more steps of Maginot Line research is achieved.

Clarification:

### 16.16 INTELLIGENCE RESEARCH:

...

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

#### Diplomatic spy rings:

- Spy rings in diplomatic targets are first activated by the Axis, then Russia, then the Allies.
- Once all diplomatic spy rings for the turn are announced, the following effects occur, whether or not the diplomatic spy ring in question is eliminated by an opposing counter-intelligence result or an enemy spy ring:

- All opposing secret diplomatic random events in diplomatic targets containing an active spy ring are revealed before diplomacy begins. Friendly diplomatic random events are not revealed.
- Military and diplomatic counters in diplomatic targets containing opposing active spy rings are then placed openly before any other diplomatic counters are placed.
- If there is more than one active diplomatic spy ring, including in the same diplomatic target, military counters are first placed in diplomatic targets containing opposing active spy rings by the Axis, Russia, and the Allies, in that order; then diplomatic counters are placed in diplomatic targets containing opposing active spy rings by the Axis, Russia, and the Allies, in that order; then the strengths of the diplomatic counters placed are revealed.
- If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:
  - In addition to the above effects, a diplomatic counter placed in that diplomatic target does not count against the owning alliance's two-counter limit on diplomatic counter placement (24.54E). A spy ring does not allow the placement of two diplomatic counters in the target, nor does it allow an Axis or Allied diplomatic counter to be placed in a minor country in which the anti-Comintern counter has been placed.
  - A Russian spy ring in a diplomatic target allows Russia to place a diplomatic counter in that target when it would otherwise be unable to do so (22.21B, 22.21C, 24.61B). Spy rings allow Russia to place diplomatic counters even if such placement is otherwise prohibited by a purge.
  - The 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.
- If a spy ring in a minor country is not eliminated by a counter-intelligence result or an enemy spy ring in a subsequent turn, it may be reactivated for one turn in each subsequent year with the same effects as the turn in which it was placed.

## Construction Segment

- 17. MAINTENANCE
- 18. BUILDING MILITARY UNITS

## Shipbuilding

- 19. SHIPBUILDING

Substantive change:

### 19.75 SAVING SHIPBUILDING POINTS:

**A.** Tile points may be spent for activity counters associated with a shipyard and the use of the shipbuilding points generated by those activity counters postponed until a future turn.

**B.** The maximum number of shipbuilding points that may be saved in this manner is limited to the major power's shipbuilding rate (19.3).

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

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

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

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

Renumbering:

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

## Balance of Power

- 20. THE BALANCE OF POWER

## Russia

- 21. RUSSIAN GARRISON
- 22. RUSSIAN PURGES

## European Aggression Index

- 23. EUROPEAN AGGRESSION INDEX

Clarification, substantive change:

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

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

...

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

## Diplomatic Phase

### 24. DIPLOMACY

Consistency:

#### 24.61 RESTRICTIONS:

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

### 25 CIVIL WARS

Consistency with substantive change, cross-reference:

**25.33 EUROPEAN AGGRESSION INDEX:** The EAI increases by +1 if one or more civil wars are being fought (maximum +1) (23.21E).

Substantive change:

**25.52 DIPLOMATIC RULES APPLY:** The military and diplomatic aid provided by contending alliances in aid of their civil war factions are represented as follows:

**A. DIPLOMATIC COUNTERS:** Each contending alliance must place a diplomatic counter with a value of at least one in a civil war country in the normal manner, if not prohibited from doing so (24.56D, 24.61A, random events where a dispute between two minor countries precludes placement of a diplomatic counter in a minor country engaged in a civil war). If more than one civil war is being fought, a contending alliance may also use diplomatic counters with a value of zero to support their civil war factions.

Substantive change:

#### 24.54 DIPLOMATIC COUNTER PLACEMENT:

...

**E. PLACEMENT LIMITS:** Each turn each major power may place no more than two diplomatic counters from its set of diplomatic counters, plus the following additional initial placements:

- Any minor country which contains an active spy ring belonging to the placing major power (16.16B).
- Any minor country which contains a Russian flag.
- Greece, Spain and Yugoslavia, if a civil war is being fought (25.52A).
- One additional diplomatic counter as a result of civil war success (24.53).
- As allowed by certain random events.

