

GLOSSARY

In *Gathering Storm*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The definitions and acronyms used in *Gathering Storm* are generally consistent with those used in *A World at War*. The following list sets out the definitions and acronyms used in these rules.

“AAF”: Army air factor(s). An *A World at War* unit, referred to in the transition rules.

“A World at War”: GMT’s WWII grand strategic game of WWII, which can be played with starting conditions established by *Gathering Storm*.

“active unit”: An armor, infantry or air unit that has been constructed, thereby moving it out of its owning major power’s reserve. Only active units contribute to the Axis-Allied balance of power or the Russian garrison.

“activity counters”: Counters that permit major powers to construct units, build ships and conduct research and diplomacy. The use of activity counters requires the expenditure of tile points. See rule 12.

“advanced research”: Jet, advanced submarine and rocket research. See 16.18.

“advanced research point”: The free German research point which may be assigned to jet, advanced submarine or rocket research. See 15.23E.

“aggression”: Actions by Germany or Italy that result in either the acquisition of territory or war. See 27, 29, 30.

“aggression effects”: The effects of successful Axis aggression. See 30.

“aggression total”: The cumulative value of each Axis major power’s successful aggressions (Italian aggressions against Greece and Yugoslavia count once the aggressive demand has been made without triggering war with the Allies). Once a second aggression has occurred, only the Axis major power with the higher aggression total may be the target of an Allied preemptive declaration of war. See 32.61B.

“aggression value”: The measure of the advantages gained by an Axis major power from a successful aggression against a minor country. Aggression values are printed on the mapboard (4.13C) and determine the number of turns the Axis major power draws an additional random event (9.14), how many victory points the Axis major power receives for the aggression (34.51) and the U.S.-Axis tension increases from the aggression (transitional rule 10.11B).

“air squadron”: An *A World at War* unit, referred to in the transition rules.

“air unit”: A military unit representing air. Air units are created by mobilizing and may be in reserve or active.

“alliance”: One of three sets of major powers: the Axis (Germany and Italy), the Allies (Britain and France) and Russia.

“Allies”: Britain and France. In *A World a War* the “Allies” eventually expand to include the United States and Russia, but in *Gathering Storm* neither of these countries may ally with Britain and France.

“Anglo-French cooperation”: A research project that, apart from random events, may be initiated only after the Axis have committed aggression against a target other than Ethiopia or the Rhineland. Anglo-French cooperation research results allow the transfer of tile points between Britain and France. See 15.42B, 16.16G.

“armor unit”: A military unit representing armor. Armor units are created by mobilizing and may be in reserve or active.

“ASW”: Anti-submarine warfare. Used to refer both to ASW research and ASW production, which creates ASW units. See 16.13A and B.

“Axis”: Germany and Italy. In *A World a War* the “Axis” may expand to include minor countries and, in some contexts, Japan.

“Axis-Allied balance of power”: See balance of power.

“balance of power”: The military balance between the Axis and Allies. The balance of power consists of the net total of the armor, infantry, air and naval balances of power. See 20.

“Balance of Power Chart”: The player aid used to track the individual components of the balance of power. See 20.3.

“balance of power counters”: The generic units used on the Balance of Power Chart; each Axis or Allied balance of power armor, infantry, air or

naval counter corresponds to an active Axis or Allied armor, infantry or air unit, or a newly laid down or launched ship. See 19.8, 20.31.

“Baltic States”: Latvia, Lithuania and Estonia, which, as a whole, can be the target of German aggression.

“basic research allocation”: The minimum number of points each alliance may assign to research, at no cost, each turn. See 15.21.

“BB”, “BBs”: Battleship(s). A BB is represented by a 3-, 4- or 5-factor unit.

“BC”, “BCs”: Battlecruiser(s). A BC is represented by a 3-factor unit.

“Bessarabia”: The area of Rumania adjacent to Russia that is now Moldavia. Bessarabia may be a Nazi-Soviet Pact concession. See 31.31.

“Bohemia, Moravia and Slovakia”: The non-Sudetenland portion of Czechoslovakia that may be incorporated into Germany as a result of German aggression. See the Aggression Effects Guide.

“BRP”, “BRPs”: Basic Resource Point(s). BRPs are the currency used in *A World at War*, and are relevant if a *Gathering Storm* game is continued past the outbreak of war.

“CA”: Cruisers. Cruisers are unnamed naval units that are always represented in even-numbered increments. “CA”, without any number, refers to a single, two-factor cruiser unit. Where a number appears after “CA” (“CA4”, “CA6”, etc.), the number indicates the number of cruiser factors. Used in relation to light ship research and the transition rules.

