

Changes since publication (for June 30, 2019)

GATHERING STORM

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. THE MAPBOARD
5. COUNTERS
6. TILES

Clarification:

6.27 In the course of play, players may make change for tiles by using a higher denomination tile for a lesser expense and drawing a tile from the face up tiles to make up the difference. Similarly, a player may consolidate lower denomination tiles into higher denomination tiles at any time.

If all players agree, tile draws may be determined by die rolls or some other random means, rather than drawing from the pool of unused tiles. This is especially convenient when playing Gathering Storm electronically.

7. SEQUENCE OF PLAY

Random Events Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS

Substantive change:

9.16 EFFECTS OF FULL COHESION: If Russia is at full cohesion at the start of a turn, prior to drawing its purge card, it draws additional random events each turn as set out below, to reflect increased Russian preparations for war.

A. In the first turn after reaching full cohesion, Russia draws one additional random event.

B. In the second turn after reaching full cohesion, Russia draws two additional random events.

C. In the third turn after reaching full cohesion, Russia draws three additional random events, and so on.

D. There is no upper limit to the number of additional random events Russia may draw as a result of reaching full cohesion.

Clarification:

10.71 The following support modifiers may apply to Britain:

...

B. AGGRESSIONS:

- **Permanent increase:** If either Italy or Germany carries out a second aggression, after Ethiopia and the Rhineland, the British support level is increased by one for the remainder of the game.
- **Temporary increases:** Britain's support level is also increased temporarily in the turn or turns following all Axis aggressions except Ethiopia, the Rhineland and the Baltic States, as detailed in the **Aggression Effects Guide**. 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.

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS

13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Substantive change:

14.43 RUSSIAN MOBILIZATIONS:

...

C. MOBILIZATION OF CIVILIAN FACTORIES: Russia may only mobilize its civilian factories if Germany has committed aggression against Poland, including Danzig and the Polish Corridor without signing the Nazi-Soviet Pact, has violated the Nazi-Soviet Pact, or has committed aggression against the Baltic States.

Research Segment

15. RESEARCH

Cross-reference, consistency with substantive change:

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 may immediately assign one additional step of research to any Russian research project at no cost, subject to the restriction that no more than three additional research steps from excess purge events may be assigned to a single project (22.73D).

16. RESEARCH EFFECTS

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.

Sequence:

- The Axis announce any new espionage result, where they are placing a new spy ring, and whether an existing spy ring is being reactivated.
- The Allies then announce any new espionage result, where they are placing a new spy ring, and whether an existing spy ring is being reactivated.
- Russia then announces any new espionage result, where it is placing a new spy ring, and whether an existing spy ring is being reactivated.

Diplomatic spy rings:

- When a spy ring is activated in a diplomatic target, whether or not it is eliminated by an opposing counter-intelligence result or an enemy spy ring:
 - All opposing secret diplomatic random events in that diplomatic target must be revealed before diplomacy begins.
 - Any opposing military and diplomatic counters placed in that diplomatic target must be placed openly before any other diplomatic counters are placed.
 - If the Axis and either the Allies or Russia both have an active spy ring in the same diplomatic target in the same turn, each side secretly commits to its diplomatic effort in that diplomatic target, then both commitments are revealed.

2. Both sides secretly decide what AC they are putting into Turkey (in a FTF game, each player would each have an AC in his or her clenched hand, extended over the board), then both sides reveal the commitment simultaneously.

Construction Segment

- 17. MAINTENANCE
- 18. BUILDING MILITARY UNITS

Shipbuilding

- 19. SHIPBUILDING

Balance of Power

- 20. THE BALANCE OF POWER

Russia

- 21. RUSSIAN GARRISON
- 22. RUSSIAN PURGES

Delete (this rule is transferred to 22.73D):

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.

Substantive change, consistency, reorganization and renumbering:

22.73 COHESION EFFECTS:

...

