

Changes since publication (for June 30, 2020)

GATHERING STORM

Preface

Update to reflect new discussion group:

There is a combined *Gathering Storm*, *Storm Over Asia* and *A World at War* discussion group that is active on a daily basis. In most cases players can get answers to questions literally within minutes of posting:

<https://groups.io/g/aworldatwar>

Formatting:

The second was *counter-balancing*, by which I mean that for each advantage gained there is usually a counter-balancing disadvantage. This mechanism is frequently seen in *A World at War*, and it was natural to extend it to *Gathering Storm*. If you research military projects, you short change air and naval research; if you give research as a whole priority, you will be at a disadvantage diplomatically; and so on. Extending this concept more broadly wasn't easy – if Germany concentrates on Russia, it may let the Western Allies off the hook, etc. etc... Try it!

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. THE MAPBOARD
5. COUNTERS
6. TILES
7. SEQUENCE OF PLAY

Random Events Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS

Clarifications, cross-reference, typo:

9.41 National random events are revealed at the indicated times, with the following possible effects:

...

D. DIPLOMATIC: Diplomatic national random events are revealed at the end of the diplomatic phase, when diplomacy is resolved, with the following exceptions:

- **Additional diplomatic counters:** Diplomatic random events that allow an additional diplomatic counter to be placed are revealed when the additional diplomatic counter is placed.
- **Support effects:** Diplomatic random events that act as support events are revealed as specified in 10.41C.

E. SUPPORT: Support national random events are either public or secret.

- **Public:** Public support national random events increase or decrease the support level of the affected major power by +/-1 and the major power's income by +/-1. Public support national random events take effect when they are drawn.
- **Secret:** Secret support national random events increase or decrease the support level and income of the affected major power as indicated by the random event. Secret support events take effect when they are revealed, subject to the following:
 - **Income phase:** A major power with a secret support event may defer playing the event when drawing tiles to conceal the existence of the event and defer its effect, although at some point during the turn that major power's support level and income must be adjusted to take the event into account.
 - **Economic phase:** A positive secret support event must be revealed at the end of the economic phase if the additional income from the event is spent. Otherwise secret support events are not revealed during the economic phase and do not affect major power tile point levels.

- **Diplomatic phase:** A positive secret support event must be revealed at the start of the diplomatic phase if the additional income from the event is spent on diplomatic counters or if the event is used to increase a major power's support level to allow the placement of military counters. A negative secret support event is not revealed until the crisis phase, and does not reduce the tile points available for diplomacy, although the reduction in support from the event is taken into account in determining the ability to place military counters.
- **Crisis phase:** Secret support events increase or decrease the ability of a major power to declare war on an Axis major power carrying out an aggression and to pre-emptively declare war on a major power. Whether or not there is a crisis, all remaining secret support events are revealed during the crisis phase and income adjustments made.
- **Deficits from negative support events:** A major power may incur a deficit from a negative support event if expenditures reduce its tile point total to less than needed to offset the income reduction from the event.

10. SUPPORT LEVELS

Clarification, consistency:

10.22 MILITARY COUNTERS: The number of military counters that may be placed by Germany, Italy, France or Russia for diplomacy is limited to that major power's support level. A secret support event may increase or decrease a major power's ability to place military counters for diplomacy, even if the secret support event is not revealed until later in the turn.

Substantive changes, clarification:

10.41 The following support modifiers may apply to all major powers:

...

B. SUPPORT RANDOM EVENTS: General and national support random events may increase or decrease a major power's support level (9.41E).

- Public support random events are revealed at the start of the turn.
- Secret support random events are concealed until they take effect.
- Some support random events are conditional, as their effect depends on the game situation.
- Public diplomatic random events that may not be played because the minor country concerned has been taken over by the Axis are treated as public support events.