“central Poland”: Part of Poland that may be occupied by Germany as a result of German aggression. Central Poland may be a Nazi-Soviet Pact concession. See the Aggression Effects Guide, 31.31.

“civil war”: Internal conflicts that may occur in Greece, Spain and Yugoslavia when five random events have occurred. See 25.

“civilian factory”: A factory which generates two tile points of income per turn. See 11.21A.

“concessions”, “concession level”: Territory obtained by Russia during Nazi-Soviet Pact negotiations. See 31.3.

“construction cost”: The number of tile points required to move unit from reserve to active status. See 18.1.

“construction segment”: The final portion of the economic phase, during which units are built. See 18.

“crisis phase”: The final phase of each turn, during which Axis major powers may commit aggression and major powers may declare war. See 26.

“Croatia”: An Italian puppet state formed as a result of Italian aggression against Yugoslavia or Axis victory in a Yugoslav civil war. See the Aggression Effects Guide, 25.73.

“Danzig and the Polish Corridor”: Part of Poland that may be incorporated into Germany as a result of German aggression. See the Aggression Effects Guide.

“DD”: Destroyers. “DD”, without any number, refers to a single destroyer factor. Where a number appears after “DD” (“DD2”, “DD3”, etc.), the number indicates the number of destroyer factors. Used in relation to light ship research and the transition rules.

“declaration of war”: A formal announcement triggering a state of war between two major powers. A declaration of war ends the game. A major power may only declare war if it meets the threshold requirement. See 32.

“diplomatic alignment”: The alignment of an eligible diplomatic target, as indicated by the number of major power flags in that target.

“diplomatic counters”: An activity counter used for diplomatic purposes. See 24.5.

“diplomatic effort”: The total of the value of the military and diplomatic counters placed in a diplomatic target, any applicable covert operation and spy ring effects for that target, and the applicable random events for that target. See 24.8.

“diplomatic phase”: The portion of the turn in which diplomacy is resolved. See 24.

“diplomatic result”: The placement or removal of a flag in a diplomatic target. See 24.8.

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“diplomatic target”: A minor country or territory susceptible to diplomatic influence. See 24.2.

“eastern Poland”: That part of Poland that does not include Danzig and the Polish Corridor or Central Poland. Eastern Poland may be a Nazi-Soviet Pact concession. See the Aggression Effects Guide, 31.31.

“Economic Climate”: The game mechanic for quantifying the business cycle. The Economic Climate may vary each turn from +3 to -3, and affects national incomes and, in extreme cases, the EAI. See 11.3.

“Economic phase”: The portion of the turn in which factories are converted, research is conducted and units are built. See 13.

“Economic Trend”: The shift in the Economic Climate, as indicated at the top of the first random event card drawn each turn. See 9.2, 11.33.

“Estonia”: One of the three Baltic States, worth 5 territorial concession points in Nazi-Soviet Pact negotiations. See 31.31.

“European Aggression Index”, “EAI”: The measure of the relative (in)stability of the European system. When the EAI is positive, declarations of war are easier and mobilizations and shipbuilding cheaper; the converse is true when the EAI is negative. See 23.

“factories”, “factory counters”: The measure of economic capability, represented by factory counters on each major power’s Scenario Card. Factories may be idle, civilian or military. See 11.2, 14.

“factory conversion”: Changing the status of a factory, from idle to civilian or military or from civilian to military. See 14.

“Finland”: A Scandinavian country which, for Nazi-Soviet Pact purposes, consists of both Finland proper and the Finnish border hexes. See 31.31.

“Finland proper”: Finland apart from the Finnish border hexes; may be a Nazi-Soviet Pact concession. See 31.31.

“Finnish border hexes”: The part of Finland adjacent to Russia; may be a Nazi-Soviet Pact concession. See 31.31.

“force pool”: The units, both built and unbuilt, that are available to each major power in *A World at War*. A major power may not construct more units of a given type than are contained in its force pool. Referred to in the transition rules.

“friendly major powers”: Major powers which combine for research and diplomacy. Germany and Italy (the Axis) and Britain and France (the Allies) are friendly with each other, as are Allied powers. Russia is hostile to everyone. See 24.7.

“full cohesion”: Russia’s cohesion level if 30 or more purge events have occurred. See 22.7.

“fully mobilized”: A major power that has only military factories.

“general random event”: The event listed immediately below the Economic Trend on the first random event card drawn each turn. See 8.21A, 9.3.

“generic unit”: The air, armor, infantry and naval units used on the Balance of Power Chart. See 20.31.

“German advanced research point”: The additional Axis research point that must be used each turn in a German advanced research project. See 15.23E.

