

Changes since publication (for December 31, 2021)

GATHERING STORM

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
10. SUPPORT LEVELS

Clarification:

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

...

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:

- ...
- 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 strength of the Allied diplomatic random events is less than the Axis diplomatic effort in the target, so the Allied diplomatic random events could 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.

Clarification:

10.91 The following support modifiers may apply to Russia:

...

F. DIPLOMATIC RESULTS IN RUSSIA: Certain random events, both public and secret, may shift Russia's diplomatic alignment by placing an Axis or Allied flag in Russia or eliminating an opposing flag. When such random events occur:

- ...
- **Removing Flags from Russia:** Flags in Russia are removed as follows:
 - **Russian Diplomatic Result:** By a Russian diplomatic result in Russia following the play of a Russian diplomatic counter in Russia, as allowed by Russian random event 114 (24.56E),
 - **Diplomatic Random Events:** By a diplomatic random event that would otherwise place a flag in Russia, including a Russian diplomatic event.
 - **Covert Operations:** As a result of a covert operation in Russia that is not blocked by counter-intelligence. Covert operations may be conducted by the Axis, Allies or Russia, and may be directed against any type of flag in Russia. Covert operations may not be conducted in Russia to place a flag.
 - **No Purge:** In any turn in which Russia draws a No Purge card, one foreign flag in Russia is eliminated.
 - **Full Cohesion:** If Russia reaches full cohesion, it eliminates one foreign flag in Russia each turn. No additional foreign flags may be placed in Russia once Russia has reached full cohesion (22.73C).
- **Purge effects:** For each Axis or Allied flag in Russia eliminated by a Russian diplomatic result in Russia, a successful Russian covert

operation in Russia, the draw of a No Purge card or Russia reaching full cohesion, the Russian purge level is increased by +1. This elimination of a foreign flag in Russia increases the Russian purge level by one (22.31E). The elimination of a foreign flag in Russia by an Axis or Allied random event or covert operation does not increase the Russian purge level.

- **Russian Flags in Russia:** If a Russian random event or the play of a Russian diplomatic counter in Russia, as allowed by Russian random event 114 (24.56E), results in a Russian flag being placed in Russia, it has no effect other than to prevent the placement of a foreign flag in Russia by a future random event.
- **Diplomatic Counters in Russia Prohibited:** Diplomatic counters may not be placed in Russia (EXCEPTION: Russia may place a diplomatic counter in Russia if allowed by Russian random event 114 - 24.56E). Flags may only be placed in Russia through random events or the placement of a Russian diplomatic counter in Russia.

Income Phase

11. NATIONAL INCOME

Clarification:

11.52 SUPPORT CHANGES DURING A TURN:

A. Support changes during a turn from mobilizations, fortification, 18-step and atomic research results, the placement or elimination of flags in Russia, Russian cohesion increases and secret support national random events gain or lose the owning player tile points when they take effect. The income effects of conditional support events are determined for the turn when the event is played, although the support level of the major power playing the event may change later in the turn if the conditions relating to the event change.

Economic Phase

- 12. ACTIVITY COUNTERS
- 13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

- 15. RESEARCH
- 16. RESEARCH EFFECTS

Substantive change:

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.

...

Diplomatic spy rings:

- ...
- If a spy ring in a minor country is not eliminated by a counter-intelligence result or an enemy spy ring in a subsequent turn, it may be reactivated for one turn, **no sooner than four turns after it was last activated**, with the same effects as the turn in which it was placed.

Research spy rings:

- ...
- If the spy ring is not then eliminated by an opposing counter-intelligence result:
 - In addition to the above effects, in the research segment of the turn after the spy ring is placed, the alliance that placed the spy ring may place one additional research point in any project in that research category at no cost, regardless of the stage of the project and even if another research point has been placed in that project in that turn. **No more than one such additional research point may be placed in each project during the course of the game.**
 - A Russian spy ring in research allows Russia to place one additional research point even if subject to a research purge (22.21B).
- If a spy ring in enemy research is not eliminated by a counter-intelligence result in a subsequent turn, it may be reactivated for one turn, **no sooner than four turns after it was last activated**, with the same effects as the turn in which it was placed.

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

Cross-reference, clarification:

22.31 DETERMINING THE RUSSIAN PURGE LEVEL: The Russian purge level is the cumulative total of purge events from the following sources:

...

