

Demonstration *Gathering Storm* game

Fall 1937







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

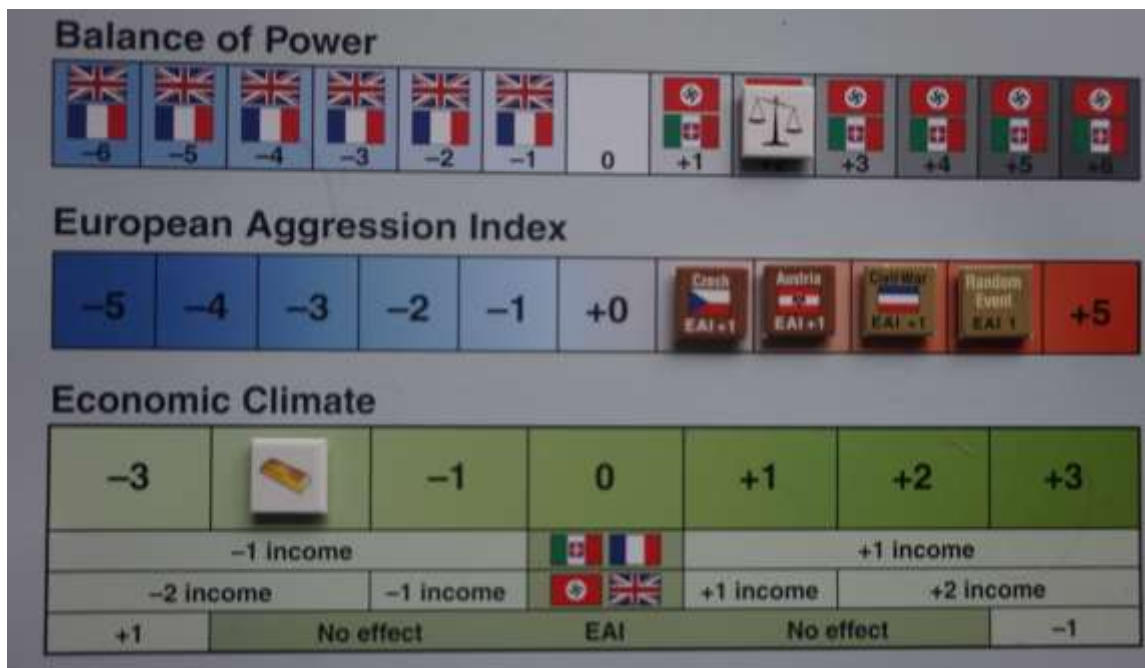
Random events

The complications from the German last turn start with the random events. For the next three turns,

Germany still draws two random events, because of its seizure of Czechoslovakia in Spring 1937. Note that the effect for Austria is delayed until the Czech random events are drawn; Germany cannot draw three random events in a single turn.

Economic Trend -1	
	Mussolini visits Berlin. Italian support level: +1 German support level: +1
	Nazis given cabinet posts in new Austrian government. Austria: 2
	Germany supports Hungarian demands for "territorial adjustments." Hungary: 2
	Plans for new French fighters stolen. Spy ring effect for one Italian air project
	Swedish minister misunderstands British reference to "mining" in wartime. Sweden: 1
	Surplus French 75s sold to Bulgarian military. Bulgaria: 1
	Stalin deems single-wing fighter design "consistent with one-party rule". Russian strategic bombers +1 level

This is what the Balance of Power, European Aggression Index and Economic Climate tracks look like after the end of the economic phase. The Allies continue to rebound and the Balance of Power goes from +4 to +2:



Russian purge

Russia draws a Party purge card, and chooses to do research in order to obtain an armor research result. Russia's purge level increases to 18 purge events.

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	8	2	3	5	-2
Civilian factories	8	2	6	0	10
Economic climate	-2	-1	-2	-1	0
Random events	0	0	0	0	0
Trade pacts	2	0	0	0	0
Random tile draw	1	2	2	3	3
Unit maintenance	0	-1	0	0	-4
Net income	17	4	9	7	7
Net income	17	4	9	7	7
From previous turn	5	3	7	2	20
Available tile points	22	7	16	9	27

