

Changes since publication (for December 31, 2019)

GATHERING STORM

Introduction

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8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS
10. SUPPORT LEVELS

Substantive change:

10.71 The following support modifiers may apply to Britain:

A. RESEARCH RESULTS: Britain's support level is increased by +1 for each:

- **Maximum (18-step) research result** for jets, strategic bombers, transports, rockets, specialized units and economic preparation.
- **Atomic** research result (16.15B).

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).
 - for Italian aggressions against Albania, Greece and Yugoslavia, accrue to Britain if there are more British than French flags in the aggression target and in the minor countries bordering the aggression target.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

Substantive change:

10.81 The following support modifiers may apply to France:

A. RESEARCH RESULTS: France's support level is increased by +1 for each Maginot Line research result (16.14B).

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).
- for Italian aggressions against Albania, Greece and Yugoslavia, accrue to France if there are as many or more French than British flags in the aggression target and in the minor countries bordering the aggression target.
- **Crisis effects:** See 27.62A, 27.72A, 27.82A.

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS

Substantive change:

12.22 INCREASING ACTIVITY COUNTER POOLS: The activity counter pool for each major power may be increased or decreased as follows:

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E. AXIS AGGRESSIONS:

- Germany adds a 1 activity counter for each successful aggression against the Rhineland, Austria, Czechoslovakia and Poland, up to a maximum of four additional activity counters. The Sudetenland and Danzig and the Polish Corridor do not count as aggressions for this rule.
- Italy adds a 1 activity counter for each successful aggression against Ethiopia, Albania and either Greece or Yugoslavia, up to a maximum of three additional activity counters. Italy gains these activity counters when the aggression is completed.
- Britain and France each add a 1 activity counter for each successful German aggression against Austria, Czechoslovakia and Poland.
- For Italian aggressions against Albania, Greece and Yugoslavia:
 - Britain adds a 1 activity counter for each Italian aggression if there are more British than French flags in the aggression target and in the minor countries bordering the aggression target.
 - France adds a 1 activity counter for each Italian aggression if there are as many or more French than British flags in the aggression target and in the minor countries bordering the aggression target.
 - Activity counters for Italian aggressions are added in the turn following the start of the Italian aggression, not when the aggression is completed.

13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

15. RESEARCH

16. RESEARCH EFFECTS

Clarification:

16.14 MILITARY RESEARCH:

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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.

- ...
- **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 acts in the same manner as a diplomatic random event and 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, after all economic activities have been revealed, 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.

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

Clarification, consistency:

22.72 VALUE OF PURGE EVENTS: In determining the Russian cohesion level, purge events have the following value:

...

B. Random events 5-12, 77-84 and general event 138 each count as one purge event, regardless of their effect on the Russian support level.

European Aggression Index

- 23. EUROPEAN AGGRESSION INDEX

Diplomatic Phase

- 24. DIPLOMACY

Substantive change:

24.44 ITALIAN MILITARY COUNTER: Italy may place a military counter for diplomacy if the Axis have a balance of power advantage and Italy has a positive support level. These requirements do not apply to the use of the Italian military counter to intervene in a civil war or conquer a minor country.

A. RESTRICTIONS:

- Until Albania is under Italian control, Italy may only place a military counter in Albania. Once Italy has conducted a successful aggression against Albania, it may place a military counter in Greece or Yugoslavia.
- Italy may place a military counter to intervene in one civil war each turn, whether or not the Axis have a balance of power advantage or Italy has a positive support level.
- If Italy is engaged in the conquest of a minor country, it may not use its military counter for any other purpose.

Consistency:

24.81 Once all diplomatic counters are placed, diplomacy is resolved as follows for each minor country:

A. The overall diplomatic effort in each minor country for the Axis, the Allies and Russia is determined by the total of the value of the military and diplomatic counters placed in the minor country, the applicable random events for the minor country and any other modifiers.

- All secret national random event cards relating to diplomatic targets are revealed by the major power(s) which drew the card(s). Basic diplomatic random events are revealed first, then flexible diplomatic random events.
 - Diplomatic random event results in brown favor the Axis. Where it is not clear from the event itself, Germany benefits.
 - Diplomatic random event results in blue favor the Allies. Where it is not clear from the event itself, France benefits.

- Diplomatic random event results in red favor Russia.
- All diplomatic counters placed in minor countries are turned over so their values are revealed.
- Covert operations (16.16A) and Russian subversion (16.16H) are conducted.

25 CIVIL WARS

Crisis Phase

- 26. CRISIS PHASE
- 27. AXIS AGGRESSION

Consistency:

27.72 ALLIES BACK DOWN: If the Allies back down, whether to avoid the possibility of war breaking out or because no Allied major power met the declaration of war threshold (32) and is able to declare war, the aggression succeeds and the following consequences apply in the next turn. These effects are temporary and do not apply in the second or subsequent turns following the crisis:

...

C. A WORLD AT WAR EFFECTS: If the Allies back down in the turn in which **the other Axis major power goes to war and** *Gathering Storm* ends, the Axis aggressor and each Allied major power incurs the following effects in the first turn of *A World at War*:

- 28. MINOR COUNTRY RESISTANCE
- 29. RESOLVING AXIS AGGRESSION

Substantive change:

29.31 ITALIAN ATTACKS ON MINOR COUNTRIES: If the defensive strength of an attacked minor country is 0 or less, Italy occupies the minor country without resistance. Otherwise Italy must **use its military counter to** conquer the minor country. **Italy may use its military counter to attack a minor country that is the target of an Italian aggression without regard to the Italian support level or the balance of power.**

29.32 ETHIOPIA: The Italian conquest of Ethiopia automatically occurs at the end of the third turn after Italy attacks. There is no cost to Italy **to use its military counter in Ethiopia.**

EXAMPLE: Italy attacks Ethiopia in Fall 1935. Ethiopia is conquered in Summer 1936, and Italy begins receiving support level increases and may conduct further aggressions in Fall 1936 (29.35).

29.33 ALBANIA , GREECE AND YUGOSLAVIA: The number of turns Italy requires to conquer Albania, Greece or Yugoslavia is determined by the resistance level of the minor country, which is the minor country's basic defensive strength (28.2), modified by its diplomatic alignment (28.3) and any trade pacts in bordering minor countries (28.4). The minor country's resistance level is not increased by a random tile draw (28.5) when determining how many turns Italy requires for a conquest.

A. If the resistance level of the minor country is 0 or less, the minor country is occupied without resistance in the turn the aggression is initiated. There is no cost to Italy.

B. If the resistance level of the minor country is 1 or more, Italy must use its military counter to attack the minor country:

- If the resistance level of the minor country is 1, the minor country is conquered in the turn the aggression is initiated.
- If the resistance level of the minor country is 2, the minor country is conquered in the turn after the aggression is initiated.
- If the resistance level of the minor country is 3, the minor country is conquered two turns after the aggression is initiated, and so on.