E. ELIMINATING FOREIGN FLAGS IN RUSSIA: For each Axis or Allied flag in Russia eliminated by a Russian diplomatic result in Russia, a successful Russian covert operation in Russia, the draw of a No Purge card or Russia reaching full cohesion, the Russian purge level is increased by one. The elimination of a foreign flag in Russia by an Axis or Allied random event or covert operation does not increase the Russian purge level (10.91F).

European Aggression Index

- 23. EUROPEAN AGGRESSION INDEX

Diplomatic Phase

- 24. DIPLOMACY

Substantive change:

24.42 MECHANICS:

...

F. COST: One tile point must be paid for each military counter used for diplomacy in a neighboring minor country or intervention in a civil war. 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.

Substantive change:

24.45 FRENCH MILITARY COUNTER: France may place a military counter if the Allies have a balance of power advantage and France has a positive support level (EXCEPTION: These requirements do not apply to the use of the French military counter to intervene in a civil war).

A. RESTRICTIONS:

- France may place its military counter in the Rhineland, prior to it being remilitarized by Germany, or in Belgium/Luxembourg.
- France may place its military counter to intervene in either a Yugoslavian civil war, or in a Greek civil war in a turn in which the Allies are supporting the rebels, provided France's support level is higher than Britain's support level. France and Britain may not both use their military counters to intervene in a civil war in the same turn. Whichever of France and Britain has the higher support level may use its military counter, the other may not. The Allied player chooses if France and Britain have the same support level (25.52B).

Substantive change:

24.46 BRITISH MILITARY COUNTER: Britain may use its military counter only to intervene in either a Yugoslavian civil war or in a Greek civil war in a turn in which the Allies are supporting the rebels, whether or not the Allies have a balance of power advantage or Britain has a positive support level.

A. RESTRICTIONS:

- Britain may place its military counter to intervene in either a Yugoslavian civil war, or in a Greek civil war in a turn in which the Allies are supporting the rebels, provided Britain's support level is higher than France's support level. Britain and France may not both use their military counters to intervene in a civil war in the same turn. Whichever of Britain or France has the higher support level may use its

military counter, the other may not. The Allied player chooses if Britain and France have the same support level (25.52B).

Consistency:

24.56 RESTRICTIONS:

...

E. PLACEMENT IN RUSSIA PROHIBITED: Diplomatic counters may not be placed in Russia except as permitted by Russian random event 114. Otherwise flags may be placed in or removed from Russia as set out in 10.91F.

Consistency:

24.61 RESTRICTIONS:

A. RUSSIAN PURGE EFFECTS: Russian diplomacy is prohibited if Russia is subject to a Great Purge, is subject to a Party purge and elects to purge diplomacy, or drew Russian national random event 70, 71 or 72 (EXCEPTIONS: Russia may place diplomatic counters as permitted by random events and in minor counties containing Russian spy rings, and may always place the Russian civil war diplomatic counter if otherwise permitted to do so - 22.21B, C, D).

25 CIVIL WARS

Substantive change:

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

...

B. MILITARY COUNTERS: Major powers may intervene in a civil war by placing one military counter each turn in support of their contending faction, subject to the following:

- A major power may use a military counter to intervene in a civil war without regard to the normal support, balance of power and Russian garrison requirements for using military counters, subject to the following restriction:
 - Italy may not use a military counter to intervene in a civil war if it is engaged in conquering a minor country.
 - Russia may not use a military counter to intervene in a civil war if it is subject to a Military or Great Purge.
- No major power may use more than one military counter to intervene in a civil war each turn, even if more than one civil war is being fought.
- The Allies may only use one military counter each turn. Whichever of Britain or France has the higher support level may use its military counter, the other may not (the Allied player chooses if Britain and France have the same support level).
- Military counters used in civil wars may not be used elsewhere during that turn.
- Civil war intervention costs one tile point for each military counter used, but does not require the use of an activity counter.
- Civil war intervention with a military counter generates an RP, regardless of the effect of the intervention, provided an eligible target research project is available (15.22D).

Crisis Phase

26. CRISIS PHASE

Substantive change:

26.11 The crisis phase consists of the following segments:

A. AXIS AGGRESSION: Italy and Germany may each conduct one aggression, provided no restrictions apply (27).

B. ALLIED RESPONSE: Britain and France, acting in concert, must either:

- acquiesce in the aggression, in which case it succeeds and the crisis ends without war (30); or
- oppose the aggression and threaten war against the Axis aggressor (EXCEPTION: If Germany has remilitarized the Rhineland, the Allies must acquiesce in an Italian aggression against Ethiopia).