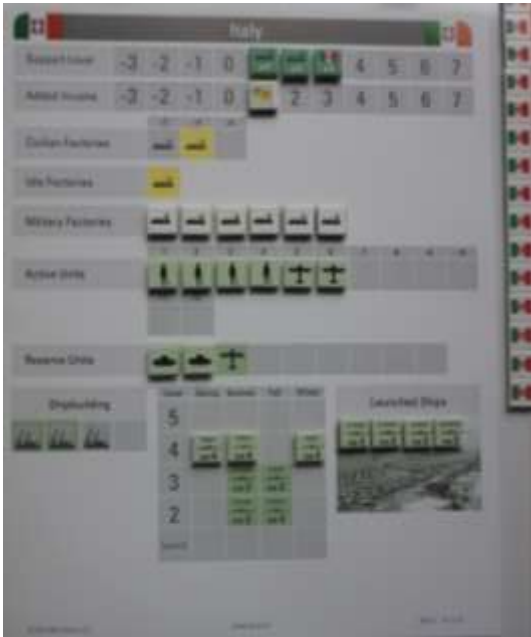
Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
ECONOMIC PHASE	
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.	
Industrial segment	
Factory conversion	
Research segment	
Assign activity counters to research	
Assign research points	
Construction segment	
Unit construction and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

Economic phase

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

					
Available tile points	22	7	16	9	27
Factories	-4	-4	-4	0	0
Unit construction	-4	0	-2	-2	-4
Shipbuilding	-1	0	-3	0	0
Research	-2	-1	-2	-2	-2

The play is sufficiently complicated that the reader should just look at the player logs to try to follow their thinking.