C. DIPLOMATIC RANDOM EVENTS: Diplomatic random events are treated as support events for the relevant major power, with a value equal to the random event's unused diplomatic modifier (24.82E), in the following situations:

- The minor country has been taken over by an Axis aggressor.
 - Public diplomatic random events for the minor country are treated as public support random events.
 - Secret diplomatic random events for the minor country are treated as secret support random events.
 - If more than one alliance has a diplomatic random event for the minor country, all the diplomatic random events are treated as support events.
- Diplomatic random events for Russia that have no diplomatic effect because Russia is at full cohesion.
 - All diplomatic random events for Russia are treated as public support random events and are revealed during the diplomatic phase, at the same time other diplomatic random events are revealed.
 - If more than one alliance has a diplomatic random event for Russia, all the diplomatic random events are treated as support events.
- Both the Allies and Russia have diplomatic random events for the same minor country, and the Nazi-Soviet Pact is not in effect.
 - Immediately before diplomacy is resolved, after any covert operations and Russian subversion have been conducted, the Allied/Russian player decides whether the Allied or Russian diplomatic random events for the minor country act as public support events, subject to the following:
 - A general diplomatic random event always acts as a diplomatic random event.
 - Diplomatic random events for Greece, Spain or Yugoslavia may only act as support events if a civil war in the minor country has ended.
- The Axis, Allies or Russia have two or more diplomatic random events for Russia or the same minor country, no diplomatic or military counters were played in the target, and not all the diplomatic random events are necessary to achieve a diplomatic result in the target.
 - Immediately before diplomacy is resolved, after any covert operations and Russian subversion have been conducted, the player drawing the diplomatic random events decides which secret diplomatic random events act as support events, subject to the following:
 - A general diplomatic random event always acts as a diplomatic random event.
 - Diplomatic random events for Greece, Spain or Yugoslavia may only act as support events if a civil war in the minor country has ended.

- One or more diplomatic random events are drawn for Russia or a minor country, the target already has four friendly flags in it, and the diplomatic random event has no diplomatic effect because it was not challenged by an opposing diplomatic effort.
 - All diplomatic random events for the target are treated as public support random events.
 - Diplomatic random events for Greece, Spain or Yugoslavia may only act as support events if a civil war in the minor country has ended.
- One or more Allied diplomatic random events are drawn for a minor country in which the Axis place the anti-Comintern counter or that contains one or more Russian flags, both of which prohibit the placement of an Allied diplomatic counter in the target (24.36A, 24.56D), and the Allied diplomatic random events do not affect the diplomatic result in the target.
 - All Allied diplomatic random events for the target are treated as public support events and are revealed during the diplomatic phase, at the same time other diplomatic random events are revealed.
 - Diplomatic random events for Greece, Spain or Yugoslavia may only act as support events if a civil war in the minor country has ended.

D. PREVIOUS TURN DEFICITS: If a major power runs out of tile points and is unable to cover mandatory costs, such as the adverse tile point effect of a reduction in support, its support level is reduced by the amount of the deficit for the following turn.

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS

Clarification:

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

...

E. AXIS AGGRESSIONS:

- ...
- 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.
 - Allied 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

Clarification, reference, cross-references:

15.23 RESTRICTIONS: Research points may be assigned to any eligible project, subject to the following restrictions and the specific project restrictions set out in 15.42. Each turn:

...

B. RESEARCH POINTS TO DIFFERENT STAGES OF PROJECTS: For each alliance:

15.23 RESTRICTIONS: Research points may be assigned to any eligible project, subject to the following restrictions and the specific project restrictions set out in 15.42. Each turn:

A. ONE RESEARCH POINT PER PROJECT: No more than one research point may be assigned to each project (EXCEPTIONS: Research points from spy rings (15.22B) and civil war interventions (15.22D)).

B. RESEARCH POINTS TO DIFFERENT STAGES OF PROJECTS: For each alliance:

- Its first, fourth, seventh and tenth research points must be assigned to the first three steps of a project (clear cells). If no clear cells are available, these research points may be assigned to light grey cells.
- Its second, fifth, eighth and eleventh research points may be assigned to any of the first six steps of a project (clear or light grey cells).
- Its third, sixth, ninth and twelfth research points may be assigned to any steps of a project (clear, light grey or dark grey cells).
- The research record sheets for each alliance indicate which research points may be used for which projects.
- The research record sheets for each alliance indicate which research points may be used for which projects.
 - This restriction applies only to the automatic research point allocations (Axis: 3; Allies: 3; Russia: 1) and supplemental research points from activity counters used for research, and is unaffected by the assignment of intelligence and advanced research points (15.23D, E, F).
 - The additional research points from spy rings are not subject to the above restrictions; they may be placed in any step of a project, even if another research point has been placed in that project in that turn (16.16B).
 - Intelligence (15.23D) and German advanced (15.23E, F) research points are not subject to the above restrictions.