27. AXIS AGGRESSION

Consistency with substantive change:

27.51 Once an Axis aggression has been announced, Britain and France, acting in concert, and possibly Russia (in the following rules, "Allies" and "Allied" includes Russia if 26.14A applies) must either:

A. Acquiesce in the aggression; or

B. Oppose the aggression and threaten war against the Axis aggressor (EXCEPTION: If Germany has remilitarized the Rhineland, the Allies must acquiesce in an Italian aggression against Ethiopia).

Substantive change (delete prohibition against aggressions against minor countries containing Russian flags):

27.21 **RESTRICTIONS:** Aggressions are limited to the targets listed in 27.3 (Italy) and 27.4 (Germany), subject to the following restrictions:

...

C. RUSSIAN MINOR COUNTRIES:



- **Nazi-Soviet Pact:** Axis aggression against minor countries which contain Russian flags is prohibited if the Nazi-Soviet Pact is in effect

28. MINOR COUNTRY RESISTANCE

Substantive change

28.21 **MINOR COUNTRY BASIC DEFENSIVE STRENGTHS:** The basic defensive strengths of the minor countries which may be attacked by the Axis are set out below (negative modifiers are cumulative). Neighboring minor countries that must be controlled for the aggression to take place are indicated in italics and parentheses:

...

E. Rhineland: 0 (-1 for each German support increase from mobilizations)

Substantive change

28.33 **RUSSIAN FLAGS:**

A. If the Nazi-Soviet Pact has not been signed, Russian flags, including those co-existing with Allied flags, are treated as Allied flags.



- If the Nazi-Soviet Pact has been signed, minor countries containing Russian flags may not be the target of Axis aggression (27.21C)

Substantive change:

28.41 **BORDERING COUNTRIES:** If a major power has a trade pact with a country that borders a target minor country, including as a result of a successful aggression in a previous turn, the resistance level of the target is modified as follows:

A. **AXIS TRADE PACTS:** The resistance level of the target is decreased by -1 for each Axis trade pact in a bordering country.

B. **ALLIED TRADE PACTS:** The resistance level of the target is increased by +1 for each Allied trade pact in a bordering country.

C. **RUSSIAN TRADE PACTS:** The resistance level of the target is increased by +1 for each Russian trade pact in a bordering country.

D. **ALLIED-RUSSIAN COOPERATION:** If the total number of Allied and Russian flags in a bordering country is three or more, the Allies are considered to have a trade pact in that bordering country for resistance level determination purposes only.

The Allies and Russia cooperate against Axis aggression (28.33, 28.41C, D) whether or not the Nazi-Soviet Pact is in effect, although for quite different reasons.

The Allies want the aggression target to resist in the hope of avoiding war, while Russia wants it to resist in order to provoke war between the Axis and the Allies, while it remains neutral. Politics makes strange bedfellows.

- If the Nazi-Soviet Pact has not been signed, the resistance level of the target is increased by +1 for each Russian trade pact in a bordering country.



- If the Nazi-Soviet Pact has been signed, the resistance level of the target is decreased by -1 for each Russian trade pact in a bordering country.

Consistency with substantive change :

28.63 **RUSSIAN MINOR COUNTRIES:**

A. If the Nazi-Soviet Pact has not been signed and a minor country containing Russian flags is the target of Axis aggression, Russia may be able to declare war on Germany in support of the minor country (32.7).



B. If the Nazi-Soviet Pact has been signed, Russian flags in the target of an Axis aggression are treated as Allied flags (28.33), but Russia may not go to war with the Axis aggressor (32.73).

29. RESOLVING AXIS AGGRESSION

Formatting of bullets:

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

...

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

• ...

- **Central and eastern Poland:** The remainder of Poland becomes a German satellite:
 - Poland is considered to be under German control; no military or diplomatic counters may be placed in Poland for the remainder of the game.
 - Germany obtains a trade pact in Poland for the remainder of the game.
 - Two Polish infantry units and one Polish air unit are placed on the Axis portion of the Russian garrison track. No maintenance costs are paid for these units.

30. AGGRESSION EFFECTS

31. THE NAZI-SOVIET PACT

Substantive change:

Nazi-Soviet Pact Concessions - 31.31	
Territory	Value
Estonia, Latvia, Lithuania, Finnish border hexes, Finland proper, Bessarabia	5 (each)
Eastern Poland, Rumania proper	10 (each)
Central Poland	15

Explanation: The Basic Russian concession level is 30 points.
The first 10 points must be eastern Poland, and the next 15 points must be the Baltic States.
Otherwise Russia decides what territories to take, subject to the restrictions in 31.42.

Substantive change:

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

...