C. Italy must pay one tile point for each turn that it uses its military counter to conquer a minor country (EXCEPTION: There is no cost for the conquest of Ethiopia).

29.34 LIMITED ITALIAN MILITARY CAPACITY: Italy may not use its military counter for diplomacy, intervene in a civil war or attack another minor country while it is engaged in a war with a minor country, including the conquest of Ethiopia, and it may not carry out an aggression against a minor country with a resistance level of 1 or greater if it used its military counter for any other purpose earlier in the turn.

29.35 TIMING OF EFFECTS: The EAI effects and Allied activity counter and support increases from an Italian attack on a minor country are triggered when the Italian aggression is initiated, but Italy does not benefit from the aggression until the turn after the minor country is occupied or conquered. If the minor country's resistance level is 1 or less, this will be the turn after the aggression.

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

Substantive change:

31.21 TIMING: The creation of the Nazi-Soviet Pact is a German action which may occur at one of two times:

A. GERMAN AGGRESSION AGAINST POLAND: **During *Gathering Storm*,** after Germany announces aggression against Poland, including Danzig and the Corridor, and before the resulting crisis is resolved.

B. AFTER THE OUTBREAK OF WAR: During *A World at War*, after war breaks out between two or more Axis and Allied major powers, when Germany declares war on Poland.

Substantive change:

31.31 When the Nazi-Soviet Pact is negotiated, Russia acquires territorial concessions from Germany (the Russian “concession level”) as set out below. The value of the territorial concessions obtained by Russia is equivalent to the *A World at War* BRP value of the territories. This may occur at two different times:

A. During *Gathering Storm*, as a result of German aggression against Poland (31.21A). The Russian concession level is determined after the resolution of the resulting crisis, taking into account German and Russian secret support events and the Polish resistance tile draw.

B. During *A World at War*, as a result of a German declaration of war on Poland (31.21B). The Russian concession level is determined according to transition rule 9.54.

Substantive change (deletion):

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:

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F. MAJOR POWERS AT WAR:

- -5 if Italy is at war.
- +5 if Britain is at war.
- +5 if France is at war.

Substantive change:

31.42 Once the Nazi-Soviet Pact is negotiated, Russia may take any territorial concessions it wishes, subject to the following restrictions:

...

D. Russia must take eastern Poland as a territorial concession, but otherwise may not take as a territorial concession an area which is the subject of German aggression. If Germany conducts an aggression against Poland proper, Russia is restricted to eastern Poland; if Germany conducts an aggression only against Danzig and the Corridor, then Russia could, if the concession level was high enough, take central Poland as a territorial concession.

32. DECLARATIONS OF WAR

Consistency with substantive change:

32.12 If a pre-emptive declaration of war is threatened, the target major power may prevent the declaration of war by making concessions, provided the major power making the declaration of war isn't fully mobilized (32.83).

Substantive change:

32.22 ADDITIONAL RESTRICTIONS: Major power declarations of war are subject to the preconditions set out below in the specific rules dealing with each major power's declarations of war.

A. GERMANY:

- May not declare war on a major power until it has remilitarized the Rhineland.
- May not declare war on a major power in the same turn as the Allies declare war on Germany or Italy in response to an Axis aggression.
- Germany may not declare war on Russia if the Nazi-Soviet Pact has been signed

Substantive change:

32.41 RESTRICTIONS: Germany may declare pre-emptive war on a major power only if:

A. RHINELAND: Germany has remilitarized the Rhineland.

B. NO ALLIED DECLARATION OF WAR: The Allies did not declare war on Germany or Italy in response to an Axis aggression.

C. FULL MOBILIZATION: Germany is fully mobilized. If Germany is not fully mobilized, it may threaten to declare war on a major power, but that major power has the option of preventing the declaration of war by making concessions (32.83).

Substantive change:

32.42 GERMAN DECLARATIONS OF WAR ON THE ALLIES: Germany may declare pre-emptive war on Britain and France if Germany has fully mobilized, having converted all its idle and civilian factories to military use, and the net total of the following modifiers is at least +1 with respect to both countries. Germany may not declare war on only one of Britain or France; it must declare war on both or neither.

Substantive change:

32.44 THREATENING PRE-EMPTIVE WAR: If Germany is not fully mobilized, but otherwise meets the requirements for declaring war on the Allies or Russia, it may threaten to declare war. The Allies or Russia, as the case may be, have the option of avoiding war by making concessions (32.83), or allowing the declaration of war, ending the game.

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 AXIS AGGRESSIONS: If the target Axis major power is not committing an aggression, Britain and France may declare pre-emptive war, or threaten to declare pre-emptive war, subject to the following restrictions:

Joint declarations of war required: Britain and France must both meet the threshold requirement to declare war; a unilateral declaration of war by only one Allied major power is not permitted.

- **War only against the more aggressive Axis major power:** Britain and France may only declare pre-emptive war against the Axis major power that has the higher aggression total (Germany if tied).
- **No aggressions in the turn of the declaration of war:** Neither Axis major power may have committed an aggression in the turn in which pre-emptive war is threatened or declared. An Axis major power that backed down in a crisis after attempting an aggression is considered not to be committing an aggression for the purpose of this rule. The British and French threshold requirement calculations are made normally, without considering the resistance level of the minor country that was the target of the Axis major power's initial demand.

Germany cannot prevent an Allied pre-emptive declaration of war by making an aggressive demand, then backing down. When this happens, the penalties for a failed aggression will later apply, but the legality of an Allied pre-emptive declaration of war is determined as if the aggression attempt had never occurred.

- **Allies not fully mobilized:** If Britain and France are not both fully mobilized.
 - The Allies may only threaten a pre-emptive declaration of war against the more aggressive Axis major power if it has carried out a second aggression.
 - An Axis target of an Allied pre-emptive declaration of war may avoid war by making concessions (32.83).
- **Allies fully mobilized:** If Britain and France are both fully mobilized.
 - The Allies may make a pre-emptive declaration of war against the Axis major power with the higher aggression total if it has carried out a second aggression.
 - The Allies may make a pre-emptive declaration of war against either Axis major power if neither has carried out a second aggression.
 - An Axis target of an Allied pre-emptive declaration of war may not avoid war by making concessions (32.83).
- **Definitions:**
 - A "second aggression" is:
 - a German aggression other than the Rhineland.
 - an Italian aggression other than Ethiopia.
 - The "aggression total" is the cumulative value of each Axis major power's successful aggressions (Italian aggressions against Greece and Yugoslavia count once the aggressive demand has been made without triggering war with the Allies):
 - **Germany:** Rhineland (1), Austria (2), Sudetenland (1), Danzig and the Corridor (1) Baltic States (2), Czechoslovakia (including the Sudetenland) (3), Poland (including Danzig and the Corridor) (4).
 - **Italy:** Ethiopia (1), Albania (1), Greece (2), Yugoslavia (3).
 - "Fully mobilized" means all British and French idle and civilian factories have been converted to military use.
 - **Temporary support increases not counted:** Temporary Allied support increases from Axis aggressions (10.71B, 10.81B) are not taken into account in determining whether Britain and France meet the threshold requirement to declare or threaten to declare pre-emptive war in a turn in which neither Axis major power is committing an aggression.

