

# Gathering Storm

## Q&A

(last updated April 30, 2018)

### Deficit spending

**Question:** May a country spend on diplomacy, using tile points that would be needed to cover a with a negative secret support event, so that it ends the turn with a tile point deficit?

**Answer:** Yes.

The governing rule is:

**6.12 DEFICIT SPENDING PROHIBITED:** A major power may only spend tile points that it has available. Voluntary deficit spending is prohibited. This does not prevent a major power from intentionally spending tile points rather than saving them to cover impending deficits from secret negative support events, although such deficits reduce that major power's support level in the following turn (10.41C).

Rule 24.52B states that a major power may not incur a deficit to purchase diplomatic counters:

#### 24.52 PURCHASING DIPLOMATIC COUNTERS:

- A. Diplomatic counters are purchased during the diplomatic phase, immediately before they are placed, at the equivalent cost in tile points.
- B. A major power may not incur a deficit to purchase diplomatic counters (6.12), although a major power may reveal a secret support random event in order to augment its income to purchase diplomatic counters (9.41E).
- C. Actual payment for diplomatic counters is made at the end of the diplomatic phase, to conceal the strength of the diplomatic counters purchased until they have been used.

The two rules are consistent, because the diplomatic expenditure occurs before the tile points from the negative secret support event are lost – spending down to 0 tile points does not, in itself, “incur a deficit” (spending more on diplomacy than there are tile points available is not allowed, because it would trigger a deficit).

### Support

**Question:** Germany draws a diplomatic random event for a minor country that has four Axis flags in it. Both Germany and Britain place an AC1 in the minor country. Does the German random event become a support event, as it was not required to maintain the four Axis flags?

**Answer:** No. 10.41B is exhaustive and must be strictly construed:

**10.41B. RANDOM EVENTS:** General and national support random events may increase or decrease a major power's support level (9.41E).

- ...
- Diplomatic random events for a minor country that have no diplomatic effect are treated as open (general diplomatic random events) or secret (secret diplomatic random events) support events for the relevant major power, with a value equal to the random event's unused diplomatic modifier (24.82E). This can occur in two situations:
  - The minor country already has four friendly flags and the diplomatic random event is not challenged by an opposing military counter or a diplomatic counter or random event with a value of one or more.
  - The minor country has been taken over by an Axis aggressor.

The minor country met the first criteria (it had four friendly flags in it), but not the second (the diplomatic random event was challenged by the Allies). As soon as the Allies placed a diplomatic counter in the minor country, the German random event could no longer become a support event.

**Question:** Germany and Russia sign the Nazi-Soviet Pact. Does Russia receive any support increases, and the associated tile points, in the turn in which the Nazi-Soviet Pact is signed?

**Answer:** No. The first rule to look at is 11.52:

**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.

B. Support changes from changes in the Russian garrison do not affect Russia's tile points.

11.52 does not refer to Russian support increases from Axis aggression or the signing of the Nazi-Soviet Pact because these do not occur "during a turn". This is clear from 10.91B and C, which deal with those topics:

10.91 The following support modifiers may apply to Russia:

...

**B. AGGRESSIONS:** Starting in the turn after the aggression:

- **Poland:** If Poland has been occupied by Germany, Russia's support level is increased by +2 each turn for the remainder of the game. The German occupation of Danzig and the Corridor has no effect on the Russian support level.
- **Baltic States:** If the Baltic States have been occupied by Germany, Russia's support level is increased by +1 each turn for the remainder of the game.



**C. NAZI-SOVIET PACT:** If the Nazi-Soviet Pact has been signed in a previous turn, Russia's support level is increased by +1 each turn for the remainder of the game, in addition to the +2 Russian support increase for Poland.

The Russian support increases from aggressions take effect "starting in the turn after the aggression" (10.91B). The Russian +1 support increase from the Nazi-Soviet Pact takes effect "if the Nazi-Soviet Pact has been signed in a previous turn" (10.91C).

**Question:** Russia draws a No Purge card. There are no foreign flags in Russia, but France has a diplomatic event for Russia for that turn. Does the No Purge card eliminate the French flag as soon as it is placed and give Russia a purge event?