F. For Nazi-Soviet Pact concessions other than those set out in the Nazi-Soviet Pact Concessions Table, see transition rule 9.62A.

Substantive change, clarification, cross-reference, numbering:

31.51 If the Nazi-Soviet Pact is signed:

A. GERMAN AGGRESSION: Russia does not oppose the German aggression against Poland.

B. EAI: The European Aggression Index is increased by +1 each turn. This modifier takes effect at the end of the turn in which the Pact is negotiated, after any Polish crisis is resolved (23.21B).

C. RUSSIAN AND ALLIED FLAGS: Russian and Allied flags may no longer co-exist and are eliminated on a 1:1 basis in each diplomatic target containing both Russian and Allied flags at the end of the turn in which the Pact is negotiated, after any Polish crisis is resolved (24.82B).

D. RUSSIAN SUPPORT: Russia's support level is increased by +1 each turn for the remainder of the game, starting in the turn after the signing of the Pact, in addition to the +2 Russian support increase for Poland (10.91C).

E. ANTI-COMINTERN COUNTER: Germany may not use the anti-Comintern counter (24.38).

F. RUSSIAN PURGE LEVEL: Russia's purge level increases by the Pact concession level divided by 5 (31.32), to represent the consolidation of power resulting from Stalin's far sighted diplomacy (22.31D).

G. RUSSIAN CIVILIAN FACTORY MOBILIZATIONS: Russia may not mobilize its civilian factories, even if it is at full cohesion (14.43C).

H. BRITISH AND FRENCH SUPPORT LEVELS: The British and French support levels are increased by +1 for the remainder of the game, starting in the turn after the signing of the Pact (10.71E, 10.81E).

I. BRITISH AND FRENCH RANDOM EVENTS: Britain and France draw additional random events, starting in the turn after the signing of the Pact (9.15).

J. VICTORY POINTS: The Nazi-Soviet Pact affects the victory points awarded to Germany and Russia.

Clarification, cross-references:

31.83 BREAKING THE PACT IN A SUBSEQUENT TURN: If Germany, having signed the Nazi-Soviet Pact when it seized Danzig and the Corridor, breaks the Pact in a subsequent turn by committing aggression against the remainder of Poland and making it a German satellite:

A. The effects set out in 31.51 do not apply to future turns, with the exception of 31.51B (the +1 EAI increase is permanent). Germany may again use the anti-Comintern counter (24.3) and Russian and Allied flags may again co-exist (24.82B).

B. Effects which occurred while the Nazi-Soviet Pact was in effect are not reversed (Allied and Russian flags remain eliminated (31.51C); the additional Allied random events (31.51I) are valid; and so on).

C. If the increase in the Russian purge level from the German aggression against the remainder of Poland is greater than the increase in the Russian purge level from the Nazi-Soviet Pact (31.51F), the Russian purge level is increased by the difference; otherwise the Russian purge level remains unchanged, with Russia retaining the purge level increases from the Nazi-Soviet Pact.

32. DECLARATIONS OF WAR

33. THE END OF THE GAME

Victory Determination

34. VICTORY DETERMINATION

Spelling:

34.5 AXIS AGGRESSIONS:

GATHERING STORM

Transition to *A World at War*

1. *A WORLD AT WAR*

2. MAJOR POWERS AT WAR

Substantive change:

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, or as set out below:

A. If Germany conducted a successful aggression against Poland in the final turn of *Gathering Storm* that resulted in the German conquest of Poland (*Gathering Storm* rule 29.22A), then made a pre-emptive declaration of war, for each level of Polish resistance, disregarding any resistance draw (*Gathering Storm* rule 28.51), one German armor unit, two 3-3 German infantry units and two German AAF must begin *A World at War* in Poland and may not participate in any offensive operations in the first turn of *A World at War*.

B. This restriction does not apply if the German aggression resulted in Poland becoming a German minor ally or a neutral minor country (*Gathering Storm* rules 29.22B, C), or to other German or Italian aggressions in the last turn of *Gathering Storm*.

3. MOBILIZATIONS

Consistency with substantive change:

3.21 The rate of Russian mobilizations depends on the Russian cohesion level at the end of *Gathering Storm* and the Russo-German tension level, whether or not Russia signed the Nazi-Soviet Pact:

A. IDLE FACTORIES: The rate at which Russia mobilizes its remaining idle factories is governed by the Russian cohesion level at the

end of *Gathering Storm* and when its last *Gathering Storm* idle factory mobilization occurred (transition rule 9.41).

