

Changes since publication (for December 31, 2022)

GATHERING STORM

Stylistic consistency:

GMT's *A World at War* lets you fight the war you prepared for – or tried desperately to avoid – in *Gathering Storm*. Rather than argue endlessly with your opponents that your military forces, research results and diplomacy would be worth more than theirs in a *real* war, regardless of what the *Gathering Storm* victory conditions tell you, it is better to resolve these issues like mature, well-adjusted adults. Spend even more time at the gaming table and try to beat each other to a pulp, with the fate of the world at stake and cardboard units taking the punishment.

Stylistic consistency:

Will this resolve the argument? Of course not. Even though your opponent's deeply-laid plans, dating all the way back to 1935, lie in ruins, random events will get the blame. Or the dice. Or that undeserved hangover. Or something...

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW

Stylistic consistency:

2.13 The task of the players is to maximize their freedom of action and take whatever steps best position their major powers for war. The game simulates this by the acquisition and expenditure of tile points, which are used for a wide variety of economic, political, military and diplomatic purposes - provided the major powers have sufficient activity counters available.

2.14 At the start of each game turn, random events are drawn that affect the economic, political, military and diplomatic environment for that turn. Some random events are public, but others are secret, leaving the players uncertain as to the capabilities of their opponents.

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

Random Events Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS

Stylistic consistency (boxed comment after 9.12):

If the same player is playing more than one major power, random event cards may not be switched between major powers.

10. SUPPORT LEVELS

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS
13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

- 15. RESEARCH
- 16. RESEARCH EFFECTS

Construction Segment

- 17. MAINTENANCE
- 18. BUILDING MILITARY UNITS

Stylistic consistency:

18.21 When military units are built:

A. The unit that was built is moved from the Reserve section of the building major power's scenario card to the Active section, so that the major power can quickly determine its unit maintenance costs in subsequent turns.

Shipbuilding

- 19. SHIPBUILDING

Substantive change:

19.63 RESTRICTIONS: New naval construction is limited by the counter mix, which restricts the maximum number of ships of each type that may be built by each major power. In addition, the following restrictions apply:

...

C. MODERN BATTLESHIPS: 4- and 5-factor battleships are referred to as "modern battleships".

- A major power may build 4-factor battleships only if it has achieved a battleship design research result (16.13B).
- A major power may build 5-factor battleships only if it has achieved two battleship design research results (16.13B).
- A major power may not lay down a new modern battleship in the same turn that it defers construction of an existing modern battleship.

Balance of Power

- 20. THE BALANCE OF POWER

Russia

- 21. RUSSIAN GARRISON
- 22. RUSSIAN PURGES

Punctuation:

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

...

B. PARTY: The Party purge event affects research or diplomacy. Russia must choose *one* of the following prohibitions. Russia announces its choice at the end of the economic phase, prior to diplomacy:

- ...
- **Diplomacy:** Russia may not place any diplomatic counters, subject to the following exceptions:
 - ...
 - Russia may place an additional diplomatic counter (24.53) if it achieves a diplomatic advantage (25.54A) or a diplomatic result (25.55A) in a civil war country, or after winning a civil war (25.72).

Stylistic consistency:

22.61 REMOVAL OF SIBERIAN GARRISON UNITS: Siberian garrison units (two armor, three infantry and three air units - 21.22A) may only be removed to satisfy a purge event if Russia has no other active military units.

A. If a purge event requires the removal of a type of unit that is only present in the Siberian garrison and other active Russian units are available, the Russian player must choose **one of his** non-Siberian active units to meet the purge requirement.

European Aggression Index

- 23. EUROPEAN AGGRESSION INDEX

Diplomatic Phase

- 24. DIPLOMACY
- 25. CIVIL WARS

Clarification:

25.81 Once a civil war has ended, diplomatic counters, **military counters**, spy rings, covert operations and subversion are prohibited in the minor country and new spy rings may not be placed in it. Diplomatic random events drawn after the end of a civil war may still alter the diplomatic alignment for a minor country which has had a civil war.

Crisis Phase

- 26. CRISIS PHASE
- 27. AXIS AGGRESSION

Stylistic consistency (boxed comment after 27.62):

*The simplest way to implement this rule is for one of the Allied major powers to take one of the Axis aggressor's 1 activity counters to use in the next turn. The Allied **major power** will then remember that **it** has an additional 1 activity counter – and the Axis **major power** won't inadvertently use the prohibited activity counter.
The same approach should be used when rules 27.72B and 27.82B apply.*

- 28. MINOR COUNTRY RESISTANCE
- 29. RESOLVING AXIS AGGRESSION
- 30. AGGRESSION EFFECTS
- 31. THE NAZI-SOVIET PACT

Capitalization:

31.84 RUSSIA: Russia may not break the Nazi-Soviet **P**act.

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

Victory Determination

- 34. VICTORY DETERMINATION

GATHERING STORM

Transition to *A World at War*

Capitalization:

“Pact Line” changed to “Pact **l**ine”. This is a general change – the specific instances are not documented.

- 1. *A WORLD AT WAR*
- 2. MAJOR POWERS AT WAR
- 3. MOBILIZATIONS
- 4. FORCE LEVELS
- 5. ECONOMICS
- 6. RESEARCH

Clarification:

6.49 ASW AND TRANSPORT PRODUCTION:

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B. Without any *Gathering Storm* transport research, the Western Allies start *A World at War* with 34 built transports and 5 unbuilt transports (39 transports in total). If the Allies conducted transport research in *Gathering Storm*:

- ...
- 15 steps of *Gathering Storm* transport research, as indicated by a “★”, add a built transport, available **for immediate use** when the U.S.

and Germany go to war (36 built transports and 7 unbuilt transports; 43 transports in total).

- 18 steps of *Gathering Storm* transport research add a second built transport, available for immediate use when the U.S. and Germany go to war (37 built transports and 7 unbuilt transports; 44 transports in total) and allows the first Canadian shipbuilding increase to be used for transport construction.

7. DIPLOMACY
8. POLAND
9. RUSSIA

Italics in heading:

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).

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

AGGRESSION GUIDE