Substantive change:

32.71 RUSSIAN DECLARATIONS OF WAR: Russia may declare war on Germany if it has converted all its idle factories to military use, and if the net total of the modifiers in 32.72 is at least +1, provided the Nazi-Soviet Pact has not been signed and at least one of the following conditions is met:

- A. Germany is carrying out an aggression against Poland, the Baltic States or a minor country containing at least one Russian flag;
- B. Germany controls Poland or the Baltic States as a result of aggression in a previous turn;
- C. Britain and France declare pre-emptive war on Germany in the same turn; or
- D. Russia has reached full cohesion.

Consistency with substantive change:

32.81 THRESHOLD REQUIREMENT MUST BE MET: Provided war did not break out as a result of a crisis and the declaring major power meets the threshold requirement for declaring war:

Substantive change:

32.83 THREAT OF PRE-EMPTIVE WAR: If Germany or the Allies threaten pre-emptive war when not fully mobilized, the major power threatened with war has the option of making concessions to avoid war. If the major power threatened with war declines to make the required concessions, war breaks out, and the game ends.

A. CONCESSIONS TO AVOID PRE-EMPTIVE WAR: The concessions required to avoid a pre-emptive war depend on the extent to which the declaring major power exceeds the declaration of war threshold. Each concession, up to a maximum value of 3, is treated as a negative modifier in determining whether the declaration of war threshold is met. The support level of the declaring major power is increased by the amount of the concession and the support level of the major power(s) making the concession is decreased by the same amount.

- **+1:** If the declaring major power exceeds the declaration of war threshold by one, concessions to prevent war increase the support level of the declaring major power by +1 and decrease the support level(s) of the major power(s) making the concessions by -1.
- **+2:** If the declaring major power exceeds the declaration of war threshold by two, concessions to prevent war increase the support level of the declaring major power by +2 and decrease the support level(s) of the major power(s) making the concessions by -2.
- **+3:** If the declaring major power exceeds the declaration of war threshold by three, concessions to prevent war increase the support level of the declaring major power by +3 and decrease the support level(s) of the major power(s) making the concessions by -3.
- **+4 of more:** If the declaring major power exceeds the declaration of war threshold by four or more, the declaration of war may not be prevented by making concessions.

B. EFFECTS OF CONCESSIONS IMMEDIATE: Concessions to avoid a pre-emptive war modify support levels in the turn in which they are made and have no effect on the next turn unless they trigger a tile point deficit (10.41C).

C. GERMAN-ALLIED EFFECTS:

- If Germany threatens pre-emptive war against Britain and France, the concession level required to prevent war is based on the amount by which Germany exceeds the declaration of war threshold against the Allied major power with the higher support level, because if Germany is unable to declare war on one Allied major power, it may not declare war on either (32.42). The Allied major power with the higher support level makes the concessions.
- If Britain and France threaten pre-emptive war against Germany or Italy, the Axis concession level is based on the amount by which the declaration of war threshold is exceeded by the Allied major power with the lower support level, because if one Allied major power may not declare war, neither may the other (32.61B). The Allied major power with the lower support level benefits from the concessions.

EXAMPLE: France is fully mobilized; Britain is not. France and Britain threaten pre-emptive war against Germany. France draws a good support random event and exceeds the declaration of war threshold by 4; Britain exceeds the declaration of war threshold by only 1. To avoid war, Germany would have to make a concession of 1 to Britain, preventing it declaring war, which would also prevent France from declaring war.

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33. THE END OF THE GAME

Victory Determination

34. VICTORY DETERMINATION

GATHERING STORM

Transition to *A World at War*

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

Clarification:

2.21 GENERAL RESTRICTIONS: The following general restrictions apply to all declarations of war against major powers in *A World at War*:

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D. RUSSIAN DECLARATION OF WAR: Russia may not declare war on Germany until the turn in which:

- The Russo-German tension level reaches 50 (if the Nazi-Soviet Pact is in effect); or
- Russia mobilizes its fifth and final civilian factory (if the Nazi-Soviet Pact is not in effect).

3. MOBILIZATIONS

4. FORCE LEVELS

Cross-reference:

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 22.73E).

5. ECONOMICS

6. RESEARCH

7. DIPLOMACY

8. POLAND

9. RUSSIA

Substantive changes, reorganization:

9.1 OVERVIEW

9.2 NO NAZI-SOVIET PACT

9.3 RUSSIAN COHESION LEVEL

9.4 RUSSIAN COHESION EFFECTS

9.5 NAZI-SOVIET PACT

9.6 NAZI-SOVIET PACT EFFECTS

9.7 RUSSO-GERMAN TENSIONS

9.8 GARRISON REQUIREMENTS AND SURPRISE EFFECTS

9.9 RUSSO-GERMAN WARS

9.1 OVERVIEW:

9.11 If Russia is neutral when war breaks out, its capabilities and freedom of action are constrained as follows:

A. NO NAZI-SOVIET PACT: By the Russian cohesion level.

B. NAZI-SOVIET PACT: By the Russo-German Tension (RGT) level.

9.12 If there is no Nazi-Soviet Pact in effect when war breaks out, because the Pact was not negotiated during *Gathering Storm*, and the Pact is negotiated during *A World at War* after a German declaration of war on Poland (9.53), Russia is governed by its cohesion level until the Pact is negotiated, then is governed by the RGT.

9.2 NO NAZI-SOVIET PACT:

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

A. RUSSIAN MOBILIZATIONS: The rate at which Russia may mobilize depends on the Russian cohesion level and when its last *Gathering Storm* mobilization occurred (transition rule 9.44).

B. 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.

C. OIL: The Axis stop receiving oil from Russia and must track their oil consumption in the turn after:

- France falls, provided Russia has reached full cohesion; or
- Germany and Russia go to war.

D. DIPLOMATIC COOPERATION: 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 (modified *A World at War* rule 49.4261B).

E. GARRISON REQUIREMENT: Until Russia is fully mobilized or Germany and Russia are at war, Russia must comply with the garrison requirements set out in transition rules 9.81 and 9.82.