B. CIVILIAN FACTORIES: The rate at which Russia mobilizes its civilian factories is governed by the RGT level and whether Russia is at war with Germany or Japan (transition rule 9.42).

4. FORCE LEVELS
5. ECONOMICS

Substantive change:

5.43 GERMAN ECONOMIC INTEREST IN RUSSIA:

A. The Nazi-Soviet Pact concession level is always rounded to the nearest number divisible by five (*Gathering Storm* rule 31.33). This rounding determines the extent of Germany's economic interest in Russia in *A World at War*:

- If the Nazi-Soviet Pact concession level is rounded down by two, Germany does not receive an economic interest in Russia.
- If the Nazi-Soviet Pact concession level is rounded down by one, Germany receives an economic interest of 5 BRPs in Russia.
- If the Nazi-Soviet Pact concession level is not rounded down, Germany receives an economic interest of 10 BRPs in Russia.
- If the Nazi-Soviet Pact concession level is rounded up by one, Germany receives an economic interest of 15 BRPs in Russia.
- If the Nazi-Soviet Pact concession level is rounded up by two, Germany receives an economic interest of 20 BRPs in Russia.

B. The prorated value of the German economic interest in Russia is added to the starting German BRP total (5.41A).

C. If the Nazi-Soviet Pact concession level is 42 or more, and Russia took territorial concessions worth 40 BRPs, Germany does not receive an economic interest in Russia. Similarly, if the Nazi-Soviet Pact concession level is 47 or more, and Russia took territorial concessions worth 45 BRPs, Germany does not receive an economic interest in Russia, and so on.

5.44 RUSSIAN ECONOMIC INTEREST IN GERMANY:

A. If Germany does not receive an economic interest in Russia because the Nazi-Soviet Pact concession level is 43 or more and the provisions of transition rule 5.43C apply, Russia has the option of obtaining an economic interest in Germany, taking additional territory in central Poland (9.62A), or both.

B. Russia may use up to four Nazi-Soviet Pact concessions to obtain an economic interest in Germany. Each concession gives a Russian economic interest in Germany worth 5 BRPs, with a maximum value of the of 20 BRPs.

C. A Russian economic interest in Germany has no effect on the German BRP level and is terminated in the turn after Germany and Russia go to war or the RGT level reaches 45, with Russia losing the prorated value of the economic interest.

Renumbering:

5.45 SUPPORT LEVELS: The starting *A World at War* BRP levels of major powers that go to war in the final turn of *Gathering Storm* are increased or decreased as follows. These adjustments are not made for major powers that are neutral when *A World at War* begins.

6. RESEARCH
7. DIPLOMACY

Typo:

7.51 Unless some or all of Czechoslovakia was annexed by Germany before the outbreak of war:

...

D. The Sudetenland consists of *A World at War* hexes O29, O30, P28 and P31. If the Sudetenland has been occupied by Germany, but the remainder of Czechoslovakia has not, these hexes are considered to be part of Germany and the Czech forces are reduced by two 1-3 infantry units.

8. POLAND
9. RUSSIA

Substantive changes, clarifications, reorganization:

- 9.1 OVERVIEW
- 9.2 RUSSIAN COHESION EFFECTS
- 9.3 RUSSO-GERMAN TENSIONS
- 9.4 RUSSIAN MOBILIZATIONS
- 9.5 RUSSIAN DECLARATIONS OF WAR
- 9.6 NAZI-SOVIET PACT
- 9.7 NAZI-SOVIET PACT EFFECTS
- 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. RUSSIAN COHESION LEVEL: The Russian cohesion level in the last turn of *Gathering Storm* determines the initial allotment of Russian RPs and DPs (9.22), the starting Russo-German Tension (RGT) level (9.23, 9.32), the rate at which Russia may mobilize any remaining idle factories (9.24), and the combat capabilities of Russian armor units in the first turn of war (9.25).

B. RUSSO-GERMAN TENSION LEVEL: Other Russia activities are governed by the RGT, which is tracked whether or not the Nazi-Soviet Pact is in effect.

C. NAZI-SOVIET PACT: If the Nazi-Soviet Pact is in effect, whether it comes into existence during *Gathering Storm* or *A World at War*, its provisions also constrain Russian actions.

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:

- Starting in the turn in which Russia mobilizes its fourth and final idle factory, Russia may declare war on any eligible minor country other than those 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).

H. 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.

9.2 RUSSIAN COHESION EFFECTS:

9.21 RUSSIAN COHESION LEVEL AT THE END OF GATHERING STORM: At the end of *Gathering Storm*, Russian cohesion will be at one of the following four levels, based on the number of purge events during *Gathering Storm* and an adjustment for either Poland (*Gathering Storm* rule 22.31C) or the signing of the Nazi-Soviet Pact (*Gathering Storm* rule 22.31D).