D. MOBILIZATION RATE: The frequency with which Russia may mobilize is governed by the Russian cohesion level (14.43B):

- **Low Cohesion:** Russia may mobilize once every five turns.
- **Medium Cohesion:** Russia may mobilize once every four turns.
- **High Cohesion:** Russia may mobilize once every three turns.
- **Full Cohesion:** Russia may mobilize once every two turns.

E. OTHER FULL COHESION EFFECTS: Once Russia has reached full cohesion:

- **Random events:** Russia draws additional random events (9.16).
- **Great Purge:** The Great Purge card is removed from the Purge Deck.
- **Excess purge events:** For each purge event Russia incurs in excess of 30 purge events, Russia may:
 - Immediately assign one additional step of research to any Russian research project at no cost, subject to the restriction that no more than three additional research steps from excess purge events may be assigned to a single project; or
 - Use excess purge events to add 3-3 infantry units to Russia's *A World at War* starting force pool as allowable builds, to a maximum of three 3-3 infantry units. Three excess purge events are required for each 3-3 infantry unit.
 - The assignment of research steps from excess purge events may be deferred to add *A World at War* infantry units to Russia's force pool. If Russia ends the game with one or two unused deferred research steps, these are assigned to Russian projects in accordance with 33.21C.
- **Diplomacy:**
 - No foreign flags may be placed in Russia; unopposed random events that would place a flag in Russia are treated as support events (10.41B). Existing flags in Russia are eliminated at the rate of one flag per turn (10.91F).
 - it may place diplomatic counters in Albania, Bulgaria, Czechoslovakia, Finland, Greece, Hungary, Poland, Rumania, Sweden, Turkey and Yugoslavia (24.61C).

E. MOBILIZATION OF CIVILIAN FACTORIES: Once Russia has reached full cohesion, it may mobilize its civilian factories unless the Nazi-Soviet Pact is in effect (14.43C).

F. A WORLD AT WAR EFFECTS: See transitional rules 4 and 9.

European Aggression Index

23. EUROPEAN AGGRESSION INDEX

Diplomatic Phase

- 24. DIPLOMACY
- 25. CIVIL WARS

Crisis Phase

- 26. CRISIS PHASE
- 27. AXIS AGGRESSION
- 28. MINOR COUNTRY RESISTANCE
- 29. RESOLVING AXIS AGGRESSION

Clarification by deleting superfluous clause, change rule order:

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 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.

C. 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.

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

Grammar:

31.41 The secret protocols to the Nazi-Soviet Pact, the existence of which was denied by the Soviet Union for many years, partitioned eastern Europe between Nazi Germany and Soviet Russia.

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

Consistency with 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.
- Deferred research steps from excess purge events that are not used to add *A World at War* infantry units to Russia's force pool are assigned to Russian projects in the same manner as general research points.

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.

A. No more than three research points may be assigned to any one 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:

1.51 CIVIL WAR COUNTERS: Activity counters from civil war diplomatic advantages or results (*Gathering Storm* rules 24.54A, 25.55A) gained in the final turn of *Gathering Storm* have no effect in *A World at War*.

2. MAJOR POWERS AT WAR
3. MOBILIZATIONS
4. FORCE LEVELS

Clarification:

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*. All German ground and air units count towards the German force pool value, except as set out below.

- Replacements are not counted.

Superfluous words deleted:

4.44 AIR:

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

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

Clarification:

4.46 ITALIAN FORCE POOL:

A. TOTAL BRP VALUE: The total BRP value of Italy's *A World at War* force pool must total 8 BRPs of units for each Italian mobilization (six, for a total value of 48 BRPs). All Italian ground and air units count towards the Italian force pool value, except as set out below.

- Replacements are not counted.

Clarification:

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). All British ground and air units count towards the British force pool value, except as set out below.

- Replacements are not counted.

Clarification:

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 count towards the French force pool value, except as set out below.

- Replacements are not counted.

Substantive change:

4.73 INFANTRY:

...

E. Russia may add up to three 3-3 infantry units to its *A World at War* starting force pool as allowable builds from excess purge events (*Gathering Storm* rule 22.73D).

