Gathering Storm

GMT’s European pre-World War II game

1935 – 1939 (?)
What is *Gathering Storm*?

- *Gathering Storm* recreates the political situation in Europe in the 1930s, as war looms on the horizon.
- Germany, Italy, Britain, France and Russia jockey for position, not only to prepare for the inevitable war to come, but to try to get the war they want, when they want it.
Participants

- The main participants in *Gathering Storm* are the five European pre-World War II major powers.
- European minor countries are diplomatic targets, but are not independent actors.
- Japan and China are not represented – the pre-war Asian maneuvering will be represented in a separate game (*Storm Over Asia*, which is under development).
- The five European pre-World War II major powers are:
Germany
Italy
Britain
Russia
Winning the Game

• *Gathering Storm* ends with the outbreak of war between one or both Axis major powers and one or more (eventual) Allied major powers.

• There is always a war at some point.

• The winner of the game is the side that brings about the war they want, when they want it.
• *Gathering Storm* can be played on its own, with each side scoring victory points at the end of the game.

• *Gathering Storm* may also continue into *A World at War*, with the war triggered at the end of *Gathering Storm* being fought out using the *A World at War rules*, as modified by the results of *Gathering Storm*. 
What can each major power do?

In *Gathering Storm*, each major power:

- Conducts research.
- Build units and ships.
- Conducts diplomacy.
- Carries out (Axis) or tries to oppose (Allies) aggressions against minor countries.
- Declares war on opposing major powers.
The mapboard
Mapboard features (1)

The *Gathering Storm* mapboard covers the relevant parts of Europe, as it was in the 1930s. The minor countries that are eligible diplomatic targets are shown on the map, including:

- A diplomatic track for each diplomatic target (including Russia, which is the only major power that can be a diplomatic target).
- The basic resistance level of minor countries that may be the target of German or Italian aggression.
- The number of additional Axis random events that are drawn if Germany or Italy successfully occupies an aggression target.
• The mapboard representations of minor country attributes can be seen in this extract:
The mapboard also includes:

- A Time Track.
- A Balance of Power track.
- An European Aggression Index track.
- An Economic Climate track.
- Activity Charts for each major power.
- An inset for Ethiopia.
- An inset showing which diplomatic targets are in which of the five European regions.
# Time Track

<table>
<thead>
<tr>
<th>Year</th>
<th>Time Track</th>
<th>Milestones per:</th>
<th>Points:</th>
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<tr>
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<td>Winter</td>
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<tr>
<td>1936</td>
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<td>1937</td>
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<tr>
<td>1940</td>
<td>Spring</td>
<td>Summer</td>
<td>Fall</td>
<td>Winter</td>
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</tbody>
</table>
Time Track functions

• A turn marker is placed in the appropriate cell to show the turn.
• When major powers mobilize, the units added to their force pools are placed in the appropriate cells.
• The time delays for mobilizations are the same as in *A World at War* (two turns for infantry; four turns for air and British mechanized infantry; six turns for armor).
The Balance of Power Track is used to record the overall Balance of Power.

A Balance of Power advantage may allow military counters to be used for diplomacy and also is a key component of Axis aggressions.

The components of the Balance of Power will be discussed below.
The European Aggression Index Track is used to record – yes, you guessed it – the European Aggression Index.

The European Aggression Index affects mobilization and shipbuilding costs, and is also a key component in Axis aggressions.
Economic Climate Track

- The Economic Climate Track records the Economic Climate.
- The Economic Climate fluctuates from turn to turn and affects major power incomes (other than for Russia) and may, if it is extreme, affect the European Aggression Index.
Activity Charts

Activity Charts

Germany

[Images of laboratory equipment, tank, soldier, plane, and industrial buildings]
Activity Chart Functions

• The Activity Chart for each major power is used to record its use of activity counters during the economic phase.

• These activity counters are placed, face down, on the major power’s Activity Chart.