“German economic interest in Russia”: A German economic interest in Russia worth five or 10 BRPs in *A World at War* may result from the Nazi-Soviet Pact. See 31.33 and the *Gathering Storm - A World at War* transition rules.

“Great Purge”: The most severe Russian purge card, added to the Russian purge deck when Germany remilitarizes the Rhineland. See 22.21C.

“high cohesion”: Russia’s cohesion level if between 20 and 29 purge events have occurred. See 22.7.

“hostile major powers”: Major powers that are not friendly. The Axis and Allies are hostile to each other; Russian hostility depends on the Nazi-Soviet Pact. See 24.7.

“IC”, “ICs”: Industrial Center(s). ICs represent areas of Russian industrial production. Referred to in the transition rules.

“idle factory”: A factory that produces neither tile point income nor maintains military units or provides support. See 11.21C.

“industrial segment”: The initial portion of the economic phase, during which factories are converted. See 14.

“infantry unit”: A military unit representing infantry. Infantry units are created by mobilizing and may be in reserve or active.

“initial mobilizations”: Mobilizations that have occurred before the start of the game. See 14.9.

“intervention level”: The total value of the diplomatic effort by a contending alliance in a minor country in which there is a civil war. See 25.53A.

“intervention threshold”: The value of the civil war counter randomly drawn for a turn, plus the value of any random events played by the non-participating alliance in the minor country in which there is a civil war. One side’s intervention level must exceed the other’s by an amount equal to or greater than the intervention threshold to achieve a diplomatic result, as opposed to a mere diplomatic advantage. See 25.53B.

“Latvia”: One of the three Baltic States, worth 5 territorial concession points in Nazi-Soviet Pact negotiations. See 31.31.

“level”: The distance on a research record sheet to the next number or research (at most two steps). Every second step is a level. See 15.13.

“Lithuania”: One of the three Baltic States, worth 5 territorial concession points in Nazi-Soviet Pact negotiations. See 31.31.

“low cohesion”: Russia’s cohesion level until 10 purge events have occurred. See 22.7.

“Maginot Line”: The French fortifications along France’s border with Germany. The Maginot Line may be constructed using research points and results increase the French support level. See 10.81A, 16.14B.

“maintenance cost”: The cost of maintaining active units (one tile point per unit each turn). See 17.

“major powers”: Germany, Italy, France, Britain and Russia.

“medium cohesion”: Russia’s cohesion level if between 10 and 19 purge events have occurred. See 22.7.

“military counters”: Special counters used for diplomacy when permitted by the owning major power’s military superiority and support level. See 24.4.

“military factory”: A factory which generates units and offsets maintenance costs (11.21B).

“military purge event”: A purge event requiring Russia to move one or more units from active to reserve status. See 22.21A.

“military unit”: An armor, infantry or air unit.

“minor countries”: All countries other than the five major powers.

“minor country resistance level”: A component of the declaration of war threshold that an Allied major power must meet to declare war in support of a minor country that is the target of Axis aggression. See 28, 32.3.

“mobilization”: Conversion of an idle or civilian factory to military use. See 14.

“mobilization cost”: The cost in tile points to mobilize, which varies based on the year, EAI and random events. See 14.3.

“mobilization delay”: The number of turns which must elapse before a mobilized unit is added to a major power’s reserve. See 14.8.

“national income”: Tile points received by each major power each turn. See 11.

“national random event”: The event listed opposite each major power’s national flag on the random events card. Each turn one national random event is drawn for each major power. See 8.21B, 9.4.

“Nazi-Soviet Pact”: The non-aggression pact between Germany and Russia which also divided eastern Europe into spheres of influence. See 31.

“pact negotiations”: The initial determination of terms of the Nazi-Soviet Pact. See 31.3.

“party purge event”: A purge event requiring Russia to forego spending on either research or diplomacy. See 22.21B.

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“Poland”: A minor country consisting of Danzig and the Polish Corridor, central Poland and eastern Poland.

“pre-emptive declarations of war”: A major power declaration of war unrelated to a specific Axis aggression. See 32.8.

“production projects”: Projects for which the investment of research points yields a unit. See 16.21B.

“public random event”: A random event printed on a white background.

“purge card”: The components of the Russian purge card deck. See 22.4.

“purge deck”: A set of cards, used each turn to determine one of the possible purge events for the Russian player. The Purge Card deck consists of a No Purge card, a Military Purge card, a Party Purge card and, if Germany has remilitarized the Rhineland and Russia has not reached full cohesion, a Great Purge card. See 22.4.

“random events”: Events that occur each turn at random. There is one general random event and one random event for each major power. See 8, 9.

“Random Event Cards”: A set of 144 cards containing the 864 random events. See 8, 9.

“research”: Scientific and technical developments, partly from investments and partly from random events, that affect play in different ways. See 15.