F. GERMAN DECLARATION OF WAR ON RUSSIA: If Germany declares war on Russia, Russian surprise effects apply only during the Axis player turn. There are no surprise effects during the following Russian player turn (transition rules 9.82B and C).

G. RUSSIAN DECLARATIONS OF WAR:

- Russia may declare war on any eligible minor country other than those in which Germany or Italy has an economic interest or that are controlled by the Axis.
- Russia may declare war on Germany at a cost of 35 BRPs:
 - If Russia declares war on Finland, Poland, Rumania or Turkey, and Germany supports the minor country in the turn in which Russia declared war. If Russia does not wish to declare war on Germany, it has the option of backing down and losing the 10 BRPs it spent for the declaration of war against the minor country.; or
 - In the turn in which Russia mobilizes its fifth and final civilian factory or in a later turn (2.21D).

F. RUSSIAN DECLARATION OF WAR EFFECTS: If Russia declares war on Germany:

- If Russia is not fully mobilized, it continues to mobilize at the rate determined by the Russia cohesion level (9.44).
- The value of all Russian ICs remains fixed at 10 BRPs for each IC.
- The Russian garrison and surprise rules no longer apply.

9.3 RUSSIAN COHESION LEVEL:

9.31 COHESION LEVELS: As in *Gathering Storm*, Russia will have one of the following four cohesion levels:

- A. **LOW COHESION:** Fewer than 10 purge events have occurred.
- B. **MEDIUM COHESION:** 10-19 purge events have occurred.
- C. **HIGH COHESION:** 20-29 purge events have occurred.
- D. **FULL COHESION:** 30 or more purge events have occurred.

9.32 RUSSIAN COHESION LEVEL AT THE END OF GATHERING STORM: The initial Russian cohesion level at the outbreak of war is determined by the number of purge events during *Gathering Storm*.

9.33 INCREASES DURING A WORLD AT WAR: Unless it has already reached full cohesion by the time war breaks out, Russia implements one or more purge events each turn in *A World at War*, based on the Russian Purge Table, until 30 purge events have occurred or Germany and Russia go to war. These purge events increase the Russian cohesion level.

This reflects Stalin's continued purging of disloyal, revisionist and completely innocent elements until his power is completely secure. If Germany acts in a hostile manner towards Russia, the process is accelerated.

Russian Purge Table - 9.33	
Purges	European situation
+1	If two or more major powers are at war with the European Axis.
+2	If one major power is at war with the European Axis.
+3	If no major powers are at war with the European Axis.
+2	Axis control of any hex in Finland.
+3	Axis control of any hex in Rumania.
+6	Axis control of any hex in the Baltic States.
+6	Axis control of any hex in Poland.
+6	Axis control of any hex in Turkey.
<p>Explanation: Russia's purge level increases by the indicated number of purge events each turn in <i>A World at War</i> until Russia has a total of 30 purge events and Russia reaches full cohesion or Germany and Russia go to war. Stalin is then considered to have consolidated his hold on power.</p> <p>The purge level increases for the number of major powers at war with the European Axis are determined by the situation at the start of each game turn; purge level increases for Germany and Russia being at war and Axis control of minor countries adjacent to Russia are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.</p> <p>Allied major powers which have not yet gone to war with an Axis major power or which have surrendered are not counted as being at war.</p>	

9.4 RUSSIAN COHESION EFFECTS:

9.41 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.

9.42 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.

9.43 RUSSIAN COMBAT CAPABILITIES: Until Russia reaches full cohesion:

A. Russian armor units may not conduct overruns.

B. Russian airborne units may not airdrop.

C. The movement of Russian armor units during exploitation is reduced by 3.

9.44 MOBILIZATIONS: Unless the Nazi-Soviet Pact is in effect or Germany has declared war on Russia, the rate at which Russia may mobilize its remaining idle factories and civilian factories depends on the Russian cohesion level and when its last *Gathering Storm* mobilization occurred, as follows:

A. REMAINING IDLE AND CIVILIAN FACTORIES:

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

B. BRPs FROM RUSSIAN MOBILIZATIONS: Each Russian mobilization allows Russia to place an IC and adds 10 BRPs to the Russian BRP level (*A World at War* rule 36.21B).

C. FORCES FROM RUSSIAN MOBILIZATIONS:

- Unless Russia is mobilizing every turn, Russia adds 10 BRPs of units in the first turn of the mobilization and another 10 BRPs of units in the following turn.
- The forces generated by the Russian pre-war mobilization of civilian factories are governed by *A World at War* rule 36.32.

D. GERMAN DECLARATION OF WAR: If Germany declares war on Russia before Russia 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.

9.5 NAZI-SOVIET PACT:

9.51 If the Nazi Soviet Pact is in effect, whether at the end of *Gathering Storm* or after a German declaration of war on Poland in *A World at War*, Russia is considered to have reached full cohesion and all Russian actions are governed by the applicable *A World at War* at rules, other than as modified below.

9.52 GATHERING STORM PACT CONCESSION LEVEL: If the Nazi-Soviet Pact is negotiated in *Gathering Storm*, the territorial concessions obtained by Russia in the Pact negotiations, and therefore the location of the Pact line, are determined by *Gathering Storm* rule 31.4.

9.53 A WORLD AT WAR PACT: If the Nazi-Soviet Pact was not negotiated in *Gathering Storm*, Germany has the option of negotiating the Pact when it declares war on Poland, provided:

A. Neither Germany nor Russia has declared war on Poland in a previous turn.

B. Germany has not declared war on the Baltic States.

9.54 A WORLD AT WAR PACT CONCESSION LEVEL: If the Nazi-Soviet Pact is negotiated in *A World at War*, the value of the territorial concessions obtained by Russia in the Pact negotiations is **30**, modified as follows:

A. 18-STEP RESEARCH RESULTS: -1 for each German 18-step research result achieved in *Gathering Storm*; +1 for each Russian 18-step research result achieved in *Gathering Storm*.

B. MINOR COUNTRIES:

- **Diplomatic modifiers:** For diplomatic modifiers in minor countries from *Gathering Storm* diplomatic results (transition rule 7.22): -1 for each Axis diplomatic modifier; +1 for each Russian diplomatic modifier.
- **Economic interests:** For economic interests in minor countries, whether from *Gathering Storm* trade pacts or *A World at War* diplomatic results: -2 for each Axis economic interest; +2 for each Russian economic interest.
- **Control:** For control of all the hexes in a minor country:
 - **Finland:** -2 for Axis control; +2 for Russian control.
 - **Rumania:** -3 for Axis control; +3 for Russian control.

o **Turkey:** -6 for Axis control; +6 for Russian control.

- **Western Allied diplomatic results ignored:** Western Allied minor country diplomatic modifiers, economic interests and control have no effect on the Pact level.