Substantive change, clarification:

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). All Russian ground and air units count towards the Russian force pool value, except as set out below.

- The air transport added as an allowable build from a Russian *Gathering Storm* air transport research result is counted.
- The strategic bomber factor added from a Russian 18-step *Gathering Storm* strategic bomber research result is not counted.
- 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.
- Infantry units added from excess purge events are not counted.

5. ECONOMICS

Spelling:

5.24 CONQUEST INSUFFICIENT: A German conquest of Austria or Czechoslovakia during *A World at War* has no effect on the German BRP base and force pool.

6. RESEARCH
7. DIPLOMACY

Substantive change:

- 10 Germany may choose one of the following two options. This choice may not be altered in a subsequent turn.

Option 1: Czechoslovakia activates as a Germany minor ally.

The acquisition of the Czech 2-5 armor unit does not affect German production of a twelfth 3-6 or 4-6 armor unit or the addition of a 2-5 armor unit to Poland's forces should it ally with Germany.

Option 2: * Czechoslovakia is incorporated into the *Reich*.

All Czech hexes become German for all purposes and Czechoslovakia may no longer be selected as a diplomatic target.

The Czech force pool is removed from play and Germany adds 10 BRPs to its BRP base and adds one 4-6 armor unit, two AAF and two 3-3 infantry units to its force pool as allowable builds after the normal mobilization delays (six, four and two turns, respectively). If Germany has already produced a twelfth 3-6 or 4-6 armor unit, it adds infantry units to its force pool of the same BRP value as the produced armor unit.

These effects are not reversed by a subsequent Allied conquest of Czechoslovakia.

8. POLAND
9. RUSSIA

Consistency with substantive change:

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:

...

C. PRE-WAR MOBILIZATION OF CIVILIAN FACTORIES: The forces generated by the Russian pre-war mobilization of civilian factories are governed by *A World at War* rule 36.32.

Reorganization:

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 +2 when *A World at War* started in Spring 1940, and so on.*

Renumbering, substantive change:

9.42 STARTING LEVEL: RGT start at zero, plus one RGT level for each *Gathering Storm* turn played after Russia has reached full cohesion.

*RGT will start at zero unless *Gathering Storm* continues after Russia reaches full cohesion (30 or more purge events). Often this will occur only if *Gathering Storm* continues after the signing of the Nazi-Soviet Pact, with Russia reaching full cohesion because of the purge level increases from the Pact (*Gathering Storm* rule 22.31D), but the RGT modifier also applies when Russia reaches full cohesion before the Nazi-Soviet Pact is negotiated.*

Renumbering, delete RGT modifier:

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

A. STATUS MODIFIERS:

...

Additional modifiers:

...

+1 For each civilian factory mobilized by Russia (Russia has more than 7 ICs at the end of its player turn).

Renumbering:

9.44 BALKAN DIPLOMATIC MODIFIERS: The following Balkan modifiers are adjusted if Rumania proper is assigned to Russia under the Nazi-Soviet Pact:

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

Clarification:

11.34 PARTISAN CONSTRUCTION IN MINOR COUNTRIES: Partisans may be constructed in minor countries which have been the victim of a successful aggression during *Gathering Storm*, attacked by an opposing major power in *A World at War*, or which at any time associated or allied with any major power, as set out in the Minor Country Forces Table. A major power may not construct partisans in a minor country if it or another major power in its alliance faction declared war on that minor country. Spanish partisans may be constructed in Spanish Morocco.

Consistency:

17.353 NAVAL AIR TRAINING RATES:

A. The number of NAS which may be built each turn, including both NAS being rebuilt after having been eliminated and force pool additions, is limited by the naval air training rate for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 0; Italy: 0; plus any *Gathering Storm* naval air training results for Britain, Germany and Italy.

Consistency:

24.21 FORCE POOL EXPANSION BY PRODUCTION: All SW unit force pools may be expanded by the expenditure of RPs for production (42). SW unit force pool expansion is permitted in the first full year of war and thereafter, subject to the following restrictions:

...