Typo – example after 15.52:

EXAMPLE: The first Allied research point assigned to strategic bombers is placed in step 1 of the strategic bombers project, and after six steps the Allies get a strategic bomber research result and place a second strategic bomber counter on the air portion of the Balance of Power Chart, in addition to the strategic bomber counter already on the air portion of the Balance of Power Chart at the beginning of the game.

16. RESEARCH EFFECTS

Consistency:

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

...

E. Other results are outlined in grey.

E. Results that generate a +1 support modifier are indicated by a support counter.

Consistency:

16.16 INTELLIGENCE RESEARCH:

...

D. CODEBREAKING: Each codebreaking result generates a counter which is placed on the **naval** portion of the Balance of Power Chart. A maximum of two codebreaking results may be achieved by each **alliance**.

Construction Segment

- 17. MAINTENANCE
- 18. BUILDING MILITARY UNITS

Shipbuilding

- 19. SHIPBUILDING

Balance of Power

- 20. THE BALANCE OF POWER

Russia

- 21. RUSSIAN GARRISON

Delete space:

21.23 CHECKING THE RUSSIAN GARRISON REQUIREMENT: The status of the Russian garrison is checked at the following times:

A. AFTER PURGE EFFECTS ARE DETERMINED: The Russian garrison is checked after the Military or Great Purge effects and any public purge random events are resolved at the start of the turn. This determines:

- the Russian support level from the Russian garrison modifier for income purposes (11.51); and
- the maintenance cost of active Russian units.

22. RUSSIAN PURGES

Consistency:

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

...

C. GREAT PURGE: When a Great Purge occurs, Russia is subject to all of the following effects:

- ...
- Russia may not buy any supplemental research points or use its intelligence or advanced research point; Russia still receives its one basic research point.

Capitalization:

22.73 COHESION EFFECTS:

...

C. DIPLOMACY: Once Russia has reached full cohesion:

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

- ...
- **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).

European Aggression Index

23. EUROPEAN AGGRESSION INDEX

Clarification:

23.25 RESIDUAL EFFECTS: At the start of each turn, one remaining random event modifier is removed; then any random event and Economic Climate modifiers for that turn are applied.

Diplomatic Phase

24. DIPLOMACY

Substantive change:

24.35 DISPLACING THE ANTI-COMINTERN COUNTER:

A. The anti-Comintern counter may be displaced to the next eligible location if the total value of the Axis diplomatic effort in the first eligible location exceeds the strength of the anti-Comintern counter.

B. The total Axis diplomatic effect is the cumulative total of the following for the target location:

- A German or Italian diplomatic counter, if placed in the target location.
- A German military counter, if placed in the target location (this may only occur in Poland).
- Any German and Italian diplomatic random events applying to the target location.
- Any modifier for an active Axis spy ring in the target location.
- Any modifier for eliminating a Communist flag in the target location in the previous turn.

C. The anti-Comintern counter is then displaced to the next eligible location, with the process being repeated as often as required.

C. Italian diplomatic counters may not be used in this fashion.

Since the placement of the anti-Comintern counter and the initial Axis diplomatic and military counter(s) are, practically speaking, simultaneous, 24.35 simply allows the Axis to make a diplomatic effort in a bordering minor country greater than allowed by the anti-Comintern counter itself.

Clarification, consistency, renumbering:

24.42 MECHANICS:

...

D. LIMIT PER TARGET: A major power may place no more than one military counter in each neighboring minor country (**EXCEPTION:** More than one Axis or Allied major power may place a military counter in a civil war country, provided they are otherwise able to do so).

E. SUPPORT REQUIREMENTS: The calculation of the support requirement for the use of military counters for diplomatic purposes by Germany, Italy, France and Russia must take into account both positive and negative support events. A secret support event may increase or decrease a major power's ability to place military counters for diplomacy, even if the secret support event is not revealed until later in the turn (10.22).