**Answer:** No. The governing rule is 10.91F:

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:

- **Timing:** The effects of both public and secret random events in Russia are resolved at the end of the diplomatic phase, in the same manner as for other diplomatic random events.
- ...
- **Removing Flags from Russia:** Flags in Russia are removed as follows:
  - ...
  - **No Purge:** In any turn in which Russia draws a No Purge card, one foreign flag in Russia is eliminated. This elimination of a foreign flag in Russia increases the Russian purge level by one - otherwise the No Purge card has no effect on the Russian purge level.

The statement "In any turn in which Russia draws a No Purge card, one foreign flag in Russia is eliminated." assumes that there is a foreign flag in Russia to be eliminated. The sequence of play governs: the foreign flag must be in Russia at the start of the turn, when the Russian purge card is drawn.

Because public general events for Russia are resolved at the end of the diplomatic phase, a No Purge card would also have no effect on the placement of a flag in Russia from a public general event for Russia drawn in the same turn.

## Russian mobilizations

**Question:** How soon may Russia mobilize once the game starts?

**Answer:** In Spring 1935, if it has enough tile points – keeping in mind the possibility that Russia might have to build a unit (18.51A). The 14.43B restriction does not apply, because Russia's fifth (pre-*Gathering Storm*) mobilization is considered to have occurred in 1933 at the latest, as evidenced by the fact that the Russian units from that mobilization, including the fourth Russian armor unit, have all arrived in the Russian reserve.

### 14.43 RUSSIAN MOBILIZATIONS:

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**B. MOBILIZATION RATE:** The frequency with which Russia may mobilize is governed by the Russian cohesion level. The same restrictions apply to Russian mobilizations in *A World at War*:

- **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.

## Research

**Question:** Should the starting research results be marked on the research record sheets?

**Answer:** No. The results listed in 15.51

**15.51 STARTING RESULTS:** The game begins with the following research results having already occurred:

**A. AXIS:** One specialized unit research result.

**B. ALLIES:**

- One strategic bomber research result.
- One British naval air training research result.

**C. RUSSIA:** One specialized unit result.

were achieved prior to the start of the game and do not make additional results for these projects more difficult to obtain once the game starts. If they were intended to be marked on the research records sheets, they would be.

**Question:** Do starting research results affect conditional support events?

**Answer:** No. For example, this random event



Is only modified by research results achieved once play begins – the starting airborne result is not counted.

**Question:** Are German jets both an “air” and an “advanced” research project?

**Answer:** Yes.

**Question:** Is there any difference in the effects of general random events 67 and 139, one of which says “previous investment” and the other “current investment”?

Economic Trend +2	Economic Trend +2
<p>Reliable jet engines developed. Double value of previous investment in jet research, up to a maximum of three steps</p>	<p>Jet intake problems solved. Double value of current investment in jet research, up to a maximum of three steps</p>
67	139

**Answer:** No. This is a purely stylistic difference that has no effect on play. The same applies to general random events 68 and 140 (battleship design), 69 and 141 (rockets) and 143 (economic preparation).

## Spy rings

**Question:** In Fall 1936, an Axis spy ring is placed in Allied naval research and is not eliminated by an opposing counter-intelligence result. The Axis get a snapshot of the Allied naval research at the end of the Fall 1936 research phase, and in Winter 1936 the Axis get a free research point in an Axis naval project.

What happens in 1937?

**Answer:** The Axis may reactivate the spy ring in any turn in 1937, even if a year hasn’t passed since it was first placed, “with the same effects as the turn in which it was placed.”

If the spy ring is reactivated in Spring 1937, the Axis would get an updated picture of the Allied naval research after the Spring 1937 research phase and, if the spy ring was not eliminated in Spring 1937, would get another free research point in a different Axis naval project in Summer 1937.

### 16.16 INTELLIGENCE RESEARCH:

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**B. ESPIONAGE:** An espionage result compels a major power to immediately place a spy ring in either a diplomatic target or in an opposing alliance research category. Spy rings are placed at the end of the economic phase, prior to diplomacy, and may not be held for placement in a later turn.