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.

9.22 BASIC RP AND DP ALLOTMENTS: Russia's initial basic RP and DP allotments depend on the Russian cohesion level at the end of *Gathering Storm*. There is no effect on the Russian RPs and DPs in subsequent years:

A. LOW COHESION: 3 RPs; 0 DPs.

B. MEDIUM COHESION: 4 RPs; 1 DP.

C. HIGH COHESION: 5 RPs; 2 DPs.

D. FULL COHESION: 6 RPs; 3 DPs.

9.23 RGT EFFECTS: The Russian cohesion level at the end of *Gathering Storm* modifies the starting RGT level as set out in rule 9.32.

9.24 IDLE FACTORY MOBILIZATIONS: The rate at which Russia may mobilize its remaining idle factories depends on the Russian cohesion level at the end of *Gathering Storm* and when its last *Gathering Storm* idle factory mobilization occurred (9.41).

9.33 INCREASES DURING A WORLD AT WAR: Unless the Nazi-Soviet Pact was negotiated in *Gathering Storm*, Russia implements one or more purge events each turn in *A World at War*, based on the Russian Purge Table, until the Nazi-Soviet Pact is negotiated or Germany and Russia go to war. These purge events increase the Russian cohesion level, as does the negotiation of the Nazi-Soviet Pact (transition rule 9.55).

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.
+#	Nazi-Soviet Pact level (transition rule 9.55).

Explanation: Russia's purge level increases by the indicated number of purge events each turn in *A World at War* until the Nazi-Soviet Pact is negotiated or Germany and Russia go to war. Stalin is then considered to have consolidated his hold on power.

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 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.

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.

9.4 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, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

9.45 EXCESS PURGE EVENTS: If Russia incurs more than 30 purge events, they may be used to generate additional research points, additional infantry units, or a combination of both. Each excess purge event may be used for only one purpose:

A. RESEARCH: For every two excess purge events, Russia may immediately assign one additional research point to any air or military project, subject to the following:

- Research points from excess purge events may only be assigned to air and military projects.
- Research points from excess purge events must be assigned equally to air and military projects, with any odd research point going to either an air or military project, at the Russian player's discretion.
- No more than one research point from excess purge events may be assigned to each air or military project. This limit applies for the entire game.
- Research points from excess purge events are subject to the limit on the number of research points that may be placed in a project in a single year (*A World at War* rule 41.31B).
- If a research point is placed in a research project for which a roll has already been made in that year, the research point is saved and may be used in a subsequent year.
- If a research point is placed in a production project which has already been triggered in that year, the research point is saved and may be used in a subsequent year.

B. ADDITIONAL INFANTRY: For every three excess purge events, Russia may add one unbuilt 3-3 infantry unit to its force pool.

- Russia may add a maximum of three 3-3 infantry units to its force pool from excess purge events, including any added during the transition from *Gathering Storm* to *A World at War*.
- The use of research points from excess purge events may be deferred to add *A World at War* infantry units to Russia's force pool.

9.3 RUSSO-GERMAN TENSIONS:

9.31 RGT ALWAYS TRACKED: Once war breaks out and *A World at War* begins, the RGT level is tracked, whether or not the Nazi-Soviet Pact is in effect.

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.

9.32 STARTING LEVEL: The Russian cohesion level at the end of *Gathering Storm* modifies the starting RGT level as follows:

A. -1 RGT for each Russian purge level below the 30 purge level required for full cohesion (29 purge events, -1 RGT; 28 purge events, -2 RGT; and so on).

B. +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 as a result of the increase in the Russian purge level from Poland or the Nazi-Soviet Pact, the +1 RGT modifier does not apply for that turn.

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.

9.33 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 Poland, Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of eastern Poland or 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 If the Nazi-Soviet Pact is not in effect.
- 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.

E. NO PACT: If the Nazi-Soviet Pact is not in effect, all Axis-controlled hexes are on the Axis side of the Pact Line and all Russian-controlled and neutral hexes are on the Russian side of the Pact Line.

9.34 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.

9.35 RUSSIAN ACTIONS: Russian actions are governed by the RGT level as follows:

0. Russia may declare war on minor neutrals on the Russian side of the Pact Line.

10. Russia begins mobilizing its civilian factories (36.11D).
15. Russia may subvert eligible minor countries.
25. Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.
35. Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries controlled by the Axis.
40. Russian forces are put on alert. Russian forces are no longer impaired during the first turn of a German invasion.
45. The Axis may not trace oil supply from Ploesti if Russia controls Ploesti or the minor countries through which the oil supply line must be traced. Germany loses any economic interest it has in Russia.
50. Russia may declare war on Germany. Allied partisans may be built in Europe.