F. COST: Military counter placement has the following costs:

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

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

Clarification:

24.552 RANDOM EVENTS: General diplomatic random events 115-128 posit a diplomatic dispute between two minor countries in which the Axis must support one side and Russia or the Allies the other. Zero value diplomatic counters may not be used to meet the requirement to place a diplomatic counter in one of the disputants:

A. Either Germany or Italy must place a diplomatic counter in one of the minor countries during its initial diplomatic placement.

B. Russia then has the option of placing a diplomatic counter in the other minor country, if it is otherwise permitted to do so (24.61).

C. If Russia does not place a diplomatic counter in the other minor country, then either Britain or France must do so, **unless prohibited by a Russian flag or diplomatic random event in the minor country (24.56D).**

D. Russia, Britain and France may not place a diplomatic counter in the minor country supported by the Axis.

E. Similarly, neither Axis major power may later place a diplomatic counter in the minor country supported by Russia or the Allies.

F. The placement of diplomatic counters required by these random events counts towards the limits on diplomatic counter placement (24.54E).

25 CIVIL WARS

Crisis Phase

26. CRISIS PHASE

27. AXIS AGGRESSION

Consistency:

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

28. MINOR COUNTRY RESISTANCE

29. RESOLVING AXIS AGGRESSION

30. AGGRESSION EFFECTS

31. THE NAZI-SOVIET PACT

Consistency:

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:

...

E. POLISH RESISTANCE: Poland's resistance level, as augmented by a tile draw. The higher Poland's resistance level, the more Germany wants Russia's assistance, so the greater the Pact concession level. The tile draw for Polish resistance is made during the resolution of the crisis, **whether or not the Allies acquiesce in the German aggression against Poland.** The resistance level for all of Poland is used, unless the Pact is negotiated as part of a crisis over Danzig and the Polish Corridor.

32. DECLARATIONS OF WAR

Typo:

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

...

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).

Consistency:

32.43 GERMAN DECLARATIONS OF WAR ON RUSSIA: Germany may declare war on Russia if the net total of the following modifiers is at least +1, provided the Nazi-Soviet Pact is not in effect and Germany controls either Poland or the Baltic States:

A. BALANCE OF POWER: The overall Axis-Allied balance of power.

B. SUPPORT LEVEL: The German support level and the Russian support level.

C. EUROPEAN AGGRESSION INDEX: The EAI.

D. CZECHOSLOVAKIA AND POLAND: The resistance levels of Czechoslovakia and Poland, if unconquered, based on modifiers 28.2-28.4 (no 28.5 random tile draw is made).

Clarification, punctuation:

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 more aggressive Axis major power (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.
 - **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.
 - The 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 more aggressive Axis major power whether or not 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.
 - The Axis target of an Allied pre-emptive declaration of war may not avoid war by making concessions (32.83).
- **Definitions:**
 - The "more aggressive Axis major power" is the Axis major power with the higher aggression total (Germany if tied).
 - 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).
 - A "second aggression" is:
 - a German aggression other than the Rhineland.
 - an Italian aggression other than Ethiopia.
 - "Fully mobilized" means all British and French idle and civilian factories have been converted to military use.

Consistency:

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:

A. GERMANY: Germany may declare war on Britain and France (32.42) or Russia (32.43), whether or not it carried out an aggression, provided the aggression did not lead to a declaration of war on Germany. An Italian aggression that does not lead to an Allied declaration of war on Italy also does not prevent a German pre-emptive declaration of war.

33. THE END OF THE GAME

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 or, if Russia has reached full cohesion, used to add *A World at War* infantry units to Russia's force pool in the same manner as deferred research steps from excess purge events (22.73E).
- 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.

Remove shading – 33.21C, fourth bullet.

Victory Determination

34. VICTORY DETERMINATION

GATHERING STORM

Transition to *A World at War*

1. A WORLD AT WAR

Substantive change, renumbering:

1.41 *Gathering Storm* tile points, as such, are worthless in *A World at War*, and therefore any tile points held by major powers when war breaks out are converted to *A World at War* BRPs.