Consistency, clarification:

27.336 ECONOMIC PREPARATION RESEARCH: The German, British and Russian construction limits in *A World at War* are decreased if the major power in question fails to achieve three levels of economic preparation research in *Gathering Storm*: no levels: -3 BRPs; one level: -2 BRPs; two levels: -1 BRP.

Consistency, clarification:

27.34 INCREASES IN CONSTRUCTION LIMITS: Construction limits may be increased by BRP grants, successful flying bomb and rockets attacks (Germany only) and *Gathering Storm* economic preparation research.

A. BRP GRANTS: For every three granted BRPs (round down) received by a major power, its construction limit is increased by one BRP in the turn the grant is received (40.23B). The increase to the recipient's construction limit is always the same as the reduction to the granting major power's construction limit (27.334). Construction limit increases from BRP grants are taken into account after all reductions to the recipient's construction limit are determined (27.33). American BRP grants to Canada, South Africa, Australia and India have no effect on the British construction limit (40.244).

B. GERMAN CONSTRUCTION LIMIT INCREASES: The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

C. ECONOMIC PREPARATION RESEARCH: The German, British and Russian construction limits in *A World at War* are increased if the major power in question achieves more than three levels of economic preparation research in *Gathering Storm*: four levels: +1 BRP; five levels: +2 BRPs; six levels: +3 BRPs.

27.341 GERMAN CONSTRUCTION LIMIT INCREASES: The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

Format:

32.44 DIRECTIONAL FORTIFICATIONS:

A. The Maginot Line, if not upgraded or extended by French *Gathering Storm* Maginot Line research (*Gathering Storm* transition rule 6.54B).

B. The West Wall, if built by German *Gathering Storm* West Wall research (*Gathering Storm* transition rule 6.54A).

Consistency, renumbering:

36.11 TIMING: Mobilizations represent the conversion of civilian or idle factories to military production and have the economic and military effects set out below. The number of mobilizations permitted depends on *Gathering Storm* factory conversions and other developments. Each major power may mobilize no more than once each turn (EXCEPTIONS: 36.4).

A. GERMANY, ITALY, BRITAIN, FRANCE: Each civilian or idle factory, at the rate of one per turn.

B. RUSSIA:

- Until Russia has mobilized all its idle factories, Russia mobilizes as permitted by *Gathering Storm* transition rule 9.32.
- If there is no Nazi-Soviet Pact, Russia then mobilizes its civilian factories as permitted by *Gathering Storm* transition rule 9.32.
- If there is a Nazi-Soviet Pact, the first Russian mobilization occurs when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.
- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.
- If war breaks out between Russian and Germany, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Until war breaks out between Russian and Germany, the first two Russian mobilizations take two turns to complete. After those mobilizations are completed, or possibly sooner if war breaks out between Russian and Germany, each Russian mobilization is completed in a single turn. Since each of the first two Russian mobilizations must be completed before the next Russian mobilization

occurs; Russia may never mobilize its first two mobilizations faster than one mobilization every two turns unless war breaks out between Russian and Germany.

C. JAPAN: Fall 1939, and three additional mobilizations thereafter at the option of the Japanese player:

- Japan's three additional mobilizations may occur no later than when the USJT level reaches 10, 20 and 30 or the corresponding American Pacific theater mobilizations occur in Winter 1940, Summer 1941 and Winter 1941, whichever is earlier (36.11G).
- If USJT increases from status modifiers trigger a Japanese mobilization in the turn Japan attacks the U.S., the USJT level increases by one prior to the Japanese declaration of war, with a possible additional increase if Japan uses the mobilization to increase its shipbuilding rate.
- If a Japanese mobilization is triggered by a USJT increase or American mobilization during an Allied player turn, the Japanese mobilization is considered to have occurred during the preceding Japanese player turn.

EXAMPLE: USJT reach 10 during the Allied Fall 1940 player turn. If Japan has not already triggered its second mobilization, it must do so during the Fall 1940 game turn. Japanese air units mobilized in Fall 1940 may be constructed in the Japanese Fall 1941 unit construction phase.