C. WESTERN ALLIED MAJOR POWERS AT WAR: +5 for each Western Allied major power at war with the European Axis. Allied major powers which have not yet gone to war with an Axis major power or which have surrendered are not counted as being at war.

9.6 NAZI-SOVIET PACT EFFECTS:

9.61 EASTERN POLAND: If eastern Poland is taken as a Pact concession, it is considered a separate area, as it normally is in *A World at War*. For a Russo-Polish border war, see 8.3.

9.62 BORDER AREAS;

A. FINNISH BORDER HEXES: The Finnish border hexes are considered a separate area in *A World at War* if:

- Finland is not entirely on the German side of the Pact Line; and
- Russia demands the Finnish border hexes.

B. BESSARABIA: Bessarabia is not considered a separate area in *A World at War* if:

- Rumania is not entirely on the German side of the Pact Line; and
- Russia demands Bessarabia.

9.63 BALTIC STATES: If the Baltic States are on Russia's side of the Pact line, the normal *A World at War* rules apply. If the Pact line runs through the Baltic States then Lithuania, Latvia and Estonia are considered to be separate countries worth five BRPs each (transition rule 5.42B), and are conquered as follows:

A. LITHUANIA: Control of all four Lithuanian hexes.

B. LATVIA: Control of Riga.

C. ESTONIA: Control of Tallinn and Parnu.

9.64 GERMAN ECONOMIC INTEREST IN RUSSIA: The German economic interest in Russia is determined according to transition rule 5.43.

9.65 IMPLEMENTATION: If the Pact is negotiated in *A World at War*, the secret protocols are applied as set out in *Gathering Storm* rule 31.4, subject to the following:

A. RUSSIAN CONQUESTS: Minor countries conquered by Russia take priority over any other concessions.

B. RUSSIAN DECLARATIONS OF WAR: If Russia declared war on a minor country prior to the negotiation of the Pact, that minor country takes priority over any other concessions, other than Russian conquests, and Russia may continue its attack on the minor country, regardless of the RGT level.

C. AXIS CONTROL: Minor countries under Axis control may not be taken as concessions.

9.7 RUSSO-GERMAN TENSIONS:

9.71 WHEN RGT TRACKED: RGT are tracked if Germany chooses to negotiate the Nazi-Soviet Pact:

A. In *Gathering Storm*, when Germany conducts an aggression against Poland, including Danzig and the Polish Corridor.

B. In *A World at War*, when Germany declares war on Poland.

9.72 STARTING LEVEL: RGT are tracked if Germany chooses to negotiate the Nazi-Soviet Pact in either *Gathering Storm* or *A World at War*. RGT start at zero when the Nazi-Soviet Pact is negotiated, adjusted as follows:

A. If the Nazi-Soviet Pact was negotiated in *Gathering Storm*, +1 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.

B. If the Nazi-Soviet Pact was negotiated in *A World at War*, the Pact is considered to have come into existence at the start of the turn in which Germany declares war on Poland, and all the RGT status modifiers apply for that turn. Previous RGT event modifiers apply to the starting RGT level.

EXAMPLE: *Gathering Storm* ends in Fall 1938 without a Nazi-Soviet Pact. Russia declares war on the Baltic States in Winter 1938 and declares war on Finland and Rumania in Spring 1939; France falls in Fall 1939.

If Germany declares war on Poland in Winter 1939 and negotiates the Nazi-Soviet Pact, the RGT level is adjusted from its normal starting level of 0 by +2 (Axis control of Paris) and by -3 (Russian declarations of war on the Baltic States, Finland and Rumania). The starting RGT level is -1. All the RGT status and event modifiers for Winter 1939 are then applied.

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

A. STATUS MODIFIERS:

Application:

The following Russo-German tension status modifiers do not apply to Italian aggression against Yugoslavia in *Gathering Storm* and economic penetration results acquired from *Gathering Storm* trade pacts (transition rule 7.22C), as Germany and Russia are deemed to have

acquiesced in the other's economic expansion as part of the Nazi-Soviet Pact:

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

Additional modifiers:

- +1 If the Nazi-Soviet Pact is in effect, central Poland is on the German side of the Pact line and is unconquered at the end of the Axis player turn.
- 1 For each idle factory not mobilized by Russia (Russia has fewer than 7 ICs at the end of its player turn).

Deleted:

- +5 If Poland is unconquered at the end of the Axis player turn.

B. EVENT MODIFIERS:

- +4 Axis control of eastern Poland.

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

Classic *A World at War* event modifiers:

- +# Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2) or Turkey (+6). Effects are determined separately for each minor country.
- +6 Axis declare war on the Baltic States.
- +2 Axis gain control of one or more Finnish border hexes.
- +2 Axis gain control of one or more hexes in Bessarabia.
- +2 Axis gain control of one or more Persian hexes adjacent to Russia.
- 1 Each Russian declaration of war against a minor neutral.
- 1 Russian occupation of eastern Poland.
- # Russia gains control of one or more hexes in any territory west of the Pact line except for Finland: Hungary (-4), Rumania (-4), Bulgaria (-4), Turkey (-12); for other minor countries, -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.

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

- +# Axis gain control of one or more hexes in the Baltic States, Finland, Hungary, Rumania, Bulgaria or Turkey : +1 for every 5 BRPs in the minor country on the German side of the Pact line. Effects are determined separately for each minor country. There is no effect for German control of central Poland if it is on the German side of the Pact line.
- +# Axis gain control of one or more hexes in the Baltic States, Finland, Poland or Rumania: +2 for every 5 BRPs in the minor country on the Russian side of the Pact line. Effects are determined separately for each minor country.
- +2 Axis gain control of one or more Persian hexes adjacent to Russia.
- 1 Each Russian declaration of war against a minor neutral, including whatever portion of the Baltic States is on the Russian side of the Pact line.
- 1 Russian occupation of eastern Poland.
- # Russia gains control of one or more hexes in any territory west of the Pact line except for Finland: -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.

D. BALTIC STATES: If the Baltic States are split by the Nazi-Soviet Pact:

- Neither side may enter the Baltic State(s) on its side of the Pact line without a declaration of war at the normal BRP and USAT costs. Only a single declaration of war is required to declare war on two Baltic States.
- Axis control of one or more hexes in Baltic State(s) on its side of the Pact line triggers a +1 RGT event modifier for each Baltic State.
- Axis control of one or more hexes in Baltic State(s) on the Russian side of the Pact line triggers a +2 RGT event modifier for each Baltic State.

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

A. To reflect the fact that Bessarabia does not exist as a distinct part of Rumania:

- +1 If Russia has entered the Baltic States, Bessarabia or the Finnish border hexes.

is adjusted to:

- +1 If Russia has entered the Baltic States, Rumania or the Finnish border hexes.