...

#### Research spy rings:

- When a spy ring is placed in an opposing research category, whether or not it is eliminated by an opposing counter-intelligence result, the opposing player must reveal the exact status of each active research project in that category by announcing how many RPs have been assigned to each project.
- 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 major power 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.
  - 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 activated for one turn in each subsequent year with the same effects as the turn in which it was placed.

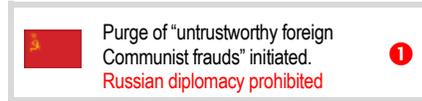
## Balance of Power

**Question:** May the balance of power exceed +6?

**Answer:** Yes. The limit on the balance of power track on the mapboard is purely aesthetic.

## Russian purges

**Question:** What effects do Russian random events 70, 71 and 72 have? Do they just prevent Russia from being able to place diplomatic counters, or do they also prevent the placement of military counters, the placement of a diplomatic counter in a minor country containing a Russian spy ring, or the use of covert operations or subversion in a diplomatic target in the current turn?



**Answer:** The Russian random events that prohibit diplomacy have exactly the same effect as a Party purge applied to diplomacy:

**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. The Russian player's choice will be apparent after the economic phase is completed and spending on research is revealed:

• ...

• **Diplomacy:** Russia may not place any diplomatic counters, subject to the following exceptions:

- Russia may place diplomatic counters as permitted by random events.
- Russia may place diplomatic counters in minor countries containing a Russian spy ring (16.16B).
- 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)

Russian random events 70, 71 and 72 therefore do not prevent Russia from placing military counters (a military purge does), does not prevent Russia from placing a diplomatic counter in a minor country containing an active Russian spy ring, and does not prohibit the use of intelligence results (covert operations and subversion).

**Question:** Does Russia receive additional steps of economic preparation research for purge events triggered by the signing of the Nazi-Soviet Pact?

**Answer:** Yes. The rule 22.46 research effects apply regardless of the source of the purge events.

**22.46 FULL COHESION:** Once Russia has 30 purge events, the Great Purge card is removed from the Purge Deck and Purge Cards continue to be drawn from the Purge Deck. Russia may not increase its cohesion level, but for each purge event Russia incurs in excess of 30 purge events, Russia immediately gains one additional step of economic preparation research at no cost. Once Russia has achieved the maximum (18 step) economic preparation research result, additional purge events have no beneficial research effect.

## European Aggression Index

**Question:** In Summer, there are two random events that decrease the EAI by -2, and the Economic Climate is +3, which also decreases the EAI by -1, for a net -3 EAI.

What happens in Fall if there are no random events affecting the EAI and the Economic Climate improves?

**Answer:** One -1 EAI random event modifier disappears, and the Economic Climate modifier disappears, so the EAI is -1.

### Rule 23.25

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

is worded imprecisely. It should read "one remaining random event modifier is removed".

## Diplomacy

**Question:** When determining which major power contributed the most to a diplomatic result, how are spy rings and the +1 government modifier in a civil war counted?

**Answer:** This question refers to rules 24.82C and 25.54A:

24.82 When a diplomatic result is achieved:

...

C. Where a diplomatic result may affect either Axis or Allied major power:

- If two major powers contribute to a diplomatic effort, the “successful major power” is the major power which made the greater contribution to the diplomatic result.
- In case of a tie, Germany or France benefits by placing a flag or (Germany only) by applying a +1 diplomatic modifier in the next turn for eliminating a Russian flag (24.83).

25.54 **EFFECTS OF A DIPLOMATIC ADVANTAGE:** If one faction achieves a diplomatic advantage:

**A. ADDITIONAL DIPLOMATIC COUNTER:** The major power that contributed the most to the intervention level (Germany and France in the event of equal Axis or Allied contribution) may place an additional diplomatic counter in the following turn (24.53).

For the sake of simplicity, both spy rings and the +1 government modifier in a civil war are considered “neutral”, in that they count for both (or neither, if you prefer) major power. The major power that benefits from a diplomatic result in a minor country is determined without counting either modifier.