• Activity counters used during the economic phase are not available for later use in the diplomatic phase.
Economic Activities

• Each part of the major power Activity Charts reflects the possible economic activity of the major power concerned:
  o Research
  o Building an armor unit.
  o Building an infantry unit.
  o Building an air unit.
  o Shipbuilding (except for Russia).
Ethiopia

- An inset for Ethiopia is provided, because Italy can conquer it. This is the only non-European aspect of *Gathering Storm*, other than some random events.
European Regions

• Europe is divided into five regions. This is relevant when certain random events are drawn.
Russian Border Countries

- Finland, Poland, Rumania and Turkey are shaded on the mapboard, to remind players that these minor countries border Russia.
- These are the only eligible diplomatic targets for Russia (subject to certain exceptions) and their diplomatic alignment affects Russia.
The Sequence of Play

• *Gathering Storm* is played in turns.
• Each turn follows this sequence:
  o Random Events Phase.
  o Income Phase.
  o Economic Phase.
  o Diplomatic Phase.
  o Crisis Phase.
• Each phase is divided into segments.
Random Events Phase
Random Events Phase

- The Random Events Phase consists of the following segments:

<table>
<thead>
<tr>
<th>Random Event Phase</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw random events (any sequence)</td>
</tr>
<tr>
<td>Draw Russian purge card (Russia only)</td>
</tr>
<tr>
<td>Reveal public random events</td>
</tr>
</tbody>
</table>
Random Events

• This brings us to one of the most fun parts of Gathering Strom – the random events.
• At the start of each turn, one public random event card is drawn.
• This random event card determines the shift in the Economic Climate for the turn, as well as a providing a general random event, which is seen by all players.
• The remaining five random events cards are drawn secretly by each major power.
Random Event Deck

• There are 144 random event cards in the game.
• Each random event card has 6 random events.
• There are $6 \times 144 = 864$ random events.
• This is one reason why *Gathering Storm* doesn’t get boring – every game is different.
Random Event Cards

• Here is a sample random event card:

![Random Event Card Example](image-url)
Public and secret random events

• Random events may be either public or secret.
• Public random events have no shading and are revealed when drawn, so everyone sees them.
• Secret random events are shaded and are kept secret until played.
• When secret random events are played depends on what the random events affect.
• These random events maybe public or secret.
• Within each category, there are many variations. Most are self-explanatory, but all the random events are explained in detail in the Random Events Guide.
<table>
<thead>
<tr>
<th>Sequence of Play Summary</th>
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</thead>
<tbody>
<tr>
<td><strong>Random Event Phase</strong></td>
</tr>
<tr>
<td>Draw random events (any sequence)</td>
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<tr>
<td>Draw Russian purges card (Russia only)</td>
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<tr>
<td><strong>Reveal Public Random Events</strong></td>
</tr>
<tr>
<td><strong>Income Phase</strong></td>
</tr>
<tr>
<td>Determine incomes (simultaneous)</td>
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<tr>
<td><strong>Economic Phase</strong></td>
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<tr>
<td>All three segments are carried out secretly, then revealed.</td>
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<tr>
<td><strong>Industrial segment</strong></td>
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<tr>
<td><strong>Factory conversion</strong></td>
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<tr>
<td><strong>Research segment</strong></td>
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<tr>
<td>Assign activity counters to research</td>
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<tr>
<td>Assign research points</td>
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<tr>
<td><strong>Construction segment</strong></td>
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<tr>
<td>Unit construction and shipbuilding (simultaneous)</td>
</tr>
<tr>
<td><strong>Reveal Factory Conversion, Research Results, Construction.</strong></td>
</tr>
<tr>
<td><strong>Diplomatic Phase</strong></td>
</tr>
<tr>
<td>Assign military and diplomatic counters (Axis, Russia, Allies, Axis)</td>
</tr>
<tr>
<td><strong>Reveal Diplomatic Random Events, Diplomatic Counters.</strong></td>
</tr>
<tr>
<td>Play covert operations, Russian subversion</td>
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<tr>
<td>Resolve diplomacy</td>
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<tr>
<td><strong>Crisis Phase</strong></td>
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<tr>
<td>Axis aggression</td>
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<td>Allied declarations of war</td>
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<tr>
<td>Pre-emptive declarations of war</td>
</tr>
</tbody>
</table>
Income Phase
Income Phase

- The currency of the game are “tile points”, which in face-to-face games are represented by actual tiles worth 1, 2, or 3. This cuts down on paper work.
- In the Income Phase, the tile point income of each major power for the turn is determined.
- Each turn each major power’s income is determined by a variety of factors, some of which may reduce income:
Factors Affecting Income

- Civilian factories (+2 each).
- The Economic Climate (+/-2 maximum).
- Random events (various).
- Each major power’s support level (1 for each level of support, which may be negative).
- Trade pacts (usually +1; +2 for trade pacts in Russia, Poland, Spain and Turkey).
- Deficits from the previous turn (-).
- Unit maintenance costs (-1 for each active unit not supported by a military factory).
Economic Phase
Economic Phase