B. To reflect the fact that a Russian conquest of Rumania proper would have been more alarming than the historical Russian occupation of Bessarabia:

- +1 If Russia and Rumania fought over Bessarabia (66.2).

is adjusted to:

- +2 If Russia has conquered Rumania.

9.75 MOBILIZATIONS: If the Nazi-Soviet Pact is in effect, Russia mobilizes any remaining idle factories according to 9.44. The rate of Russian civilian factory mobilization is then governed solely by the RGT level and whether Germany and Russia are at war:

A. Russia mobilizes its first civilian factory when the RGT level reaches 10. If Russia has already mobilized one or more civilian factories in *A World at War*, prior to the negotiation of the Nazi-Soviet Pact, Russia mobilizes its next civilian factory when the RGT level reaches 10.

B. Once Russia mobilizes a civilian factory when the RGT level reaches 10, the remaining Russian mobilizations are governed by *A World at War* rule 36.11B.

9.8 GARRISON REQUIREMENTS AND SURPRISE EFFECTS:

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

The reduction reflects the effects of the Russian victory in the Battles of Khalkhin Gol, referred to by the Japanese as the Nomonhan Incident, which are considered to be initiated by Russia shortly before the outbreak of war in Europe, whenever it occurs.

A. Once war breaks out and *A World at War* begins, Russia must meet the *A World at War* Siberian garrison requirement of 45 BRPs of units (*A World at War* rule 81.41).

B. If Russia is unable to meet its Siberian garrison requirement when war breaks out because of purges, it must build the missing units as soon as possible and send them to Siberia. All remaining Russia units must begin the war in European Russia.

9.82 RUSSIAN GARRISON REQUIREMENTS: Whether or not the Nazi-Soviet Pact has been signed, Russia must meet the following garrison requirements at the end of each Russian player turn. This requirement no longer applies once Germany and Russia go to war, or if Russia is able to declare war on Germany because RGT have reached 50 (Pact) or Russia is fully mobilized (no Pact).

A. GROUND UNITS: 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; or
- within two hexes of an Axis-controlled or neutral Finnish hex.

B. AIR UNITS: 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

C. INSUFFICIENT UNITS: If Russia does not have sufficient units to meet its garrison requirement, it must build the required units before making any other BRP expenditures.

D. EXCESS UNITS: 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, produced Russian units, Russian units which begin the game in the Pacific theater, or Russian associated or minor ally units.

9.83 RUSSIAN SURPRISE EFFECTS: Russian surprise effects may apply in the first turn of a German invasion after Germany declares war on Russia, in addition to all normal modifiers and movement impairments, as set out below.

A. APPLICATION: The extent to which Russian surprise effects apply depends on the circumstances. Surprise effects apply to Russian associated and minor ally units outside their home country.

- If the Nazi-Soviet Pact was signed and the RGT level is less than 40, Russian surprise effects apply during both the Axis player turn and the following Russian player turn (transition rules 9.83B and C).
- If the Nazi-Soviet Pact was signed and the RGT level is between 40 and 49, or if there is no Nazi-Soviet Pact, Russian surprise effects apply only during the Axis player turn. There are no surprise effects during the following Russian player turn (transition rules 9.83B and C).
- If Russia is permitted to declare war on Germany, either because there is a Nazi-Soviet Pact and RGT have reached 50, or there is no Pact and Russia is fully mobilized, no Russian surprise effects apply.

B. SURPRISE EFFECTS DURING THE AXIS PLAYER TURN: The following surprise effects apply in the first Axis player turn of a German invasion:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in central and eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- Russian air units have their Air Nationality DRM reduced by one.

C. SURPRISE EFFECTS DURING THE RUSSIAN PLAYER TURN: The following surprise effects apply in the first Russian player turn of a German invasion:

- During the Russian movement and redeployment phase, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.

9.9 RUSSO-GERMAN WARS:

9.91 GERMAN PRE-EMPTIVE WAR: If *Gathering Storm* ends with a German pre-emptive declaration of war on Russia:

A. INITIAL RUSSIAN SET UP: Russia must comply with the Siberian and Russian garrison requirements (transition rules 9.81 and 9.82).

B. RUSSIAN SURPRISE EFFECTS: Russian forces are subject to surprise effects only during the Axis player turn. There are no surprise effects during the following Russian player turn (transition rules 9.83B and C).

C. MOBILIZATIONS: Russia mobilizes every turn.

D. RUSSIAN ICs: Russian ICs increase in value by 10 BRPs per turn once Russia has finished mobilizing, until each Russian-controlled IC is worth 20 BRPs.

E. U.S. EFFECTS: The effects set out in transition rules 9.99 and 9.910 apply.

9.92 RUSSIAN PRE-EMPTIVE WAR: If *Gathering Storm* ends with a Russian pre-emptive declaration of war on Germany:

A. INITIAL RUSSIAN SET UP: Russia must comply with the Siberian and Russian garrison requirements (transition rules 9.81 and 9.82).

B. RUSSIAN SURPRISE EFFECTS: Russian forces are not subject to surprise effects.

C. MOBILIZATIONS: Russia continues to mobilize as permitted by the Russian cohesion level (transition rule 9.44A).

D. RUSSIAN ICs: The value of all Russian ICs remains fixed at 10 BRPs for each IC (transition rule 9.21F).

E. U.S. EFFECTS: The effects set out in transition rules 9.99 and 9.910 apply.

9.93 GERMAN DECLARATION OF WAR - NO PACT: If Germany declares war on Russia when there is no Nazi-Soviet Pact in effect:

A. RUSSIAN SURPRISE EFFECTS:

- Russian forces are subject to surprise effects only during the Axis player turn. There are no surprise effects during the following Russian player turn (transition rules 9.83B and C).

- If Russia is fully mobilized, Russian forces are not surprised.

B. MOBILIZATIONS: Russia mobilizes every turn, once its current mobilization is completed (transition rule 9.44D).

C. RUSSIAN ICs: Russian ICs increase in value by 10 BRPs per turn once Russia has finished mobilizing, until each Russian-controlled IC is worth 20 BRPs.

D. U.S. EFFECTS: USAT increase and the U.S. mobilizes as set out in the *A World at War* rules, unless *Gathering Storm* ended with an Allied pre-emptive declaration of war on Germany. Otherwise the effects set out in transition rules 9.99 and 9.910 do not apply.