## Crisis Phase

### 26. CRISIS PHASE

### 27. AXIS AGGRESSION

### 28. MINOR COUNTRY RESISTANCE

### 29. RESOLVING AXIS AGGRESSION

Substantive change:

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

**A. CONQUEST:** Germany may negotiate or continue the Nazi-Soviet Pact and conquer Poland:

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

**B. POLAND AS A NEUTRAL MINOR COUNTRY:** Germany may negotiate the Nazi-Soviet Pact and leave Central Poland intact, provided Danzig and the Polish Corridor have not been incorporated into Germany in a previous turn:

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

*The A World at War -2 diplomatic modifier for Germany having occupied Danzig and the Polish Corridor does not apply after a successful German aggression against all of Poland in Gathering Storm.*

**C. POLAND AS A GERMAN SATELLITE:** Germany may break the Nazi-Soviet Pact (31.81) and turn Poland into an anti-Communist satellite, whether or not the Nazi-Soviet Pact was negotiated in the turn of the aggression against Poland proper or in a previous turn when Germany occupied Danzig and the Corridor:

- **Danzig and the Polish Corridor:** Danzig and the Polish Corridor are incorporated into Germany if this has not occurred in a previous turn.
- **Central and eastern Poland:** The remainder of Poland becomes a German satellite:
  - Poland is considered to be under German control; no military or diplomatic counters may be placed in Poland for the remainder of the game.
  - Germany obtains a trade pact in Poland for the remainder of the game.
  - Two Polish infantry units and one Polish air unit are placed on the Axis portion of the Russian garrison track. No maintenance costs are paid for these units.

30. AGGRESSION EFFECTS  
31. THE NAZI-SOVIET PACT

Clarification:

**31.32 DETERMINING THE CONCESSION LEVEL:** The value of the territorial concessions obtained by Russia in the Nazi-Soviet Pact negotiations is **30**. This level is modified as follows:

...

**B. EUROPEAN AGGRESSION INDEX:** The EAI (23.31E). The higher the EAI, the greater the Pact concession level. If the Pact is negotiated as a result of aggression against Poland (31.21A), the EAI for German aggression against Poland is not counted (23.21A). The EAI is considered to be +5 if the Pact is negotiated after the outbreak of war (23.26, 31.21B).

32. DECLARATIONS OF WAR

Substantive change:

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

...

**B. NO AGGRESSION:** If the target Axis major power is not committing an aggression, British and French declarations of war are subject to the following restrictions:

- ...
- **Temporary support increases not counted:** Temporary Allied support increases from Axis aggressions and pre-emptive declarations of war (10.71B, 10.81B) are not taken into account in determining whether Britain and France meet the threshold requirement to declare pre-emptive war in a turn in which neither Axis major power is committing an aggression.

33. THE END OF THE GAME

Substantive change:

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

- A.** Research points may not be used to augment research past the 12th step of a project.

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

## Victory Determination

34. VICTORY DETERMINATION

# GATHERING STORM

## Transition to *A World at War*

1. *A WORLD AT WAR*

Clarification:

- 1.1 WAR AS A CONTINUATION OF POLITICS
- 1.2 *A WORLD AT WAR* PARAMETERS
- 1.3 COMPLETING RESEARCH
- 1.4 UNUSED TILE POINTS AS BRPs
- 1.5 UNUSED ACTIVITY POINTS LOST

### 1.5 UNUSED ACTIVITY POINTS LOST:

**1.51 CIVIL WAR COUNTERS:** One activity counters from a civil war diplomatic advantage or result (*Gathering Storm* rules 24.54A, 25.55A) in the final turn of *Gathering Storm* have no effect in *A World at War*.

**1.52 SAVED SHIPBUILDING POINTS:** Saved shipbuilding points (*Gathering Storm* rule 19.75) do not carry over into *A World at War*.

2. MAJOR POWERS AT WAR

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. THE SUDETENLAND:** If war broke out over the Sudetenland, Germany is considered to be at war with Czechoslovakia.

**D. DANZIG AND THE CORRIDOR:** If war broke out over Danzig and the Corridor, Germany is considered to be at war with Poland.