1.42 CONVERSION RATE: Each tile point is worth 3 BRPs.

1.43 SAVED SHIPBUILDING POINTS: Saved shipbuilding points (*Gathering Storm* rule 19.75) are treated as unused tile points, and have no effect on shipbuilding in *A World at War*.

1.44 LIMIT: Each major power may use up to ten tile points to generate up to 30 additional BRPs for use in *A World at War*. Additional tile points have no effect.

1.45 EFFECT: These additional BRPs do not affect the major power's BRP base, but instead supplement the major power's at start BRP level on the first turn of *A World at War* (5.41B).

Delete:

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

2. MAJOR POWERS AT WAR

Typo:

2.31 Major powers which are not at war at the start of *A World at War* may declare war on neutral minor countries as permitted by *A World at War* rule 50.33. In addition:

...

C. RUSSIA:

- If the Nazi-Soviet Pact is in effect, the normal *A World at War* rules apply and Russian declarations of war are subject to Russo-German tension restrictions, subject to the proviso that Russia may declare war on any minor country that is entirely on the Russian side of the Pact line regardless of the Russo-German tension level (in classic *A World at War*, this exception applies only to the Baltic States).

Punctuation in boxed comment after 2.43:

The normal A World at War rules do the rest: any Albanian 1-3 infantry units must deploy in Tirane and Albanian hexes other than Durazzo. Italy may therefore sea transport units into Durazzo. This sea transport may not be intercepted by the Western Allies if Italy uses destroyers based in the Adriatic.

The historical Italian conquest of Albania took five days because, in game terms, Italian influence in Albania eliminated the Albanian forces.

Typo:

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

...

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

Clarification:

2.45 GERMAN PRE-EMPTIVE WAR: If war breaks out as a result of a German pre-emptive declaration of war, neither side is subject to any special restrictions with respect to carrying out offensive actions or attritions or declaring war other than as set out in transition rule 2.2.

3. MOBILIZATIONS

Consistency, cross-reference:

3.21 The rate of Russian mobilizations depends on whether Russia signed the Nazi-Soviet Pact:

A. PACT: If Russia signed the Pact, it mobilizes any remaining idle factories as permitted by the Russian cohesion level (transition rule 9.44), then mobilizes as set out in transition rule 9.75 and *A World at War* rule 36.11B.

B. NO PACT: If Russia did not sign the Pact, it mobilizes as permitted by the Russian cohesion level (9.32).

4. FORCE LEVELS

Punctuation:

4.32 ARMOR:

...

C. EFFECT OF GERMAN ARMOR RESEARCH:

- ...
- If Germany achieves three *Gathering Storm* armor research results:
 - 12 German armor units may be 4-6 armor units.
 - Germany may produce 5-6 armor units in *A World at War* once war breaks out between Germany and Russia (6.51B).
 - Germany adds an unbuilt 3-6 armor unit to its initial allowable builds. This unit does not count against Germany's force pool limit of 12 3-6 and 4-6 armor units (6.51B).

Substantive change:

4.34 AIR:

...

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

- The number of At Start German NAS is limited to one NAS for each *Gathering Storm* turn after Germany achieves its first naval air training result, plus one additional NAS for each *Gathering Storm* turn after Germany achieves its second naval air training result.
- Germany must have two NAS for each CVL launched or laid down during *Gathering Storm*. These must be At Start forces if possible; if this exceeds the limit on At Start German NAS, the remaining German NAS are allowable builds.

- **Army** air squadrons may be carried over into future turns in order to form AAF.

Substantive change:

4.44 AIR:

...

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

- The number of At Start Italian NAS is limited to one NAS for each *Gathering Storm* turn after Italy achieves its first naval air training result, plus one additional NAS for each *Gathering Storm* turn after Italy achieves its second naval air training result.
- Italy must have two NAS for each CVL launched or laid down during *Gathering Storm*. These must be At Start forces if possible; if this exceeds the limit on At Start Italian NAS, the remaining Italian NAS are allowable builds.
- **Army** air squadrons may be carried over into future turns in order to form AAF.