- The Income Phase consists of the following segments:

<table>
<thead>
<tr>
<th>Economic phase</th>
<th>All three segments are carried out secretly, then revealed.</th>
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<tbody>
<tr>
<td>Industrial segment</td>
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<td>Factory conversion</td>
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<td>Assign research points</td>
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<td>Construction segment</td>
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<tr>
<td>Unit construction and shipbuilding (simultaneous)</td>
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<tr>
<td>REVEAL FACTORY CONVERSION, RESEARCH RESULTS, CONSTRUCTION.</td>
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</table>
Industrial Segment
Factory Conversion

- During the Industrial Segment:
- Idle factories may be converted to civilian factories or to military factories.
- Civilian factories may be converted to military factories.
- The conversion to a military factory is termed a “mobilization”.

Factory Conversion Costs

- Converting an idle factory to a civilian factory costs 10 tile points.
- Mobilizing costs 10 tile points, -1 tile point for each year and +/- the European Aggression Index.
- Random events may also affect these costs.
Effects of Civilian Factory Conversion

• Each civilian factory generates 2 tile points of income each turn, so converting an idle factory to a civilian factory increases income.
• The first additional civilian factory also adds a one activity counter that may be used for research, in addition to one other activity counter.
• The second additional civilian factory also adds a two activity counter, that may be used for any purpose.
Effects of Mobilizing - Maintenance

• Each military factory reduces maintenance costs for active units by one tile point.
• Unless a major power has more military factories than active units, each mobilization therefore increases income by one tile point by reducing maintenance costs.
• An experienced player will always try to have at least as many active units as military factories, so as not to “waste” this effect.
Effects of Mobilizing - Support

- Mobilizations also increase support levels:

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</table>

Support increases are based on the number of military factories. The maximum support level increase from military factories is Germany: +6; Italy and France: +2; Britain: +3; Russia: +7 (if Russia has mobilized civilian factories - 14.43).
Effects of Mobilizing - Units

• The third important effect of mobilizing is to generate additional units, just as in A World at War.

• These units are subject to the same time delays as in A World at War.

• Since the activation of units affects the Balance of Power and – no surprise – fighting, this aspect of mobilizing is important.

• Various restrictions govern what units may be mobilized by each major power.
Research Segment
Research Segment

• The *Gathering Storm* research rules are detailed, as research is one of the most important ways in which the various major powers prepare for war.

• In summary:
  o Each turn each alliance assigns research points to selected research projects.
  o The number of research points available to each alliance is, in part, based on what resources that alliance elects to devote to research.
- Research points may be augmented by research random events and, occasionally, by other means, such as espionage and intervention in civil wars.
- Research is kept secret until results are obtained that affect play.
- All Gathering Storm research is revealed at the end of the game, including games that transition into A World at War.
Research Effects

• Gathering Storm research results have various effects:
  ○ Most projects add favorable counters to a Balance of Power track; 6-step research results add one counter; 12-step research results add two more counters; 10-step research results add one counter to each of two categories.
- An 18-step research result increases support by +1.
- A 10-step atomic research result increases support by +1. Atomic research is only permitted after certain general random events are drawn.
- A 6-step economic preparation research result adds a one activity counter; a 12-step economic preparation research result adds an additional two activity counter.
- West Wall and Maginot Line research results increase support.
• Espionage, covert operation, counter-intelligence and subversion (Russia only) results have the sort of tricky effects you would expect.

• Some research results have ancillary effects. For example, naval air training allows carriers to be built; battleship design allows larger battleships to be built.
Construction Segment

- During the Construction Segment, players may:
  - Build (activate) units, at a cost of 2 tile points each.
  - Lay down, advance, accelerate and launch ships. Shipbuilding costs are determined by the size of the ship (from two to five factors) and are reduced by a positive European Aggression Index and increased by a negative European Aggression Index.
Shipbuilding

• Shipbuilding will be very familiar to A World at War players, as the Gathering Storm mechanics are almost identical.
Revealing Economic Activities

• Each major power’s economic activities are conducted secretly and simultaneously.
• Once all players have completed their economic activities, they are revealed and the game moves to the economic phase.
• This secrecy is important, because one side will often catch the other side by surprise by mobilizing, building units or laying down ships.
Activity Counters

