

# Demonstration *Gathering Storm* game





Fall 1935

The simplest way to go through the turn is to follow the Sequence of Play set out in the rules. The turn starts with the random event card draws.

Sequence of Play Summary
RANDOM EVENT PHASE
Draw random events (any sequence)
Draw Russian purge card (Russia only)
REVEAL PUBLIC RANDOM EVENTS

## Random events

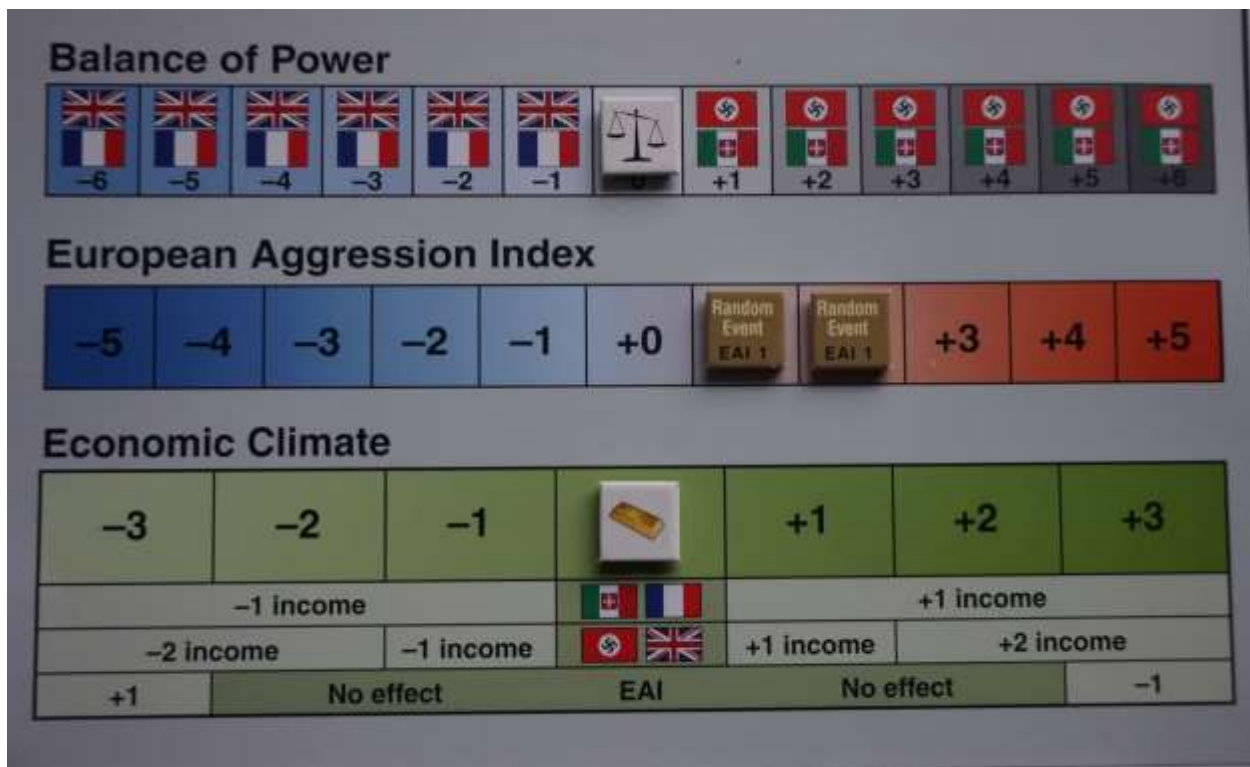
The following random events were drawn. Note that Germany draws two random events this turn, because of its successful aggression against the Rhineland last turn:

Economic Trend +1	
	Polish-Czech tension over Teschen. The Axis must support one side; Russia or the Allies the other EAI: +1
	Danube trade bloc promoted. German support level: + +1 for each trade pact in Central Europe.
	Metaxas negotiates secret agreement for support against "communist threat." Greece: 2
	South American dictatorships improve relations with Italy. Italian support level: +1 EAI: +1
	Research given higher priority by Cabinet. Britain may assign one additional activity counter to research.
	Franco-Belgian negotiations in Liege. Belgium: 1
	Comintern endorses Yugoslavian communist policies. Yugoslavia: 1

The effect of the general random event will be seen during the diplomatic phase.

The Economic Climate shift is +1, which puts the Economic Climate back to zero.