9.4 RUSSIAN MOBILIZATIONS:

9.41 IDLE FACTORY MOBILIZATIONS:

A. The rate at which Russia mobilizes its remaining idle factories is governed by the Russian cohesion level at the end of *Gathering Storm* and when its last *Gathering Storm* idle factory mobilization occurred (EXCEPTION: If Russia is at war, it mobilizes every turn):

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

C. FORCES:

- Unless Russia has been attacked and 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 mobilizations of idle factories are governed by transition rule 4.7.

9.42 **CIVILIAN FACTORY MOBILIZATIONS:** Once Russia has mobilized its idle factories, it may mobilize its civilian factories. The rate at which Russia mobilizes its civilian factories is governed by the RGT level and whether Russia is at war with Germany or Japan:

A. RUSSIA AT PEACE:

- **First civilian factory mobilization at RGT = 10:** Russia mobilizes its first civilian factory when the RGT level reaches 10. If Russia has already mobilized one or more civilian factories in either *Gathering Storm* or 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.
- **Additional civilian factory mobilizations:** Once the RGT level reaches 10 and Russia mobilizes a civilian factory, the remaining Russian mobilizations are governed by *A World at War* rule 36.11B. Russia's mobilization schedule and mobilization results are unaffected by a subsequent drop in the RGT level.

B. RUSSIA AT WAR:

- **German or Japanese declaration of war:** If Germany or Japan declares war on Russia before Russia is fully mobilized, Russia completes its mobilizations at the rate of one mobilization per turn.
- **Russian declaration of war:** If Russia declares war on Germany before Russia is fully mobilized, either by making a pre-emptive declaration of war at the end of *Gathering Storm* or after Russia attacks a minor country in which Germany or Italy has an economic interest and Germany supports the minor country (9.51A), Russia completes its mobilizations at the rate of one mobilization per turn.
- If a Russian peacetime mobilization is partially completed when war breaks out, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

C. **EFFECTS:** The BRP and force pool effects of Russian civil factory mobilizations are governed by *A World at War* rule 36.

9.5 RUSSIAN DECLARATIONS OF WAR:

9.51 DECLARATIONS OF WAR ON MAJOR POWERS:

A. **GERMANY:** Russia may declare war on Germany only if:

- The RGT level is at least 50, modified by the value of the current Japanese resistance level if Russia is at war with Japan (*Storm Over Asia* transition rule (14.41F)); or
- Russia attacks a minor country in which Germany or Italy has an economic interest, and Germany supports the minor country (*A World at War* rule 50.24).

B. **JAPAN:** Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered - *A World at War* rule 81.51B)

9.52 DECLARATIONS OF WAR ON MINOR COUNTRIES:

A. **ELIGIBLE MINOR COUNTRIES:** The only minor countries on which Russia may declare war are Albania, the Baltic States, Bulgaria, Croatia, Finland, Greece, Hungary, Persia, Poland, Rumania, Serbia, Turkey and Yugoslavia.

B. **RUSSIAN SIDE OF THE PACT LINE:** If RGT are 0 or greater, Russia may declare war on neutral minor countries that are on the

Russian side of the Nazi-Soviet Pact line, provided Germany has not done so.

C. GERMAN SIDE OF THE PACT LINE:

- If RGT are 25 or greater, Russia may declare war on neutral minor countries that are on the German side of the Nazi-Soviet Pact line, other than those in which the Axis have an economic interest or which are controlled by the Axis.
- If RGT are 35 or greater, Russia may declare war on neutral minor countries that are on the German side of the Nazi-Soviet Pact line, other than those which are controlled by the Axis.
- If RGT are 50 or more, or Russia is at war with Germany, Russia may declare war on any eligible minor country. Attacking a minor country controlled by the Axis requires a declaration of war on Germany.

D. NO PACT: If the Nazi-Soviet Pact is not in effect, all Axis-controlled minor countries are on the Axis side of the Pact Line and all Russian-controlled and neutral minor countries are on the Russian side of the Pact Line.

9.6 NAZI-SOVIET PACT:

9.61 OVERVIEW: The Nazi Soviet Pact may be negotiated in *Gathering Storm* or in *A World at War*, after a German declaration of war on Poland.