Clarification:

4.52 ARMOR:

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

Typo:

4.54 AIR:

A. CONVERSION TO AIR SQUADRONS: Each British *Gathering Storm* air unit is converted to either five or six *A World at War* air squadrons, alternating in value as follows:

- Odd numbered *Gathering Storm* air units (the first, third, fifth, and so on, air units) are converted to five air squadrons.
- Even numbered *Gathering Storm* air units (the second, fourth, sixth, and so on, air units) are converted to six air squadrons.

Spelling:

4.57 PACIFIC COMMITMENTS: Regardless of when war breaks out, Britain begins the game with one 2-3 armor unit (or a 3-3 armor unit, if Britain has 12 steps of armor research), three 1-2 infantry units, two replacements, two AAF, a CA2 and a DD1 in the Pacific theater. Armor and infantry units that are not yet in the British force pool when war breaks out must be built and sent to the Pacific theater as soon as possible and may not be used in Europe. These forces must remain in the Pacific theater until the outbreak of war between Britain and Japan. These units may not be voluntarily eliminated and, if lost in combat with Indian partisans, must be rebuilt and sent back to Asia, at no USAT cost.

Typo:

4.81 After *Gathering Storm* has ended, each major power determines its starting naval force levels for *A World at War* based on the location (row and column) of named ships in its shipyard and the year that war breaks out (cruisers and destroyers). The number of other naval units is fixed, but may be increased by research.

5. ECONOMICS

Clarification:

5.22 If war breaks out before Germany has remilitarized the Rhineland, including as a result of the Allies opposing the remilitarization of the Rhineland, Germany is considered to remilitarize the Rhineland in the first turn of *A World at War* and gains the idle factory for the Rhineland.

Typo:

5.23 If Germany has not gained control of Austria or Czechoslovakia during *Gathering Storm*, before the outbreak of war, it acquires the factories associated with those countries factories during *A World at War* if it achieves a "10" diplomatic result (alliance) for Austria or Czechoslovakia. For each such diplomatic result, Germany's BRP base immediately increases by 10 BRPs and Germany 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).

Clarification:

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

...

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

- Lithuania (hexes I37, I38, I39 and J38) is worth five BRPs.
- Latvia (hexes G38, G39, G40, H37, H38, H39, H40, H41 and I40) is worth five BRPs.
- Estonia (hexes E40, E41, E42, F39 (Saare), F40, F41, and G41) is worth five BRPs.

6. RESEARCH

Typo:

6.11 RESEARCH PROJECTS: For *Gathering Storm* research projects that are research projects in *A World at War*:

...

B. As detailed below, *Gathering Storm* research short of a research result may have *A World at War* effects.

Consistency:

6.12 PRODUCTION PROJECTS: For *Gathering Storm* research projects that are *A World at War* production projects:

A. Each *Gathering Storm* research result achieved becomes an *A World at War* production result.

B. As detailed below, *Gathering Storm* research short of a research result may generate a credit equivalent to one or more *A World at War* research points.

Cross-reference:

6.13 BASIC EUROPEAN RP ALLOTMENTS: Regardless of when war breaks out, *A World at War* rule 42.21 applies and the basic allotment of RPs for each European major power is:

...

E. RUSSIA: 6 (subject to the Russian cohesion level - 9.41).

Missing space, punctuation:

6.773 EFFECT OF GATHERING STORM RESEARCH: *Gathering Storm* Anglo-French cooperation research results have the following effects on the delay in lifting the Anglo-French cooperation restrictions (6.772A):

A. TWO OR MORE RESULTS: If the Allies have two or more *Gathering Storm* Anglo-French cooperation research results, indicated by a “@”, “+1”, “+2” or “+3” on the *Gathering Storm* research record sheet:

7. DIPLOMACY

Cross-reference:

7.13 RUSSIAN COHESION: If Russia has not reached full cohesion, its basic DP allotment is reduced (transition rule 9.42).

Punctuation:

7.22 EFFECT OF GATHERING STORM DIPLOMATIC RESULTS: In addition to the effects on minor country force levels (7.31), *Gathering Storm* diplomatic results have the following effects:

...