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

3. MOBILIZATIONS

Clarification:

**3.12** Each major power's mobilization:

**A.** Adds 10 BRPs to the mobilizing major power's BRP base and BRP level. The increase to the mobilizing major power's BRP level is not prorated.

4. FORCE LEVELS

Grammar:

### 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 initial and first additional German airborne units from the first Axis *Gathering Storm* specialized unit research result added as allowable builds are counted; the second German airborne unit added from the third Axis *Gathering Storm* specialized unit research

result is not counted.

Grammar:

#### 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 initial and first additional Russian airborne units added as an allowable build from the first Russian *Gathering Storm* specialized unit research result are counted; Russian airborne units added from additional Russian *Gathering Storm* specialized unit research results are not counted.

Substantive change:

#### 4.52 ARMOR:

**A. NO BRITISH ARMOR RESEARCH RESULT:** If Britain does not achieve a *Gathering Storm* armor research result, its first three armor units are 2-5 armor units, whether mobilized in *Gathering Storm* or *A World at War* or produced in *A World at War*, and the Canadian armor unit is a 3-5 armor unit. One additional British armor units may be a 2-5 or a 4-5 armor unit, and the remaining additional British armor units must be 4-5 armor units, regardless of the level of British *Gathering Storm* armor research.

**B. EFFECT OF BRITISH ARMOR RESEARCH:** British *Gathering Storm* armor research allows it to increase British 2-5 armor units to 3-5 armor units and increase the Canadian 3-5 armor unit to a 4-5 armor unit. The number of permitted increases ranges from one to four, depending on the level of British *Gathering Storm* armor research:

- **One armor research result:** One increase.
- **Eight steps of armor research:** Two increases.
- **Ten steps of armor research:** Three increases.
- **Two armor research results:** Four increases.

Substantive change, renumbering:

**4.65 MAGINOT LINE:** For each Maginot Line step past the first 6-step research result, one French infantry factor is removed from the French force pool. 2-3 infantry units are removed if possible, with a replacement being removed if there an odd numbers of Maginot Line research steps.

#### 4.66 FRENCH FORCE POOL:

**A. TOTAL BRP VALUE:** The total BRP value of France's *A World at War* force pool must total 12 BRPs of units for each French mobilization (six, for a total value of 72 BRPs).

- All French ground and air units are counted towards the French force pool value, except for replacements.
- The additional BRPs for French armor upgrades from 3-5 to 4-5 armor units are not counted.

### 5. ECONOMICS

Clarification:

**5.42 BRP VALUES OF TERRITORIES:** Territories have their normal *A World at War* BRP values, except as follows:

...

**B. BALTIC STATES:** If the Baltic States are divided:

- ...
- Estonia (hexes E40, E41, E42, F39 (Saare), F40, F41, and G41) is worth five BRPs.

### 6. RESEARCH

Simplification, consistency:

#### 6.15 AMERICAN RPs:

**A. WAR BEFORE 1940:** If the first turn of *A World at War* is prior to Spring 1940, the U.S. receives no RPs until 1940, when it conducts its 1940 YSS calculations normally, in accordance with the *A World at War* rules. A 1939 American mobilization or USAT reaching 10 or more has no effect until the 1940 YSS.

**B. WAR IN 1940:** If the first turn of *A World at War* is in 1940, the American RPs from the 1940 YSS are added to the starting Western Allied *A World at War* total. 1940 American mobilizations and USAT increases are not considered when doing the American 1940 YSS calculations.

**C. WAR IN 1941:** If the first turn of *A World at War* is in 1941, the U.S. conducts its 1941 YSS calculations as well, and the American RPs from both the 1940 and 1941 YSS are added to the starting Western Allied *A World at War* total. 1941 American mobilizations and USAT increases are not considered when doing the American 1941 YSS calculations.

Substantive change:

### 6.53 SPECIALIZED UNITS:

A. Each *Gathering Storm* specialized unit research result generates a specialized unit in *A World at War* for Germany, Italy, Britain or Russia, as the case may be, up to a maximum of three specialized units for the Axis and Britain, and two airborne units for Russia.