• Research, construction and shipbuilding require the use of both tile points and activity counters.
• Tile points pay for the use of activity counters, on a 1:1 basis.
• Without tile points, a major power may not use activity counters for research, construction, shipbuilding or (later) diplomacy.
• Similarly, a shortage of activity counter constrains a major power in these areas.
• Activity counters look like this:
Before turning to diplomacy, it is worth explaining some other concepts that have been mentioned earlier:

- The Balance of Power.
- The European Aggression Index.
- The Russian Garrison and Cohesion.
The Balance of Power
The Balance of Power

- The Balance of Power affects, among other things:
  - The ability to use military counters for diplomacy.
  - The Russian garrison.
  - Axis aggressions.
  - Pre-emptive declarations of war.
• The overall Balance of Power is a composite of:
  o The armor Balance of Power.
  o The infantry Balance of Power.
  o The air Balance of Power.
  o The naval Balance of Power, including the Battleship Race.
Balance of Power Graphic (air)

- Each component of the overall Balance of Power is tracked, with counters representing active units and research results relevant to that category.
Balance of Power Graphic (naval)

- For the naval balance of power, four- and five-factor battleships also count once their construction is started:

<table>
<thead>
<tr>
<th>Flag</th>
<th>Name</th>
<th>Type</th>
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</table>
European Aggression Index
European Aggression Index

• The European Aggression Index affects:
  o The cost of mobilizing and shipbuilding.
  o The Russian garrison.
  o Axis aggressions.
  o Pre-emptive declarations of war.
European Aggression Index Graphic

• The European Aggression Index is also tracked, using counters:

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<td>EAI +1</td>
<td>EAI 1</td>
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</table>
Russian Garrison
Russian Garrison

- Russia must maintain a strong garrison against foreign threats, real and imagined.
- These threats (negative modifiers) mainly consist of:
  - Japanese units in Manchuria.
  - A positive European Aggression Index.
  - Axis armor, infantry and air Balance of Power advantages.
  - Pro-Axis diplomatic results in minor countries bordering Russia, especially Poland.
  - German Occupation Policies research.
Russian Garrison

• These foreign dangers are offset by positive modifiers for:
  o Active Russian units.
  o Russian research results.
  o Allied armor, infantry and air Balance of Power advantages.
Here is a typical Russian Garrison situation, represented graphically:

<table>
<thead>
<tr>
<th>Unit</th>
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Russian Purges
Russian Purges and Cohesion

• Throughout the game, Russia tracks its Purge Level. As Russian purges occur, the Russian Cohesion level increases:
  o **Low cohesion**: 0-9 purge events.
  o **Medium cohesion**: 10-19 purge events.
  o **High cohesion**: 20-29 purge events.
  o **Full cohesion**: 30+ purge events.
• As Russian cohesion increases:
  o Russia’s support level increases.
  o Russia adds activity counters.
  o Eventually, when Russia reaches full cohesion, it can mobilize civilian factories, unless the Nazi-Soviet Pact has been signed.
• The Russian Purge Level is therefore one of the main drivers of German aggression – the game shifts in favor of the Allies and Russia when Russia reaches full cohesion (30 purge events).
Russian Purges

• Each turn, Russia draws a card from the Russian Purge deck.

• At the start of the game there are three cards in the Russian Purge deck (Military Purge, Party Purge and No Purge).

• When Germany remilitarizes the Rhineland, the Great Purge card is added to the Russian Purge deck. It is removed if and when Russia reaches full cohesion (30 purge events).
• The Great Purge increases the Russian Purge Level by +3.
• The Military and Party Purges increase the Russian Purge Level by +1.
• The No Purge card has no effect unless there is a foreign flag in Russia, in which case it eliminates foreign flag and increase the Russian Purge Level by +1.
• Random events may also increase the Russian Purge Level.
Purge Effects

• A Military Purge eliminates a Russian unit, shifting it from active to reserve status.

• A Party Purge prohibits either Russian research or diplomacy, as decided by the Russian player.

• A Great Purge eliminates two Russian units, prohibits both research and diplomacy, and prevents Russia from using military counters.
Diplomatic Phase
Diplomacy

- Diplomacy is one of the most interactive and interesting parts of *Gathering Storm*.
- Diplomacy is conducted in three stages:
  - Germany and Italy each place one activity counter in a diplomatic target.
  - Russia (unless prohibited by a purge), Britain and France each place one activity counter in a diplomatic target.
  - Germany and Italy each place a second activity counter in a diplomatic target.
• Graphically:

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**Diplomatic sequence (24.55)**

• During initial placement:
  o Germany may place an Anti-Comintern counter (initially worth one) in a minor country bordering Russia.
  o Extra activity counters may be placed in certain circumstances.
• Each turn, each side may place no more than one activity counter in each diplomatic target.
• While the locations of these activity counters (referred to in the game as “diplomatic counters”) are known, their strength is not. They are placed faced down and remain secret until diplomacy is resolved.
Resolving Diplomacy

- Once all diplomatic counters are placed, diplomacy is resolved by comparing the strength of the opposing diplomatic counters in the target and any diplomacy random events for the target.