**Question:** The general, French and Russian random events are:

Economic Trend →0	
	Hungary-Rumania border dispute. The Axis must support one side; Russia or the Allies the other EAI: +1
	French naval advisors stationed in Rumania. Rumania: 1
	Hungarian communists organize underground cells. Hungary: 1

The general random event requires the Axis to place an AC in Rumania or Hungary (or the anti-Comintern counter in Rumania); then the Allies or Russia must place an AC in the other country. If the Axis choose Hungary, that’s easy – the Allies or Russia place an AC in Rumania. But what happens if the Axis choose Rumania? Russian cohesion is low.

**Answer:** In this unusual situation, neither Russia nor the Allies can place an AC in Hungary; Russia because it doesn’t have a random event allowing diplomacy outside the four minor countries bordering and it hasn’t reached full cohesion (24.61B) and the Allies because Russia has a random event for Hungary (24.56D). Therefore both Russia and the Allies may place their ACs elsewhere. The requirement to support a minor country in a dispute is also subject to the qualification “if legally permitted to do so” (which is why usually the Allies, not Russia, commit an AC to such disputes).

**Question:** The general random event is:



The Axis elect to support Turkey in the dispute, so either Russia or the Allies must support Bulgaria. Bulgaria has both a British and Russian flag in it, and Russia drew a Party purge card and opted to restrict diplomacy. What happens?

**Answer:** This is another unusual situation where neither Russia nor the Allies can place an AC in Bulgaria.

The Allies can't place an AC in Bulgaria because it contains a Russian flag (24.56D). Russia could, because it has a flag in Bulgaria (24.61B), but it is prohibited from doing so by its purge effect, which prevents it from conducting any diplomacy.

Therefore Bulgaria is on its own – the Allies ignore its pleas for help because it is too pro-Communist and Russia arrests the Bulgarian delegation that comes to Moscow.

**Question:** Britain draws the following random event. Sweden contains a Russian flag. May the event be played in Sweden?



**Answer:** Yes. The Allied flexible diplomatic event may be played in Sweden because the prohibition against playing in a minor country that contains a Russian flag only applies to diplomatic counters:

#### 24.56 RESTRICTIONS:

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**D. ALLIES AND RUSSIA:** 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 (EXCEPTION: The Allies may support their faction in a civil war even if there are Russian flags present). The converse does not apply; Russia may place diplomatic counters in diplomatic targets containing Allied flags or for which there is an Allied random event.

The effect of the flexible random event would be the same as a British random event for Sweden.

**Question:** Russian random events 110-114 allow Russian diplomacy in each of the five regions. Is this effect only for the current turn, or for the remainder of the game?



**Answer:** Only for the current turn.

**Question:** What effect does Russian random event 114 have?

 "Communist charity begins at home."  
Diplomacy allowed in Eastern Europe

**Answer:** Russia may place a diplomatic counter in itself (which is otherwise prohibited) and may also place diplomatic counters in Poland and Rumania, even if subject to a diplomatic purge.

**Question:** What effect does Russian random event 115 have?

 Diplomatic restrictions suspended.  
Russia may place a diplomatic counter in any diplomatic target

**Answer:** Russia may place a diplomatic counter in any diplomatic target (not Russia, which is not a diplomatic target – 24.21) in the turn in which this random event is drawn, even if it is subject to a diplomatic purge.

## Civil wars

**Question:** Five random events are required to trigger a civil war (25.31). Can more than one triggering event occur in the same turn?

**Answer:** Yes. For example, a public random event for Spain and a secret Italian random event for Spain would count as two triggering events, although their timing is different: the public event would occur at the start of the turn (25.31A) and the secret event would occur at the end of the diplomatic phase (25.31B). This can have important effects on the EAI if a civil war is triggered.

The same applies to random events that occur after a civil war has broken out (25.61A).

**Question:** Does this type of general random event bring a country closer to civil war (or closer to ending a civil war, if one has already broken out)?