9.94 RUSSIAN DECLARATION OF WAR - NO PACT: If Russia declares war on Germany when there is no Nazi-Soviet Pact in effect:

A. RUSSIAN SURPRISE EFFECTS: Russian forces are not subject to surprise effects.

B. MOBILIZATIONS: Russia continues to mobilize as permitted by the Russian cohesion level (transition rule 9.44A).

C. RUSSIAN ICs: The value of all Russian ICs remains fixed at 10 BRPs for each IC (transition rule 9.21F).

D. U.S. EFFECTS: USAT increase and the U.S. mobilizes as set out in the *A World at War* rules. The effects set out in transition rules 9.99 and 9.910 apply only if:

- *Gathering Storm* ended with an Allied pre-emptive declaration of war on Germany; or

- Russia declared war on Germany before it was fully mobilized, in response to German support for a minor country Russia attacked (transition rule 9.21G).

9.95 GERMAN DECLARATION OF WAR - PACT: If Germany declares war on Russia when the Nazi-Soviet Pact in effect:

A. RUSSIAN SURPRISE EFFECTS: The extent of Russian surprise (transition rules 9.83B and C) depends on the RGT level when Germany declares war on Russia:

- If the RGT level is less than 40, Russian forces are subject to surprise effects during both the Axis player turn and the following Russian player turn.

- If the RGT level is between 40 and 49, Russian forces are subject to surprise effects only during the Axis player turn.

- If the RGT level has reached 50, Russian forces are not surprised.

B. MOBILIZATIONS: Russia mobilizes in accordance with *A World at War* rule 36.11B

C. RUSSIAN ICs: Russian ICs increase in value by 10 BRPs per turn once Russia has finished mobilizing, until each Russian-controlled IC is worth 20 BRPs.

D. U.S. EFFECTS: USAT increase and the U.S. mobilizes as set out in the *A World at War* rules, unless *Gathering Storm* ended with an Allied pre-emptive declaration of war on Germany. Otherwise the effects set out in transition rules 9.99 and 9.910 do not apply.

9.96 RUSSIAN DECLARATION OF WAR - PACT: If Russia declares war on Germany when the Nazi-Soviet Pact in effect:

A. RUSSIAN SURPRISE EFFECTS: Russian forces are not subject to surprise effects.

B. RUSSIAN ICs: The value of all Russian ICs remains fixed at 10 BRPs for each IC (*A World at War* rule 37.14).

C. U.S. EFFECTS: USAT increase and the U.S. mobilizes as set out in the *A World at War* rules, unless *Gathering Storm* ended with an Allied pre-emptive declaration of war on Germany. Otherwise the effects set out in transition rules 9.99 and 9.910 do not apply.

9.97 ALLIED PRE-EMPTIVE WAR: If *Gathering Storm* ends with an Allied pre-emptive declaration of war on Germany:

A. U.S. EFFECTS: The effects set out in transition rules 9.99 and 9.910 apply, regardless of how a Russo-German war starts.

B. OTHER EFFECTS: The effects of a Russo-German war on Russian surprise, mobilizations and IC values in an *A World at War* game that started with an Allied pre-emptive declaration of war on Germany depend on which side declared war.

9.98 U.S. EFFECTS: If *Gathering Storm* ended with a pre-emptive between Germany and Russia (transition rules 9.91 and 9.92) or an Allied pre-emptive declaration of war on Germany (transition rules 9.96), or if Russia declared war on Germany before it was fully mobilized, in response to German support for a minor country Russia attacked (transition rule 9.94D), the effects set out in transition rules 9.99 and 9.910 apply.

9.99 US-AXIS TENSIONS: The U.S.-Axis tension rules are revised as follows:

A. DIPLOMATIC MODIFIERS: DPs may be used to modify U.S.-Axis tensions in 1942 and subsequent years.

B. STATUS MODIFIERS: The applicability of status modifiers is determined by the situation at the start of each game turn.

Additional modifiers:

- +1 If Russian resistance was zero or less in the previous turn.
- 1 If Britain is not at war with an Axis major power.
- 1 If France is not at war with an Axis major power.
- 1 If Italy has surrendered.

Deleted:

- +1 **Axis ground units in Russia.**

C. EVENT MODIFIERS:

Additional modifier:

- +1 For every 15 European Axis BRPs spent on offensive operations against Western Allied or neutral units. Offensive operations directly solely against Russian units are not counted. A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.
- +1 For each negative Russian resistance level (+1 each time the Russian resistance level drops by an additional -1).

Deleted:

- +1 For every 15 European Axis BRPs spent on offensive operations each turn. A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.

9.910 AMERICAN MOBILIZATIONS: *A World at War* rule 36.11G is superseded with respect to American mobilizations in Europe. The U.S. mobilizes in Europe when the following effective USAT levels are reached 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): USAT 10, 20, 30, 35, 40, 45 and 50, followed by five additional mobilizations. The USAT level is considered to go to 50 when war breaks out between the U.S. and Germany.

10. UNITED STATES

Consistent with substantive change:

10.13 PRE-EMPTIVE WAR: If *Gathering Storm* ends with a pre-emptive war between Germany and Russia, or an Allied pre-emptive declaration of war on Germany, followed by the outbreak of war between Germany and Russia, the U.S.-Axis tension and American mobilization revisions in transition rules 9.99 and 9.910 apply.

11. JAPAN

12. A WORLD AT WAR RULE ADJUSTMENTS

Substantive change:

33.4424 INITIAL EUROPEAN AXIS OIL RESERVE: European Axis oil consumption is not tracked and the European Axis oil reserve is deemed to contain ten oil counters until the start of the first Axis player turn after:

A. NAZI-SOVIET PACT: If the Nazi-Soviet Pact is in effect:

- the RGT level reaches 45; or
- the outbreak of war between Germany and Russia.

B. NO NAZI-SOVIET PACT: If there is no Nazi-Soviet Pact:

- the fall of France, provided Russia has reached full cohesion; or
- the outbreak of war between Germany and Russia.

Clarification:

37.11 STARTING VALUES: At the start of the game, and during each YSS following the outbreak of war, Russia receives BRPs for each IC under its control. Until all of Russia's ICs are mobilized, each IC is worth 10 BRPs.

Clarification, consistency:

42.26 INTELLIGENCE:

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D. RUSSIAN OCCUPATION POLICIES: 4, 5, 6, with a maximum of three results permitted each game. Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war. Germany only.

- The cost of Russian occupation policies is reduced:
 - By one if the Ukraine has activated as a German minor ally (a “10” diplomatic result for the Ukraine).
 - By intermediate *Gathering Storm* occupation policies research results, indicated by a circled number on the *Gathering Storm* research record sheet. These intermediate results generate one or two research points towards the next German occupation policies result (① or ④ = one RP; ② or ⑤ = two RPs).

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G. MOSLEM UNREST: 2, 3, with two results permitted each year. Each Moslem unrest result allows Germany to add one Middle Eastern partisan to its force pool. Germany only.

- Three and nine steps of *Gathering Storm* Moslem unrest research, as indicated by a “★”, generate one research point towards the next Axis Moslem unrest result.