- For the Axis, in addition to the German airborne unit that starts *Gathering Storm*:
  - The first specialized unit research result generates a German airborne unit.
  - The second specialized unit research result generates an Italian airborne unit.
  - The third specialized unit research result generates an additional German airborne unit.
- For Britain, each specialized unit research result generates an airborne, commando or Chindit unit, up to the limits of the British force pool.
- For Russia, in addition to the Russian airborne unit that starts *Gathering Storm*:
  - The first specialized unit research result generates an airborne unit.
  - The second specialized unit research result generates an additional airborne unit.

B. Three, nine and 15 steps of *Gathering Storm* specialized unit research, as indicated by a “★”, generate one research point towards the next specialized unit result.

C. In addition to the above:

- 15 steps of *Gathering Storm* specialized unit research generates a [+1] modifier for the first CTL roll by that alliance faction in *A World at War*.
- 18 steps of *Gathering Storm* specialized unit research:
  - Generates an additional [+1] modifier for the first CTL roll by that alliance faction in *A World at War*, for a net modifier of [+2].
  - If achieved by the Axis, increases the CTL of the Italian airborne unit by +1 and allows Italy to use one AAF as an air transport to air transport or airdrop the Italian airborne unit. These benefits apply only on the Mediterranean front.
  - If achieved by the Allies, increases the CTL of one British specialized unit by +1. The unit must be designated at the start of *A World at War*.

## 7. DIPLOMACY

Simplification, consistency:

### 7.14 AMERICAN DPs:

A. **WAR BEFORE 1940:** If the first turn of *A World at War* is prior to Spring 1940, the U.S. receives no DPs until 1940, when it conducts its 1940 YSS calculations normally, in accordance with the *A World at War* rules. A 1939 American mobilization or USAT reaching 10 or more has no effect until the 1940 YSS.

B. **WAR IN 1940:** If the first turn of *A World at War* is in 1940, the American DPs from the 1940 YSS are added to the starting Western Allied *A World at War* total. 1940 American mobilizations and USAT increases are not considered when doing the American 1940 YSS calculations.

C. **WAR IN 1941:** If the first turn of *A World at War* is in 1941, the U.S. conducts its 1941 YSS calculations as well, and the American DPs from both the 1940 and 1941 YSS are added to the starting Western Allied *A World at War* total. 1941 American mobilizations and USAT increases are not considered when doing the American 1941 YSS calculations.

Substantive change:

**7.31 MINOR COUNTRY FORCES:** The basic minor country force levels are as set out in the Minor Country Forces Table. These force levels may, at the player's option, be modified for each minor country as follows, based on the diplomatic alignment of the minor country at the end of *Gathering Storm*:

A. **ONE OR TWO FLAGS:** Add or remove one ground unit, as follows:

- Minor countries that have only 1-3 infantry units (Albania, Bulgaria, Croatia, and Norway) are unaffected.
- Minor countries that have both 1-3 infantry units and 2-3 infantry units add or remove a 1-3 infantry unit.
- Minor countries that only have 2-3 infantry units (Finland, Spain, Sweden, Turkey) add or remove a 2-3 infantry unit.
- Ireland adds a 1-3 infantry unit (Axis flags) or removes a 1-3 partisan unit (Allied flags).

B. **THREE OR FOUR FLAGS (TRADE PACT):** Add or remove a second ground unit, as follows:

- Minor countries that only have 1-3 infantry units (Albania, Bulgaria, Croatia, Norway) add or remove a 1-3 infantry unit.

- Ireland adds a second 1-3 infantry unit (Axis trade pact) or removes a second 1-3 partisan unit (Allied trade pact).
- All other minor countries add or remove a 2-3 infantry unit.

## 8. POLAND

Substantive change:

**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:

- Danzig and the Polish Corridor (hexes J35, K34, L34, M33 and N33) 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 two AAF, one 3-3 infantry unit and one 1-3 infantry unit to its force pool as allowable builds.
- The remainder of Poland is an active German minor ally worth 25 BRPs and is an eligible diplomatic target using the Polish diplomatic table.
  - Poland adds the Czech 2-5 armor unit to its force pool, provided Czechoslovakia has been occupied by Germany.
  - Poland's infantry force pool is reduced by two 1-3 infantry units because of the incorporation of Danzig and the Polish Corridor into the *Reich*, but is increased by one 1-3 and one 2-3 infantry unit because of the German trade pact in Poland (7.31). The net result is that one Polish 1-3 infantry unit is replaced by a 2-3 infantry unit.
  - The diplomatic modifier for Poland would be +1 (pro-Axis) because of the German trade pact in Poland (7.22C); and might be +2 if the Axis had four flags in Poland at the end of *Gathering Storm*.
- 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.