“research categories”: Research projects fall into one of five categories: air, naval, military, atomic or intelligence). See 15.12.

“research record sheets”: The record sheets used by the Axis, Allied, and Russian players to plan and record research investments and results.

“research point”: A point which, when assigned to a research project, fills in one step of that project. See 15.2

“research projects”: Projects for which the investment of research points yields a research result. See 15.4, 16.21A.

“research segment”: The second portion of the economic phase, during which research is conducted. See 15, 16.

“reserve unit”: An armor, infantry or air unit that has not yet been constructed and therefore is not yet an active unit. Reserve units do not contribute to the Axis-Allied balance of power or the Russian garrison.

“Rumania”: A Balkan country which, for Nazi-Soviet Pact purposes, consists of Rumania proper and Bessarabia. See 31.31.

“Rumania proper”: Rumania apart from Bessarabia; may be a Nazi-Soviet Pact concession. See 31.31.

“Russian cohesion level”: The measure of Stalin’s perceived hold on power. The Russian cohesion level is low, medium, high or full, based on the number of purge events that have occurred. See 22.7.

“Russian garrison”: The active Russian units, Russian research results and Russian diplomatic results that offset perceived Japanese, Axis and Allied threats to Russia. See 21.

“Russian war readiness”: The deterrent effect Russia has on a German declaration of war on Britain or France, being the total of Russia’s support level, flags in Russia and bordering minor country diplomatic results (32.42D). Russia’s war readiness is irrelevant if the Nazi-Soviet Pact is in effect.

“scenario cards”: Player aids used by each major power to track support levels, incomes, factory and unit status and shipbuilding.

“second aggression”: For Germany, an aggression other than the Rhineland; for Italy, an aggression other than Ethiopia. See 32.61.

“secret random event”: A random event printed on a gray background.

“segment”: Part of a phase in the sequence of play.

“sequence of play”: The order in which play is conducted. Play consists of five phases, each of which may have one or more segments. See 7.

“Serbia”: A fragment of Yugoslavia formed as a result of Italian aggression against Yugoslavia or Axis victory in a Yugoslav civil war. See the Aggression Effects Guide, 25.73.

“shipbuilding”: Starting, continuing or completing the building of a ship. See 19.

“shipbuilding rate”: The maximum number of ships that may be laid

down or advanced in a single turn by a major power. See 19.3.

“shipyard capacity”: The maximum number of ships that may be in a major power’s shipyard at any given time. Each major power’s shipyard capacity is equal to twice its shipbuilding rate. See 19.4.

“Siberian garrison”: The Russian garrison units in Siberia that offset the eight Japanese units in Manchuria. See 21.22A.

“step”: One increment of a research project, indicated by a single cell on the research record sheet. See 15.13.

“Sudetenland”: Part of Czechoslovakia that may be incorporated into Germany as a result of German aggression. See the Aggression Effects Guide.

“support level”: The inherent domestic political strength of a major power’s government. Support levels are modified each turn by a variety of events, and affect income, the ability to conduct aggression (Axis major powers), and the ability to declare war. See 10.

“threshold requirement for declaring war”: The total of the relative support levels of the declaring and target major powers, the Axis-Allied balance of power, the European Aggression Index, the resistance level of a minor country target and possibly other factors must be +1 or greater to permit major power declarations of war. See 32.3.

“tile points”: The currency of the game. Tile points measure all resources and spending in the game. See 6.

“tiles”: The physical manifestation of tile points. Tiles have a value of one, two or three. There are 90 tiles; 30 of each denomination. See 6.

“trade pact”: A trade agreement between a major power and another country. Trade pacts are established when an alliance has three flags in the target, and generate two (Russia, Poland, Spain, Turkey) or one tile point (all other trade pacts) of income per turn and modify the resistance level of adjacent minor countries. See 11.6.

“unit”: A game counter that represents a military force, including forces generated by research results.

“victory points”, “VPs”: The points used to determine victory in *Gathering Storm*. Victory points are irrelevant if the game is continued into *A World a War*. See 34.

“West Wall”: The German fortifications along Germany’s border with France. Once Germany remilitarizes the Rhineland, it may begin construction of the West Wall using research points; results increase the German support level. See 10.51A, 16.14B.

MILITARY COUNTERS

Germany, Italy, Britain, France and Russia may, if the conditions set out in 24.4 are met, assign military counters to bordering minor countries and minor countries in which civil wars are being fought.



ANTI-COMINTERN COUNTERS

Each turn Germany may assign the anti-Comintern counter to one eligible minor country bordering Russia (24.4). The strength of the anti-Comintern counter increases with the Russian cohesion level.