Clarification:

53.21 COOPERATION RESTRICTIONS TEMPORARY: Friction between Britain and France early in the war limits cooperation between the two powers as set out below. Some or all of the Anglo-French cooperation restrictions can be lifted by a successful Anglo-French cooperation research result. Regardless of the current Anglo-French cooperation level from research, all Anglo-French cooperation restrictions are lifted at the earliest of the following:

A. The start of the second, third or fourth Allied player turn, depending on the level of *Gathering Storm* Anglo-French cooperation research achieved by the Allies (transition rule 6.772A), following any one of:

- An Italian declaration of war against Britain or France;
- A German declaration of war against Britain or France;
- The first Axis full offensive on the western front, other than solely against Austria or Czechoslovakia;
- A German declaration of war against Belgium/Luxembourg, the Netherlands, Denmark/Norway or Ireland; or
- A German declaration of war on Russia.

B. The start of the Allied Spring player turn in the second year after the outbreak of war (Spring 1941 if war broke out in 1939).

C. The start of the Allied player turn after France surrenders.

Substantive change:

63.51 RUSSIAN GARRISON REQUIREMENTS: Whether or not the Nazi-Soviet Pact has been signed, Russia must meet the following garrison requirements at the end of each Russian player turn. This requirement no longer applies once Germany and Russia go to war, or if Russia is able to declare war on Germany because RGT have reached 50 (Pact) or Russia is fully mobilized (no Pact).

A. **GROUND UNITS:** 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; or
- within two hexes of an Axis-controlled or neutral Finnish hex.

B. **AIR UNITS:** 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

C. **INSUFFICIENT UNITS:** If Russia does not have sufficient units to meet its garrison requirement, it must build the required units before making any other BRP expenditures:

D. **EXCESS UNITS:** 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, produced Russian units, Russian units which begin the game in the Pacific theater, or Russian associated or minor ally units.

63.52 RUSSIAN SURPRISE EFFECTS: Russian surprise effects apply in the first turn of a German invasion after Germany declares war on Russia, in addition to all normal modifiers and movement impairments, as set out in 63.52A.

A. **APPLICATION:** The extent which Russian surprise effects apply depends on the circumstances. Surprise effects apply to Russian associated and minor ally units outside their home country.

- If the Nazi-Soviet Pact was signed and the RGT level is less than 40, Russian surprise effects apply during both the Axis player turn (9.82B) and the following Russian player turn (9.82C).
- If the Nazi-Soviet Pact was signed and the RGT level is more than 40, or if there is no Nazi-Soviet Pact, Russian surprise effects apply only during the Axis player turn (9.82B). There are no surprise effects during the following Russian player turn (9.82C).

- If Russia is permitted to declare war on Germany, either because there is a Nazi-Soviet Pact and RGT have reached 50, or there is no Pact and Russia is fully mobilized, no Russian surprise effects apply.

B. SURPRISE EFFECTS DURING THE AXIS PLAYER TURN: The following surprise effects apply in the first Axis player turn of a German invasion:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in central and eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- Russian air units have their Air Nationality DRM reduced by one.

C. SURPRISE EFFECTS DURING THE RUSSIAN PLAYER TURN: The following surprise effects apply in the first Russian player turn of a German invasion:

- During the Russian movement and redeployment phase, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.

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63.54 NO NAZI-SOVIET PACT: If there is no Nazi-Soviet Pact, Russian actions are subject to the following restrictions.

A. RUSSIAN GARRISON REQUIREMENTS: At the end of any Russian player turn prior to the outbreak of war between Germany and Russia or Russia being fully mobilized, so it may declare war on Germany, Russia must meet the following garrison requirements set out in 63.51A. If Russia does not have sufficient units to meet these requirements, it must build the required units before making any other BRP expenditures:

B. RUSSIAN SURPRISE EFFECTS: The surprise effects set out in 63.51B apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments.

C. GERMAN OIL SUPPLIES: Russia may cut off Germany's oil supplies in the turn after France falls or Germany and Russia go to war.

D. RUSSIAN DECLARATION OF WAR ON GERMANY: Russia may declare war on Germany in the turn in which it completes its mobilizations.

Clarification:

72.17 BRITISH FORCES: One 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, one cruiser and one destroyer factor must begin the game in Asia and remain there until the outbreak of war between Britain and Japan. Their deployment is restricted as set out in the applicable scenario. Britain may place a 3-3 armor unit in Asia only if it achieved two *Gathering Storm* armor research results and all its 2-3 armor units have been increased to 3-3 armor units.

13. VICTORY CONDITIONS

AGGRESSION GUIDE

Substantive and consistency changes:

In addition to the general effects for occupying a minor country, the Italian occupation of Albania has the following specific effects:

	Italy adds a 1 activity counter.
	Italy draws an additional random event in the next turn.
	Italy may attempt aggression against Greece and Yugoslavia.
	The British support level may be increased by one in the turn following the attack on Albania (10.71B).

	Britain may add a 1 activity counter.
	The French support level may be increased by one in the turn following the attack on Albania (10.81B).
	France may add a 1 activity counter.

In addition to the general effects for occupying a minor country, the Italian conquest of Greece has the following specific effects:

	Italy adds a 1 activity counter unless it has previously occupied Yugoslavia.
	Italy draws an additional random event in each of the next two turns.
	The British support level may be increased by one in the turn following the attack on Greece (10.71B).
	Britain may add a 1 activity counter.
	The French support level may be increased by one in the turn following the attack on Greece (10.81B).
	France may add a 1 activity counter.
EAI	The European Aggression Index is increased by one for the remainder of the game, starting in the turn in which Greece is attacked.

In addition to the general effects for occupying a minor country, the Italian conquest of Yugoslavia has the following specific effects:

	Italy adds a 1 activity counter unless it has previously occupied Greece.
	Italy draws an additional random event in each of the next three turns.
	Croatia is established as an Italian puppet state under Italian control. Serbia is an Italian conquest. Italy obtains a permanent trade pact with Croatia and Serbia for the remainder of the game. Random events for Yugoslavia are treated as support events (10.41B).
	The British support level may be increased by one in the turn following the attack on Yugoslavia (10.71B).
	Britain may add a 1 activity counter.
	The French support level may be increased by one in the turn following the attack on Yugoslavia (10.81B).
	France may add a 1 activity counter.
	The remainder of Yugoslavia is reconstituted as Serbia. All flags are removed from Serbia and no military or diplomatic counters may be placed in Serbia for the remainder of the game, although

	flags may be placed and removed in Serbia by subsequent random events.
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EAI	The European Aggression Index is increased by one for the remainder of the game, starting in the turn in which Yugoslavia is attacked.
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Substantive and consistency changes:

RANDOM EVENTS

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.