...

**D. DANZIG AND THE POLISH CORRIDOR CONQUERED:** If Germany conquered Danzig and the Polish Corridor during *Gathering Storm* by successfully carrying out aggression against either Danzig and the Polish Corridor or Poland:

- 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 two AAF, one 3-3 infantry unit and one 1-3 infantry unit to its force pool as allowable builds.
- The Polish forces are reduced by two 1-3 infantry units.
- Central Poland is a minor country worth 15 BRPs and is an eligible diplomatic target using the Polish diplomatic table.
- Eastern Poland is worth 10 BRPs and is either:
  - Assigned to Russia in accordance with the Nazi-Soviet Pact; or
  - An integral part of central Poland, if there is no Nazi-Soviet Pact.
- 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.
- Whether the German conquest of Danzig and the Polish Corridor during *Gathering Storm* resulted from aggression against Danzig and the Polish Corridor or Poland affects the *A World at War* diplomatic modifiers for Poland.

Substantive change:

### Additional Modifiers:

Delete:

~~+2 If Danzig and the Polish Corridor are under Axis control.~~

Add:

-2 If Danzig and the Polish Corridor are under Axis control either as a result of a successful German demand against Danzig and the Polish Corridor in *Gathering Storm* or a German-Polish border war.

### Results:

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 (four and two turns, respectively).

Poland adds the Czech 2-5 armor unit to its force pool, provided Czechoslovakia has been occupied by Germany.

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

Substantive change:

**33.24 THE INTERNATIONAL MARKET:** The international market produces oil counters to which all neutral major powers have access, although Japanese access may be impeded by an oil embargo (33.4521).

Consistency:

**35.42 DECREASES:** A major power's BRP base may decrease during the year as follows:

**A. LOSS OF GERMAN CONQUESTS:** If the German BRP base exceeds its original value, Germany must receive two BRPs from conquests and minor countries (35.51A-G) for each additional BRP of German base. At the end of any Axis combat phase in which this condition is not met, the German BRP base is reduced, at no additional BRP cost to Germany other than the normal BRP loss (35.63), to the original value of the German BRP base, plus half the value of Germany's conquests and minor countries.

Consistency:

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

...

C. Armor:

- ...
- Britain may mobilize only one armor unit.

Substantive change, relettering:

**58.21 CALCULATING THE FRENCH SURRENDER LEVEL:** The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a voluntarily French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

...

**C. FRENCH FLEET:** +/-1 for every five naval factors the French fleet varies from its historical 42 fleet factors, to a maximum of +/-3 (less than 27 factors: +3; 28-32 factors: +2; 33-37 factors: +1; 38-47 factors: no modifier; 48-52 factors: -1; 53-57 factors: -2; 58 or more factors: -3).

- Damaged ships and ships on the "2" or "Launch" rows of French shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor for surrender purposes; a remnant damaged naval factor is ignored).
- Uncompleted named ships on the "3" row or higher are not counted in determining the strength of the French fleet.

**D. FRENCH BATTLESHIP DESIGN RESEARCH:** +1 if the Allies didn't achieve a French battleship design research result in *Gathering Storm*; -1 if the Allies achieved two French battleship design research results in *Gathering Storm*.

**E. TURN OF SURRENDER:** The number of turns after Germany gains control of any hex in France, including the turn in which this first occurs: one turn: +2; two turns: no modifier; three turns: -2; four or more turns: -4.

**F. DPs:** Axis and Western Allied DPs placed in France, as reduced by covert operations (47.21C).

**G. ANGLO-FRENCH COOPERATION RESEARCH RESULT:** -1 if the Western Allies achieved a "7+" Anglo-French cooperation research result.

13. VICTORY CONDITIONS