This turn there are two random events that affect the European Aggression Index. They are both +1, which means that one of them will survive into the Winter 1935 turn, although it could be offset by a -1 European Aggression Index event. The events are recorded on the European Aggression Index track:



## Russian purge

Russia again has a party purge. This means Russia has to forego either research or diplomacy, and the Russian purge level goes from “3” to “4”. Stalin isn’t letting up, although the Great Purge card is in the Russian deck now, so it could have been worse (or better, depending on how you look at it).

Sequence of Play Summary
RANDOM EVENT PHASE
INCOME PHASE
Determine incomes (simultaneous)

## Income phase

Here is the income for each major power from the turn file:

Support level	0	1	0	0	-2
Civilian factories	10	4	8	4	10
Economic climate	0	0	0	0	0
Random events	0	0	0	0	0
Trade pacts	0	0	0	1	0
Random tile draw	3	3	1	3	2
Unit maintenance	-2	0	0	-1	-5
<b>Net income</b>	<b>11</b>	<b>8</b>	<b>9</b>	<b>7</b>	<b>5</b>






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From previous turn	7	2	9	5	7
<b>Available tile points</b>	<b>18</b>	<b>10</b>	<b>18</b>	<b>12</b>	<b>12</b>

With the cost of mobilizing low, because of the +1 European Aggression Index this turn, we can anticipate some action.

Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
ECONOMIC PHASE	
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.	
Industrial segment	
Factory conversion	
Research segment	
Assign activity counters to research	
Assign research points	
Construction segment	
Unit construction and shipbuilding (simultaneous)	
REVEAL FACTORY CONVERSION, RESEARCH RESULTS, CONSTRUCTION.	

### Economic phase

The economic activities of each major power from the turn file:

					
<b>Available tile points</b>	18	10	18	12	12
<b>Factories</b>	-8	0	-8	-8	-8
<b>Unit construction</b>	0	0	-2	0	-2
<b>Shipbuilding</b>	-1	-2	-1	-1	
<b>Research</b>	-2	-1	-1	0	0

With four of the five major powers mobilizing and the shipyards getting busy, let's look at what this does to the scenario cards. First, Germany, where the mobilization shifts a factory support counter to the Support Level row and a BC3 advances:



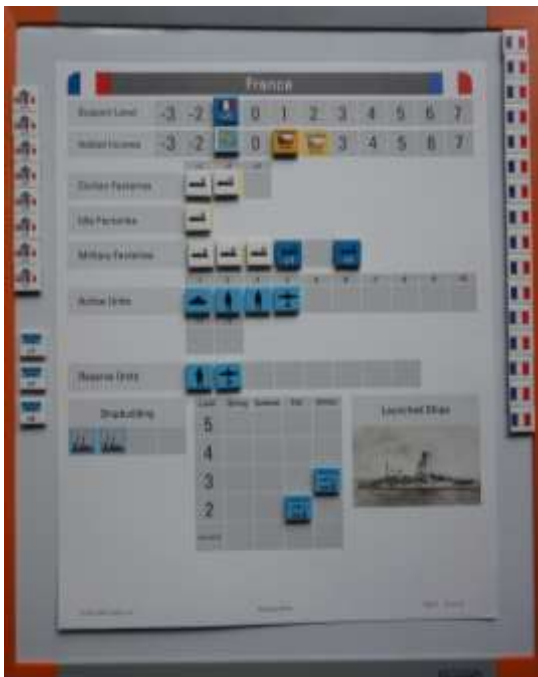
For Italy, which didn't mobilize, the only chance is that two BC3s were launched.



