

Demonstration *Gathering Storm* game

Fall 1936

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 European Aggression Index finally ebbs, as there are no new random events affecting it directly and the Economic Climate slightly recovers:


Economic Trend →0


Admiral Horthy visits Kiel.
Hungary: 1

 Iron Guard leaders accept German hegemony in Balkans as "inevitable."
Rumania: 2

 Money remitted from Italians working in America reaches record high.
Italian national income: +1

 Parliament assesses military preparedness.
British support level: -2 (max. +2)
+1 for each military research result.

 France improves anti-aircraft defenses.
Allied air defense +1 level

 Capitalist crisis considered.
Russian support level: (max +/-3)
Modifier: inverse of Economic Climate.

This is what the Balance of Power, European Aggression Index and Economic Climate tracks look like at the start of the income phase:

Balance of Power

European Aggression Index

Economic Climate

-3	-2	-1	0	+1	+2	+3
-1 income		+1 income				
-2 income		-1 income	+1 income	+2 income		
+1	No effect		EAI	No effect		-1

Russian purge

Russia gets a Great Purge, increasing its cohesion level by +3, at the cost of Russia being restricted to only building units. Russia's next mobilization, which otherwise would have been allowed, is therefore delayed.

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	2	1	1	2	-2
Civilian factories	10	4	8	4	10
Economic climate	-2	-1	-2	-1	0
Random events	0	1	0	0	0
Trade pacts	0	0	0	0	0
Random tile draw	2	3	1	2	2
Unit maintenance	0	0	0	0	-1
Net income	12	8	8	7	9
Net income	12	8	8	7	9
From previous turn	1	1	0	5	12
Available tile points	13	9	8	12	21

Russia still has the most tile points of anyone.

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:

					
Available tile points	13	9	8	12	21
Factories	0	0	0	0	0
Unit construction	0	-2	-2	-2	-2
Shipbuilding	-2	0	0	0	0
Research	-2	-1	-1	-2	0

Germany doesn't mobilize and launches a BC3, which allows the Axis to catch up in the naval balance of power. Italy builds an air unit:



Britain builds an air unit and France builds an infantry unit.



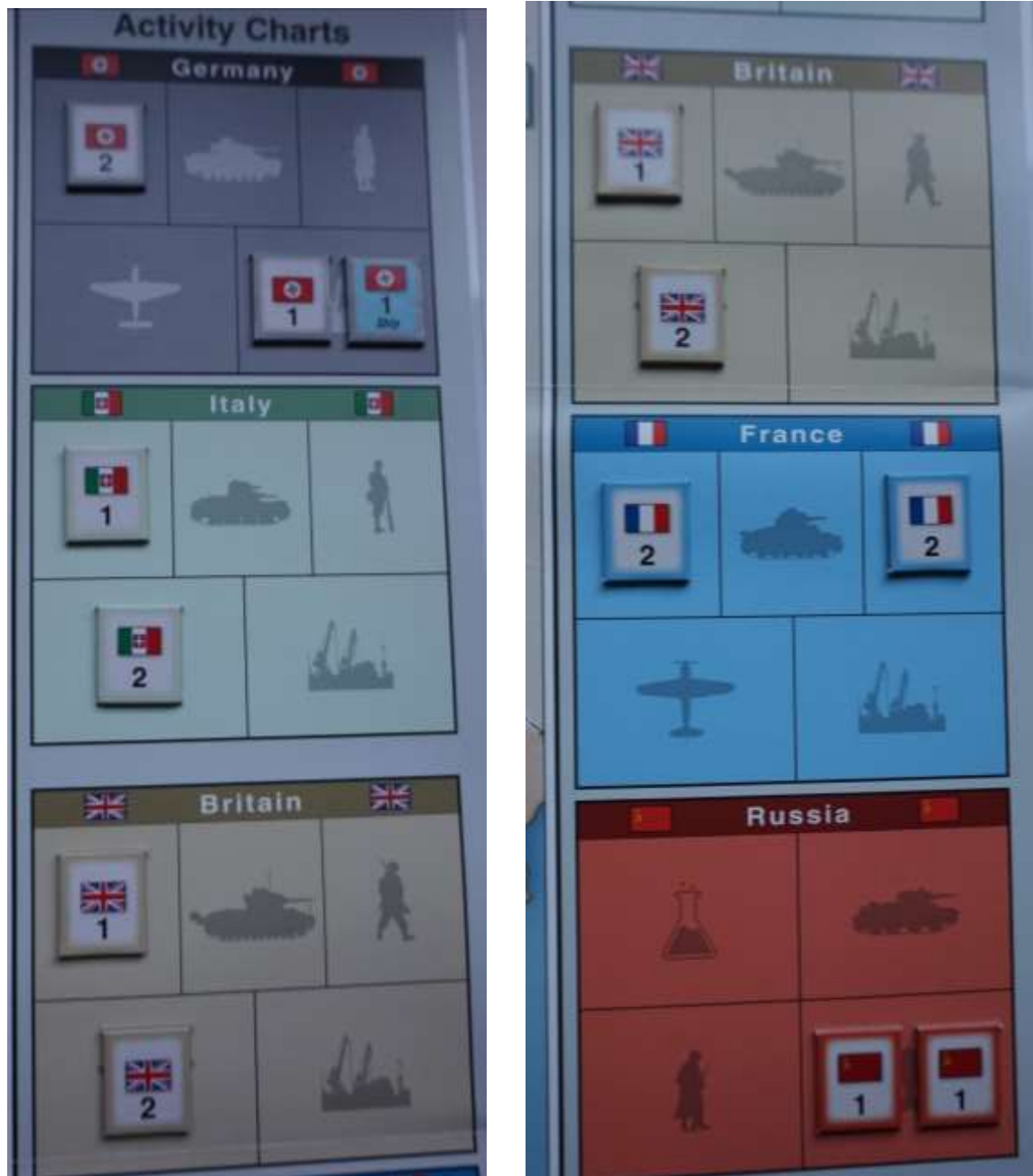
Russia again rebuilds an air unit, although it had other options (see the Russian turn file).