9.62 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. The same mechanism is applied if a Pact is negotiated in *A World at War* (9.64).

A. If Germany does not receive an economic interest in Russia because the Nazi-Soviet Pact concession level is 43 or more and the provisions of transition rule 5.43C apply, Russia may, in any combination:

- Obtain an economic interest in Germany of up to 20 BRPs, at a cost of one concession for every 5 BRPs of economic interest (5.44).
- Take as an additional territory concession one or more of the central Polish hexes adjacent to eastern Poland (L36, M46, N35, O35, P34), at a cost of one concession for each hex.

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

- A. Neither Germany nor Russia has declared war on Poland in a previous turn.
- B. Germany does not have hex control of Poland.
- C. Germany has not declared war on the Baltic States.

9.64 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, economic interests and control of Finland, Rumania and Turkey modify the Pact level as follows. These modifiers are independent and cumulative; a minor country may trigger modifiers for one, two or all three reasons:

- **Diplomatic modifiers:** For diplomatic modifiers in Finland, Rumania and Turkey 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 Finland, Rumania and Turkey, whether from *Gathering Storm* trade pacts or *A World at War* diplomatic results: -1 for each Axis economic interest; +1 for each Russian economic interest. This modifier is in addition to any modifier for the diplomatic modifiers in Finland, Rumania and Turkey.
- **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.
 - **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.

9.55 PURGE EFFECTS: Russia's purge level is increased by the Pact concession level, divided by 5.

9.65 NO PACT: If the Nazi-Soviet Pact is not in effect, all Axis-controlled hexes are on the Axis side of the Pact Line and all Russian-controlled and neutral hexes are on the Russian side of the Pact Line.

9.7 NAZI-SOVIET PACT EFFECTS:

9.71 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.

9.72 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.

9.73 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.

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

9.75 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.

9.8 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, once Russia's Siberian garrison is at full strength (81.41) 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 once Russia's Siberian garrison is at full strength (81.41) and deploy them so as to meet the garrison requirement.

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 and airborne units, produced Russian units, Russian units which begin the game in the Pacific theater, and 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 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, and 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, 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 mobilizes every turn (9.42B).

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 9.51A).

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 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.

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

Consistency:

10.25 ECONOMICS:

...

C. 1940 YSS:

- A 1940 YSS is conducted for the U.S. and Japan, even if war has not yet broken out in Europe.
- The American BRP base first grows during the 1940 YSS, at a growth rate equal to the effective USAT or USJT level, whichever is higher, at the end of the preceding winter game turn, regardless of when war in Europe breaks out.

- RPs generated from the American BRP total and American BRP base growth in the 1940 YSS are counted in the Western Allied RP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.
- DPs generated from the American BRP total in the 1940 YSS are counted in the Western Allied DP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.

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

Consistency, restoring missing rule:

10.3 U.S.-JAPANESE TENSIONS:

10.3 If a Global War game is being played, the starting U.S.-Japanese tension level in Fall 1939 is 0. If *Storm Over Asia* was played, the starting U.S.-Japanese tension level is determined by *Storm Over Asia* transition rule 15.1.

11. JAPAN

Consistency:

11.11 In a Global War game, regardless of when war breaks out in Europe, Japan begins play in *A World at War* in Fall 1939, at the same time as the U.S. If *Storm Over Asia* was played, *Storm Over Asia* ends at the same time as *Gathering Storm*, in the turn in which war breaks out in Europe (*Storm Over Asia* transition rule 1.12).

Consistency:

11.21 U.S.-Japanese tensions begin at 0 in Fall 1939, just as in a normal game of *A World at War*. If *Storm Over Asia* was played, the starting U.S.-Japanese tension level is determined by *Storm Over Asia* transition rule 15.1 (transition rule 10.3).

12. *A WORLD AT WAR* RULE ADJUSTMENTS
13. VICTORY CONDITIONS

RANDOM EVENTS GUIDE

Clarification, cross-reference:

Conditional support events: Secret support events with effects that are conditional on the game situation may be played at any time (10.41B). If circumstances change later in the turn after the event is played, the support, but not the income, effects of the event are increased or decreased accordingly (11.52A).

Clarification:



Russia may place a diplomatic counter in one of Poland, Rumania or Russia, even if such a placement would normally be prohibited by purge effects and even though Russia is otherwise not a diplomatic target.

AGGRESSION GUIDE

Substantive change:

The German remilitarization of the Rhineland has the following effects:

	Britain and France may not oppose Italian aggression against Ethiopia if the Rhineland was remilitarized in a previous turn.
---	--