- Spy rings, covert operations and Russian subversion can complicate diplomacy and add to the fun...
Diplomatic Effects

• The diplomatic victor either removes an opposing flag from the minor country or, if there aren’t any, adds a flag.

• A maximum of four flags may be placed in each minor country.

• Three flags is enough for a “trade pact”, which gives +1 income to the controlling major power (and +2 income for Russia, Poland, Spain and Turkey, which are the biggest minor countries).
• Minor country diplomatic alignments also modifier the resistance levels of aggression targets, and are therefore very important when the Crisis Phase is reached.
Civil Wars
Civil Wars

• Before addressing the topic of Axis aggressions, it is worth mentioning civil wars.
• Historically a civil war broke out in Spain. In Gathering Storm, civil wars may also break out in Greece and Yugoslavia. These civil wars actually occurred, but after World War 2 (better late than never...)
Civil Wars

• Civil wars are complicated until you’ve fought a few. They break out when five random events for the minor country have been drawn (there is an initial random tile draw to give Spain a head start).

• Once a civil war starts, the Axis, Russia or the Allies have to support their faction with at least an AC1. The factions vary according to the civil war (for Spain, Russia supports the government and the Axis support the rebels).
• A major power may also use (and pay for) a military counter in a civil war. This generates research steps in certain projects.
• It is possible, but difficult, to add or remove flags during a civil war.
• A civil war ends when all five civil war counters are removed, either through adding or removing a flag or through additional random events.
• One of the most important effects of a civil war is that the European Aggression Index is +1 if one or more civil wars are being fought.

• Managing civil wars is one of the most challenging (and therefore intriguing) parts of Gathering Storm.

• Sometimes one side or the other (or even both) want a civil war to break out or end, and sometimes they don’t…
Crisis Phase
Axis Aggressions

• Axis aggressions are, to a considerable extent, the heart of *Gathering Storm*.

• Mobilizations, builds, research and diplomacy are aimed, in part, at carrying out or opposing Axis aggression (the other part is getting ready to win the war that will eventually break out, but Axis aggressions are a big part of that too).
Crisis – Segment 1

• Axis aggressions are conducted during the Crisis Phase, which is the last phase of each turn.
• A crisis begins with Germany or Italy announcing an aggression.
• A strict sequence is then followed to resolve the crisis.
German Aggression Targets

• Germany’s first aggression must be against the Rhineland.
• Once the Rhineland is remilitarized, Germany may conduct aggressions against:
  o Austria.
  o Czechoslovakia (including only the Sudetenland).
  o Poland (including only Danzig and the Polish Corridor).
  o The Baltic States.
Italian Aggression Targets

• Italy’s first aggression must be against Ethiopia.
• Once Ethiopia is conquered, Italy may conduct an aggression against Albania.
• One Albania is under Italian control, Italy may conduct aggressions against:
  o Greece.
  o Yugoslavia.
Crisis – Segment 2

• Once an Axis power announces an aggression, Britain and France (and, rarely, Russia) must either acquiesce in the aggression (in which case it succeeds) or oppose the aggression.

• The Allies may acquiesce in an aggression without penalty, other than that the aggression succeeds.

• Once the Allies oppose an aggression, someone will lose. How much depends on how the crisis unfolds.
Crisis – Segment 3

• If the Allies oppose an Axis aggression, the resistance of the target is determined by the following:
  o The basic resistance level of the target. These range from 0 (Rhineland, Baltic States) to 6 (Poland).
  o The diplomatic alignment of the target (+/-1 for one or two flags; +/-2 for three or four flags).
  o The diplomatic alignment of minor countries bordering the target (+/-1 for a trade pact).
  o A random tile draw (+1, +2 or +3). No random tile draw is made for Ethiopia.
Crisis – Segment 4

• Once the resistance level of the target is determined – and it will be known before the crisis starts, *except* for the resistance tile draw – the aggressing Axis major power reveals any secret support event it holds.