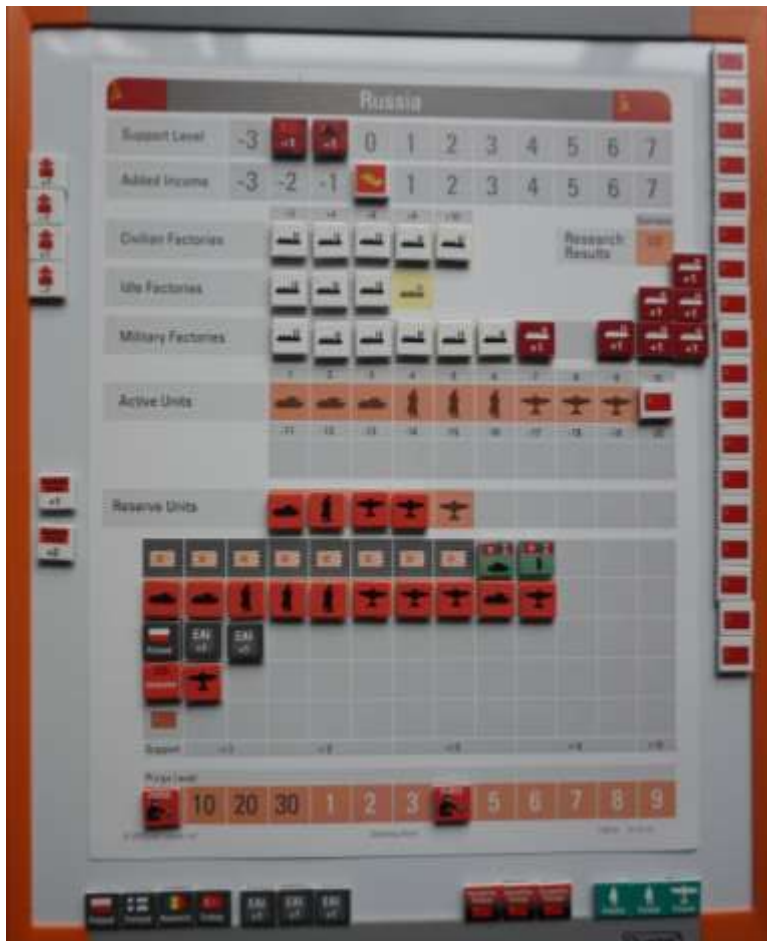
The British mobilized, built an armor unit and launched a BC3:



France also mobilized, gaining a +1 support, and now has no more idle factories. The French also launched a BC3.



Finally, Russia built an air unit and mobilized, but still has a garrison deficit because of the increase in the European Aggression Index:



## Activity counters

Here are the activity counters from the economic phase:



## Mobilizations

The factories converted to military use (mobilizations) generate units. Different types of units take longer to arrive in their country's Reserve.

The units generated by mobilizations are placed on the Time Track, and are placed in the owning country's Reserve when that turn arrives.



Sequence of Play Summary
RANDOM EVENT PHASE
INCOME PHASE
ECONOMIC PHASE
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.
<b>DIPLOMATIC PHASE</b>
Assign military and diplomatic counters (Axis, Russia, Allies, Axis).
<b>REVEAL DIPLOMATIC RANDOM EVENTS, DIPLOMATIC COUNTERS.</b>
Play covert operations, Russian subversion
Resolve diplomacy

## Diplomacy

Despite the builds, the balance of power is equal

*Axis initial placement:*

**Germany:** Czechoslovakia (*Axis placement in Czechoslovakia or Poland is mandatory because of the general random event*)

**Italy:** Greece

**ACC1:** Turkey

*Allied placement (Russia has taken the diplomatic effect of its Party purge, so it cannot*

place any diplomatic counters):

**Britain:** Albania, Hungary

**France:** Greece, Poland (since the Axis placed a diplomatic counter in Czechoslovakia, the Allies must place a diplomatic counter in Poland, because of the general random event)

Axis final placement:

**Germany:** Belgium

**Italy:** Austria

The three secret diplomatic random events are then revealed.

	Metaxas negotiates secret agreement for support against "communist threat." Greece: 2
	Franco-Belgian negotiations in Liege. Belgium: 1
	Comintern endorses Yugoslavian communist policies. Yugoslavia: 1

The following images show diplomacy before it is resolved:



And if Turkey wasn't clear enough:





The results of diplomacy are summarized in the turn file:

Diplomacy <b>Fall 1935</b>			
Country	Initial alignment	Diplomatic counters	New alignment
Albania		2	
Austria		1	
Belgium/Lux.		R1  1	
Bulgaria			
Czechoslovakia		1	
Finland			
Greece		0  2  R2	
Hungary		1	
Ireland			
Norway			
Poland		1	
Rhineland			
Rumania			
Russia			
Spain			
Sweden			
Turkey		AC1	
Yugoslavia		R1	

Sequence of Play Summary
RANDOM EVENT PHASE
INCOME PHASE
ECONOMIC PHASE ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.
DIPLOMATIC PHASE
<b>CRISIS PHASE</b>
Axis aggression
Allied declarations of war
Pre-emptive declarations of war

## Crisis phase

The +2 European Aggression Index makes it easier for the Allies to respond to any Axis aggression, so Hitler and Mussolini make pacific speeches instead.