(As noted in the write up for Summer 1936, Russia's -1 support marker for low cohesion should have been removed from the Russian scenario card).

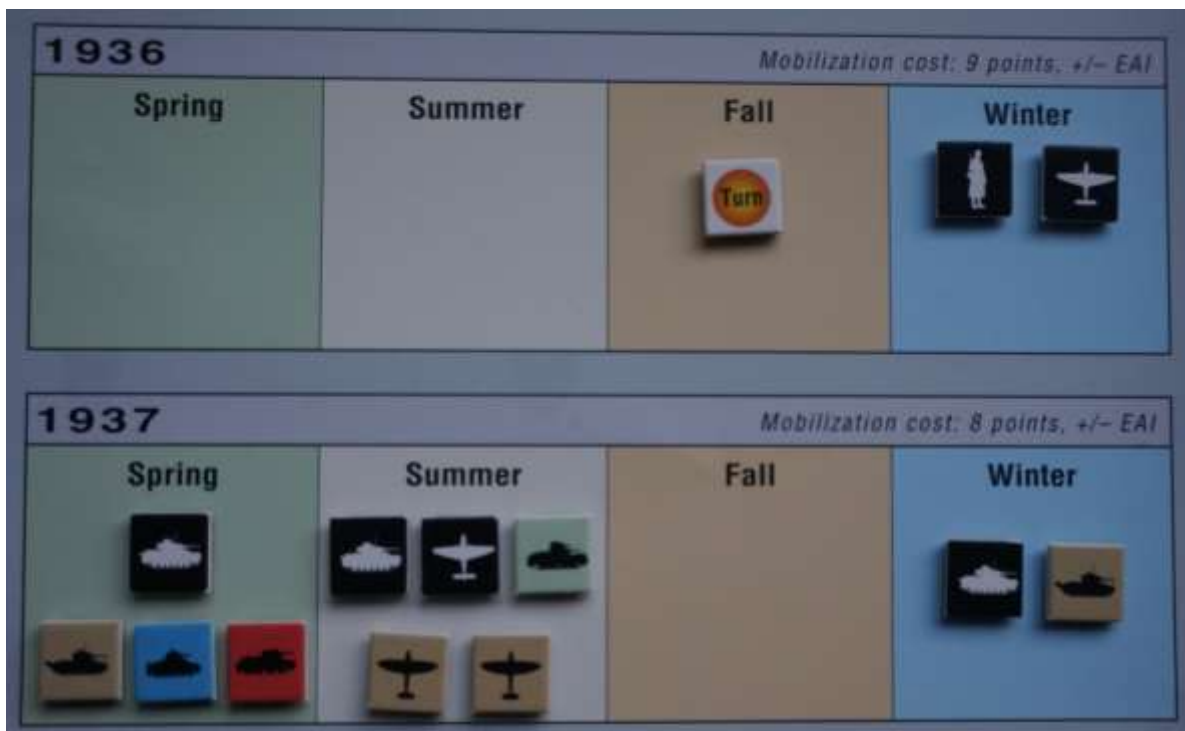
Activity counters

Here are the activity counters from the economic phase:



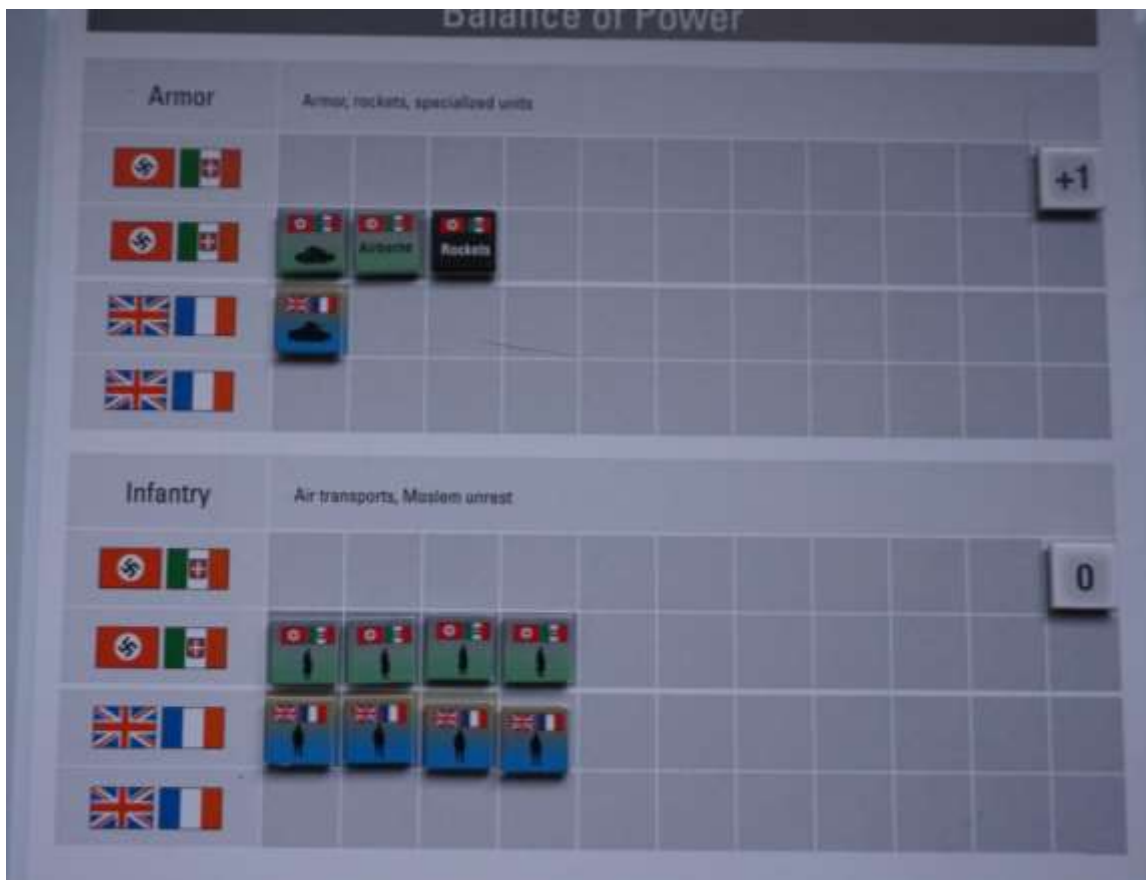
Mobilizations

With no mobilizations, the Time Track is pretty much the same.



Balance of Power

The balance of power is now starting to shift each turn.



Note: One Allied armor unit is missing from the armor balance of power chart.

Diplomacy

The balance of power is again +2, so Germany gets to place two military counters (its support is +2).

Axis initial placement:

Germany: Austria, Czechoslovakia (military counters), Yugoslavia (DC2)

Italy: Sweden (DC1)

ACC2: Turkey

Allied/Russian placement:

Britain: Czechoslovakia (DC2), Spain (DC1)

France: Austria (DC1), Hungary (DC1)

Russia: None.

Axis final placement:

Germany: Finland (DC1)

Italy: Czechoslovakia (DC2)

The only secret diplomatic random event is in Rumania:



Iron Guard leaders accept German hegemony in Balkans as "inevitable."
Rumania: 2





Diplomacy, before resolution:





The results of diplomacy are summarized in the turn file:

Diplomacy Fall 1936			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria		1	
Belgium/Lux.			
Bulgaria			
Czechoslovakia		2 2	
Finland		1	
Greece			
Hungary		R1 1	
Ireland			
Norway			
Poland			
Rhineland			
Rumania		R2	
Russia			
Spain		1	
Sweden		1	

Turkey		 AC2	
Yugoslavia		 2	

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

Crisis phase

No aggressions.