• The aggressing major power then has to make a decision: it either continues the aggression or backs down.
• An aggressing Axis major may back down for several reasons:
  o It may have hoped the Allies wouldn’t oppose the aggression.
  o It may have hoped for a poor resistance tile draw.
  o It may have been bluffing, with a negative secret support event. Once this is revealed, the game is up and the Allies know that the aggressor must either back down or face war.
• If the aggressor backs down, the following consequences apply in the next turn:
  o The Axis major power loses one support level and loses the use of one AC1.
  o Britain and France gain one support level and may each use an additional AC1.
• If the aggressor doesn’t back down, the next step is up to the Allies.
Crisis – Segment 5

• Having seen the resistance tile draw for the target and any Axis secret support event, any Allied secret support events are revealed.

• All the cards are now on the table, and the Allied either back down or present the agressing Axis major power with an ultimatum.
• If the Allies backs down, the following consequences apply in the next turn:
  o Britain and France lose two support levels and each lose the use of one AC2.
  o The Axis aggressor gains two support levels and may use an additional AC2.
• If the Allies don’t back down, then either the aggressor backs down or the Allies declare war.
• If the aggressor backs down at this late stage, the effects are considerably greater than they would have been earlier. On the next turn:
  o Germany loses three support levels and loses the use of its AC3; Italy loses two support levels and loses the use of an AC2.
  o Britain and France gain either two or three support levels and may each use an additional AC2 or AC3.
Allied Declarations of War

• Allied declarations of war in support of a minor countries are not automatic. The total of the following factors must be +1 or more:
  o The overall Balance of Power.
  o The European Aggression Index.
  o The target’s resistance level, including the resistance tile draw.
  o The relative support levels of the aggressor and the Allies.
• The overall Balance of Power will usually favor the Axis, while the European Aggression Index will usually be positive. The former makes an Allied declaration of war more difficult; the latter facilitates an Allied declaration of war.

• It follows that if the overall Balance of Power favors the Allies, Axis aggression is unlikely; and if the European Aggression Index is negative, an Axis aggressor is more likely to be appeased.
• The next critical component is the support levels of the Axis aggressor and the Allies. The higher your support level relative to the other side, the more the crisis will favor you.

• From the Axis viewpoint, however, a support level advantage has to offset the resistance of the aggression target.
• The basic resistance level of the aggression target may be modified by up to +/-2 (for its diplomatic alignment), as well as by the diplomatic alignment of neighboring minor countries and of course by the resistance tile draw.
• If the target’s resistance is high, the Allies are much more likely to be able to oppose the aggression than if the target’s resistance is low (in some cases, such as the Rhineland and Austria, the target’s resistance may even be negative, which welcomes the German aggressors).
Resolving Aggressions

• If war breaks out, *Gathering Storm* ends, with the Axis aggressor at war with the aggression target in the first turn of *A World at War*.

• If the aggression is successful, the aggressor receives the benefits of the aggression, and other game components such as the European Aggression Index and major power support levels are modified.
The Nazi-Soviet Pact
Nazi-Soviet Pact

- This summary of Gathering Storm would not be complete without mentioning the Nazi-Soviet Pact.
- This is concluded, if Germany wishes, when Germany conducts an aggression against Poland or when war breaks out.
- The former more favorable to Germany than the latter.
• The terms of the Pact, which determine the location of the Pact Line in *A World at War*, and determined by a variety of factors, including:
  o The European Aggression Index.
  o The relative German and Russian support levels.
  o The diplomatic alignment of the minor countries bordering Russia.
  o The Polish resistance level.
The End of the Game

• When the game ends, the players either:
  • Determine the winner in a stand-alone Gathering Storm game, using victory points; or
  • Continue into A World at War, with different starting parameters, including research results and modifiers, diplomatic modifiers, force and economic levels, Nazi-Soviet Pact Line and the starting U.S.-Axis Tension level.
Bonus Feature

Stay tuned for a Special Bonus Feature!
Storm Over Asia

• The Pacific theater version of Gathering Storm has been under development for several years and a 2020 release date is planned.

• Like Gathering Storm, “Storm Over Asia” will be playable both as a stand-alone game or as a prequel to A World at War.

• Japan, Nationalist China, Britain and Russia are featured.
• Features include:
  o 460 random events.
  o Japanese mobilizations, unit construction and shipbuilding.
  o Japanese, Chinese and British research.
  o Diplomacy in China and Southeast Asia.
  o Combat in China and Manchuria/Siberia.
A Glimpse of the Future