C. THREE FLAGS (TRADE PACT): The basic diplomatic alignment of the minor country is shifted by one in favor of the owning alliance faction without the need for a die roll. In addition, the *Gathering Storm* trade pact yields an economic penetration diplomatic result for the owning major power in *A World at War* (a “7” or “0” diplomatic result).

• ...

- A trade pact in Ireland has no economic effect in *A World at War* and does not give the owning major power BRPs at the outbreak of war (5.41A), as Ireland has no BRP value in *A World at War*.

Cross-reference:

7.32 UNCOMPLETED ITALIAN AGGRESSIONS:

...

B. ALBANIA, GREECE AND YUGOSLAVIA: If Italy has attacked Albania, Greece or Yugoslavia and war breaks out before the conquest

is complete, when *A World at War* begins:

- ...
- None of the minor country's hexes are controlled by Italy (EXCEPTION: Durazzo - 2.43E).

8. POLAND

Consistency:

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

9. RUSSIA

Paragraph numbering:

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

...

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

Consistency – Russian Purge Table (9.33):

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.

Delete cross-reference:

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:

...

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.

Substantive change

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. If Russia reaches full cohesion as a result of the Russian purge card draw and random events, the +1 RGT modifier applies for that turn; if Russia reaches full cohesion only as a result of the purge events from the Nazi-Soviet Pact, the +1 RGT modifier does not apply for that turn.

Clarification:

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 or neutral 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 as soon as possible and deploy them so as to meet the garrison requirement.

Consistency:

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.

Correction, typo, cross-reference:

9.98 U.S. EFFECTS: If *Gathering Storm* ended with a pre-emptive declaration of war between Germany and Russia (transition rules 9.91 and 9.92) or an Allied pre-emptive declaration of war on Germany (transition rule 9.97), 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.

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

Clarification:

12.21 A WORLD AT WAR RULE CHANGES: All rule numbers are from the *A World at War* rules, unless otherwise indicated.

Consistency:

20.631 INITIAL LEVELS: The initial number of transports are:

...

D. AT LARGE: 4, 5, 6 or 7 Western Allied transports, as set out in transition rule 6.49B, to be initially allocated to the Atlantic or Indian Oceans as desired.

E. UNBUILT: 4, 5, 6 or 7 Western Allied transports, as set out in transition rule 6.49B.

Consistency:

21.442 HARBOR ATTACK RESULT REQUIRED: To carry out a harbor attack, the moving player must have achieved the required research result (EXCEPTION: **Initial harbor attacks** - 21.444).

Typo:

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:

27.731 The shipbuilding rates at the start of the game are set out below. The starting German, Italian and British shipbuilding rates may vary based on *Gathering Storm* mobilizations. Shipbuilding rates may be increased by the allocation of RPs to shipbuilding (EXCEPTIONS: The Russian and French shipbuilding rates may not be increased).

Typo:

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

...

B. 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.

Substantive change

34.41 WINTER PREPARATION LEVELS: Winter effects in areas affected by winter are reduced by the winter preparation level of the affected alliance faction. The maximum winter preparation level that can be achieved by any nationality is six, regardless of production or automatic increases. The starting winter preparation levels are:

A. EUROPEAN AXIS: 0 (EXCEPTION: Germany's winter preparation level is 2 when attacking Austria, Czechoslovakia or Poland in the first turn of *A World at War*, provided war broke out as a result of German aggression against that minor country).

Substantive change

42.16 PRODUCTION RESTRICTIONS:

A. FULL YEARS ONLY: Production is prohibited in years in which war breaks out; RPs may not be allocated to production until the first YSS occurs in *A World at War* (EXCEPTION: Production is allowed in 1940 unless the first turn of *A World at War* does not occur until 1941).

Clarification:

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

...

C. FRENCH FLEET: +/-1 for every five naval factors the French fleet varies from its historical 42 fleet factors, to a maximum of +/-3 (less than 27 factors: +3; 28-32 factors: +2; 33-37 factors: +1; 38-46 factors: no modifier; 47-51 factors: -1; 52-56 factors: -2; 57 or more factors: -3).

Clarification:

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 or neutral 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 as soon as possible and deploy them so as to meet the garrison requirement.