**Economic Trend -1**  
Hungary-Yugoslavia border clashes.  
The Axis must support one side;  
Russia or the Allies the other  
EAI: +1

**Answer:** Yes. This is specifically covered in the Random Events Guide, in relation to an event involving Greece and Yugoslavia:

*A random event of this type would count as a civil war event for one or both of Greece and Yugoslavia if they were involved in the dispute.*

**Question:** There is a civil war in Yugoslavia. The following general random event is drawn.

**Economic Trend -1**  
Hungary-Yugoslavia border clashes.  
The Axis must support one side;  
Russia or the Allies the other  
EAI: +1

How does this affect the placement of diplomatic counters in Yugoslavia?

**Answer:** It prevents the placement of a diplomatic counter by whichever side supports Hungary in the dispute. Rules 25.52A has been clarified to cover this:

**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:

**A. DIPLOMATIC COUNTERS:** Each contending alliance must place a diplomatic counter with a value of at least one in the civil war country in the normal manner, if not prohibited from doing so (24.56D, 24.61A, random events where a dispute between two minor countries precludes placement of a diplomatic counter in a minor country engaged in a civil war).

**Question:** When a civil war breaks out, does the diplomatic alignment of the civil war country change, or do any flags already in the civil war country remain and any trade pact with the civil war country continue?

**Answer:** The flags remain. If a major power has a trade pact with a minor country in which a civil war breaks out, the trade pact continues.

**Question:** An alliance must support its civil war faction if it can. To what extent can a major power arrange things to evade this commitment?

**Answer:** The options are very limited. The governing rule is 25.52A:

**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:

**A. DIPLOMATIC COUNTERS:** Each contending alliance must place a diplomatic counter with a value of at least one in a civil war country in the normal manner, if not prohibited from doing so (24.56D, 24.61A, random events where a dispute between two minor countries precludes placement of a diplomatic counter in a minor country engaged in a civil war). If more than one civil war is being fought, a contending alliance may also use diplomatic counters with a value of zero to support their civil war factions.

- The placement of a diplomatic counter in a civil war country does not count against the limit on diplomatic counter placement.
- A civil war country is an eligible target for a Russian diplomatic counter, provided Russian purge effects don't prevent Russian diplomacy.
- If Russian purge effects prevent Russian diplomacy, Russia must use any additional civil war diplomatic counter (24.53A) it has to meet this requirement.

This obligation is mandatory ("must place a diplomatic counter...") with only two exceptions, which are referred to after the qualification "if otherwise permitted to do so":

The first is the prohibition against the Allies placing a diplomatic counter in a civil war target for which a Russia diplomatic event has been drawn:

#### 24.56 RESTRICTIONS:

...

**D. ALLIES AND RUSSIA:** 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 (EXCEPTION: The Allies may support their faction in a civil war even if there are Russian flags present). The converse does not apply; Russia may place diplomatic counters in diplomatic targets containing Allied flags or for which there is an Allied random event.

The second is the prohibition against Russian diplomacy as a result of the Party purge event (this implicitly includes random events which inflict this impairment on Russia):

#### 24.61 RESTRICTIONS:

**A. RUSSIAN PURGE EFFECTS:** If Russia is subject to the Party purge event and elects to forego diplomatic counter placement (22.21B), Russian diplomacy is prohibited.

These are the only two instances in which a major power can escape the obligation to support its civil war faction. A major power may not deliberately use all its available tile points or activity counters during the economic phase in order to avoid placement of a diplomatic counter in support of its civil war faction, although Russia may elect to take the diplomatic effects of a Party purge during a civil war involving a Communist faction (as specifically referred to in both 24.61A and the second bullet of 25.52A).

The only exception to the obligation to support a civil war faction arises where Russia must build a unit, as required by 18.51A:

**18.51 NEGATIVE RUSSIAN SUPPORT LEVEL:** If the Russian support level is less than zero, Russia must build at least one unit:

A. This expenditure takes priority over any other expenditures - Russia may not mobilize a factory or spend on research if this would reduce Russia's point total below the level needed to construct the required unit.