E. BRITAIN: Fall 1939.

F. FRANCE: None.

D. U.S.: The U.S. mobilizes independently in each theater, as set out below. The effective tension level for each theater is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A, 49.852A):

- ...

E. CHINA: None.

Grammar:

36.341 RESTRICTIONS: Shipyard mobilizations are subject to the following restrictions:

Cross-reference, consistency with reorganization:

36.41 MOBILIZATION STAGGERED: Each major power may mobilize only once per turn, subject to the following exceptions:

A. RUSSIA: Russia's first two mobilizations take two turns to complete unless they occur after war has broken out between Germany and Russia. Russia must complete its final peacetime mobilization before starting its wartime mobilizations - if a Russian peacetime mobilization is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs (36.11B).

Cross-reference, consistency with reorganization:

37.13 INCREASES IN IC VALUE TRIGGERED BY GERMAN ATTACK: If Germany declares war on Russia, the total value of the ICs under Russian control increase by 10 BRPs each turn as follows:

A. Starting in the first Russian player turn after the last mobilized IC has been placed on the board (36.11B), each turn the BRP value of two ICs increases by 5 BRPs each during the Russian unit construction phase. The Russian BRP total immediately increases by the same amount.

Consistency:

48.23 INITIAL COMPOSITION OF CARD POOLS: At the start of the game, the composition of the card pools for each alliance faction are as follows:

Initial Codebreaking Cards - 48.23						
	Sub.	ASW	Tactical	Strategic	Wild	Blank
E. Axis (U)	1	Proh.	1	1	Proh.	5
Britain (U)	Proh.	1	1	1	Proh.	5
Japan (M)	1	0	1	0	Proh.	6
U.S. (M)	1	1	1	1	1	3
The European Axis are prohibited from having ASW and wild cards. Britain is prohibited from having submarine and wild cards. Japan is prohibited from having wild cards.						

48.24 PREWAR VARIATION: The European Axis and British Ultra card pools may vary, based on *Gathering Storm* codebreaking research results.

13. VICTORY CONDITIONS

GLOSSARY

Typo:

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

Clarification:

“construction segment”: The final portion of the economic phase, during which units and ships are built. See 18 and 19.

Addition:

“intelligence research point”: A special type of research point that may be used only to research counter-intelligence, espionage, covert operations and codebreaking (Axis and Allies only). The Axis, Allies and Russia each get one intelligence research point per turn. See 15.23D.

Additions:

“saved shipbuilding point(s)”: Axis and Allied shipbuilding points from the use of shipbuilding counters that are saved for use in a future turn. See 19.75.

“saved shipbuilding activity counter(s)”: Axis and Allied activity counters used to track saved shipbuilding points. See 19.75.

RUSSIAN COHESION AND PACT EFFECTS

Delete:

	For each additional purge event, Russia gains one step of research at no cost (22.46).
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	Russia may mobilize its civilian factories, unless the Nazi-Soviet Pact is in effect
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Add:

	Russia draws additional random events (9.16).
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	For additional purge events, Russia gains research steps or adds 3-3 infantry units to its <i>A World at War</i> force pool (22.46).
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	Russia may conduct diplomacy in Albania, Bulgaria, Czechoslovakia, Greece, Hungary, Sweden and Yugoslavia (24.61C).
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RANDOM EVENTS GUIDE

Clarification:

Minor country dispute: The contending alliances must support one side or the other in a regional dispute, using either a diplomatic counter or the anti-Comintern counter (Axis only, in Poland, Rumania or Turkey):

AGGRESSION EFFECTS GUIDE

Missing word:

	<p>Croatia is established as an Italian puppet state under Italian control. Four Italian flags are placed in Croatia. No military or diplomatic counters may be placed in Croatia for the remainder of the game, although the Italian flags in Croatia may be affected by subsequent random events.</p> <p>Italy obtains a permanent trade pact with Croatia for the remainder of the game.</p>
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