Cross-references:

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 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 (63.52B) and the following Russian player turn (63.52C).
- 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 (63.52B). There are no surprise effects during the following Russian player turn (63.52C).
- 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.

Wording, punctuation:

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 [redacted] garrison requirements set out in 63.51A. If Russia does not have sufficient units to meet those requirements, it must build the required units before making any other BRP expenditures.

Clarification:

64.34 GERMAN OPERATIONS IN THE SOVIET ZONE: If war breaks out as a result of a German aggression against Poland, including Danzig and the Corridor, in the first turn of its attack German units may move across the Pact line into areas of Poland assigned to Russia under the Nazi-Soviet Pact to facilitate the German attack on Poland, but German units may not remain such areas at the end of the Axis player turn. Compliance with this restriction may require the voluntary elimination of German units (28.91). Incursions into areas of Poland assigned to Russia during the first turn of the German attack on Poland do not give Germany control of any eastern Polish hexes or affect the RGT level.

Classic A World at War

In classic *A World at War*, German units may enter eastern Poland in Fall 1939, but German units may not remain on the Russian side of the Pact Line.

Typo:

67.26 WHO DECIDES: The decision as to whether Finland concedes the Finnish border hexes to Russia at the start of the Axis player turn following the Russian occupation of two Finnish border hexes (67.24) or refuses to cede the Finnish border hexes to Russia and instead fights a full scale war with Russia (67.25) is made by:

Clarification:

88.41 ETHIOPIA: Ethiopia is an Italian colony with no BRP value, represented by the Ethiopia box. Italy begins the game with three 1-3 infantry units in Ethiopia. If Italy failed to conquer Ethiopia in *Gathering Storm*, Ethiopia remains neutral and plays no part in *A World at War*.

13. VICTORY CONDITIONS

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):

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

Germany or Italy must place a diplomatic counter worth at least one or, for Rumania only, the anti-Comintern counter, in either Bulgaria or Rumania during its initial placement; Russia, or one of Britain or France, must then place a diplomatic counter worth at least one in whichever of Bulgaria or Rumania doesn't contain an Axis counter, if permitted to do so. A military counter may be used in place of a diplomatic counter if otherwise allowed.

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

The Allies may not place a diplomatic counter in a diplomatic target containing one or more Russian flags, or for which a general or secret Russian diplomatic random event has been drawn in that turn (24.56D); Russia may not support a minor country if it is prohibited from diplomacy by a purge effect (24.61A) or if the minor country is not an eligible Russian diplomatic target (24.61B, C).

If one of the minor countries has been occupied by the Axis, the Axis are considered to have supported the occupied country without being required to place a diplomatic counter in it; the Axis may not place a diplomatic counter in the other country and Russia or the Allies must place a diplomatic counter in it.

If both minor countries have been occupied by the Axis, only the EAI effect of the event applies.

Clarification:

Conditional (research results): The support level of a major power is decreased by the stated amount. This adverse result is offset by +1 for each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +3.

German and Italian research results include joint Axis projects; British and French research results include joint Allied projects. Thus an air range research result would count for both the German and Italian event.

A second or third research result in the same project and 10-step research results all count as one result.

Intelligence results include 6- and 12-step results for Anglo-French cooperation and 6-step results for Russian subversion. Intelligence results must have been revealed to count.

Typo:

Conditional (research results): The support level of a major power is decreased by the stated amount. This adverse result is offset by +1 for

each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +3.

...

*France's support level is decreased by -2, but this is offset for each purely **French** and joint **Allied naval research result** (French battleship design, ASW research and light ships), to a maximum +2 French support increase.*

Clarification:

Conditional (Balance of Power): The support level of a major power is modified by the Axis-Allied Balance of Power: an Axis advantage in the Balance of Power increases the German, Italian and **Russian** support levels and decreases the British and French support levels; an Allied advantage in the Balance of Power decreases the German, Italian and **Russian** support levels and increases the British and French support levels. In both cases the support modifier is equivalent to the positive or negative value of the Balance of Power; to a maximum increase of +3 and a maximum decrease of -3. If the Balance of Power is 0, there is no effect.