B. If Russia is unable to build a unit because it lacks sufficient points, it may make no other expenditures.

C. If Russia is unable to build a unit because there is no unit available to be built, this requirement is disregarded.

The 18.51A requirement "takes priority over any other expenditures", and therefore overrides the 25.52A requirement for Russia to support a Communist civil war faction. It is significant that the expenditure for the unit construction also occurs earlier in the turn, during the economic phase. In the rare case where Russia either has only two tile points (so that it has none left for diplomacy after building the required unit) or has only one tile point (so it can't build the a required unit and therefore "may make no other expenditures" (18.51B), Russia is relieved of its obligation to support a Communist civil war faction.

**Question:** May both Germany and Italy use a military counter to intervene in a civil war in the same turn (25.52B)? If so, does this generate an RP for both Germany and Italy?

**Answer:** Yes to both. In the historical Spanish civil war, both German and Italian forces operated in Spanish at the same time.

**Question:** A military counter used in a civil war may generate an RP in certain projects. When is this RP assigned?

**Answer:** When the military counter is placed. The governing rule is 25.52A:

**15.22 SUPPLEMENTAL RESEARCH POINTS:** Subject to 15.22A, each turn each major power may use one activity counter to supplement its basic research allocation. Activity counters used for research may not be used for other purposes in that turn.

...

**D. CIVIL WAR INTERVENTION:** Each time a major power intervenes in a civil war using a military counter, it may place an additional research point in one of the projects listed below during the diplomatic phase of the turn in which the military counter is used, regardless of the stage of the project and even if another research point had been placed in that project during the research segment of that turn:...

A player may not wait until the end of the diplomatic phase to see if the civil war ends or to see what other diplomatic developments might influence the best placement of the RP. The research benefits of military intervention in a civil war are determined by the units sent, so the RP is assigned when the military counter is placed.

## Axis aggressions

**Question:** There is a Russian flag in Poland. May Germany conduct an aggression against Poland in the normal manner? If it does, is it precluded from negotiating the Nazi-Soviet Pact?

**Answer:** Germany may conduct an aggression against either Danzig and the Polish Corridor or all of Poland, whether or not there is a Russian flag in Poland.

Rule 27.21C prohibits Axis aggression against minor countries which contain Russian flags if the Nazi-Soviet Pact was negotiated in a previous turn and is therefore in effect when the aggression is announced:

**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.

For example, if Germany had conducted an aggression against Poland in Spring 1939, negotiating a Pact, and then wished to conduct an aggression against Czechoslovakia in Summer 1939, it could not do so if Czechoslovakia contained one or more Russian flags.

However, if Poland itself contained a Russian flag in Spring 1939:

- The German Spring 1939 aggression against Poland would be permitted, because there was no Pact in existence when the aggression was announced.
- The German aggression does not prevent the Pact from being negotiated,
- The Russian flag(s) would count as Allied when determining Polish resistance for Pact calculation purposes, because Russia would still be aligned with the Allies at start of the crisis phase. From the Polish point of view, Russia is on their side. This might result in a more favorable Pact level than would otherwise be the case.
- Once the existence of the Pact was revealed, any Russian and Allied flags would eliminate one another, on a one-to-one basis (24.82B), which might weaken Polish resistance for the purposes of determining whether Britain and France may effectively support Poland.

For the same reasons, a Russian flag in an Italian aggression target would not prevent the Italian aggression in the turn in which Germany conducted an aggression against Poland that resulted in the signing of the Nazi-Soviet Pact.

# Gathering Storm – A World at War

## Q&A

### Production

**Question:** Italian and British *Gathering Storm* armor research results (4.42B, 4.52B) allow those countries to mobilize 3-5 armor units rather than 2-5 armor units, at no cost in other units (i.e., the mobilization formula treats the 3-5 armor units as 2-5 armor units worth four BRPs).

Does the same apply to armor units mobilized in *A World at War*? If so, does the same logic apply to the production of 3-5 armor units, or the production of a French 4-5 armor unit after the Western Allied liberation of Paris?

**Answer:** The discount applies to all mobilized armor units, whether the mobilization occurs before the outbreak of war (in *Gathering Storm*) or after (in *A World at War*). The normal production costs (six BRPs for a 3-5 armor unit, eight BRPs for a 4-5 armor unit) apply to all armor units generated in whole or in part by production.