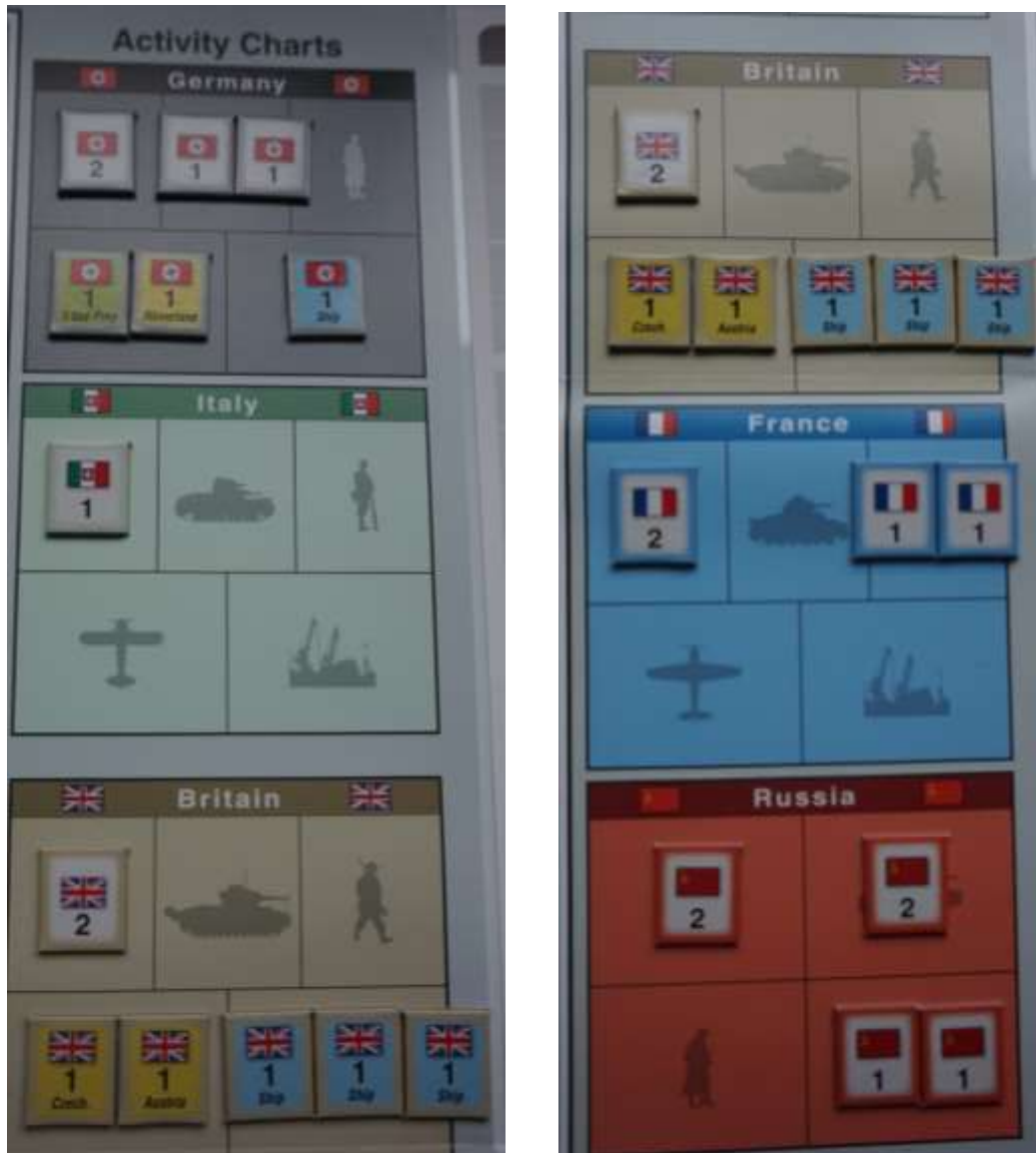


Note: The income counter was not moved to reflect the change in Economic Climate.



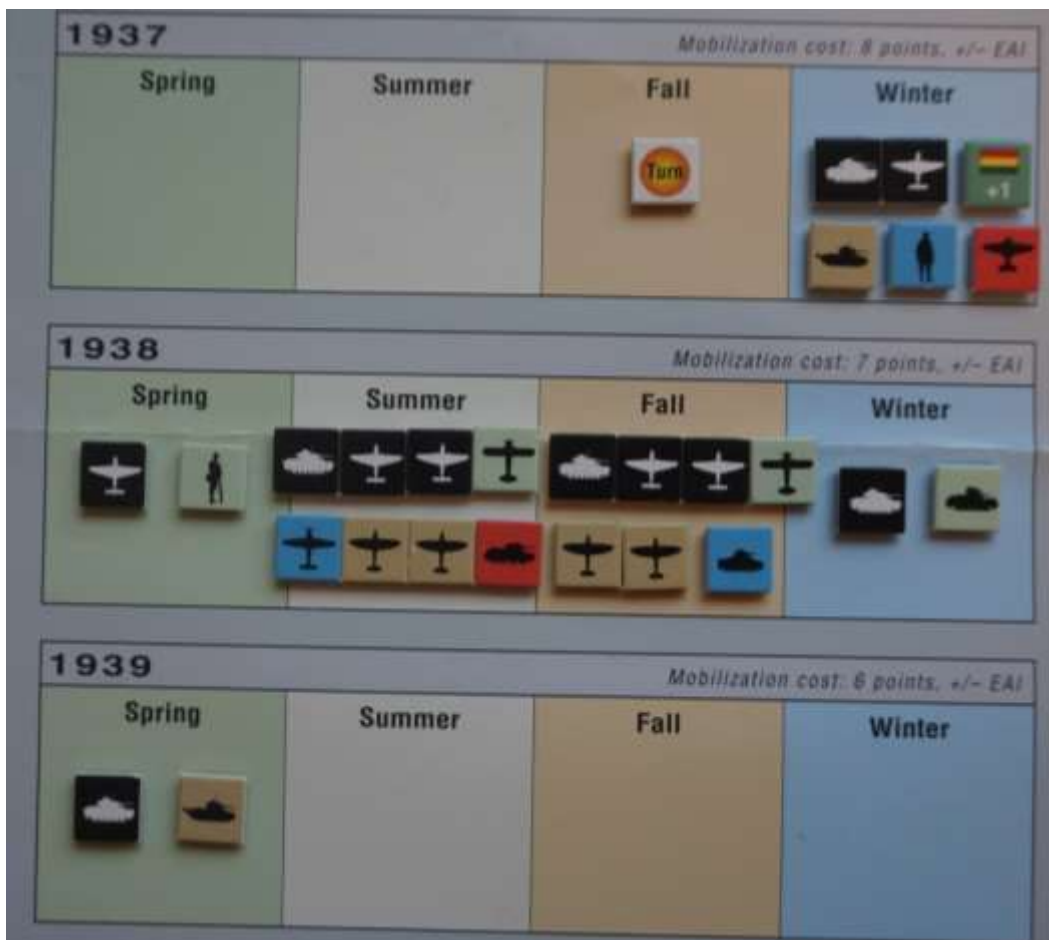
Activity counters

Here are the activity counters from the economic phase:



Mobilizations

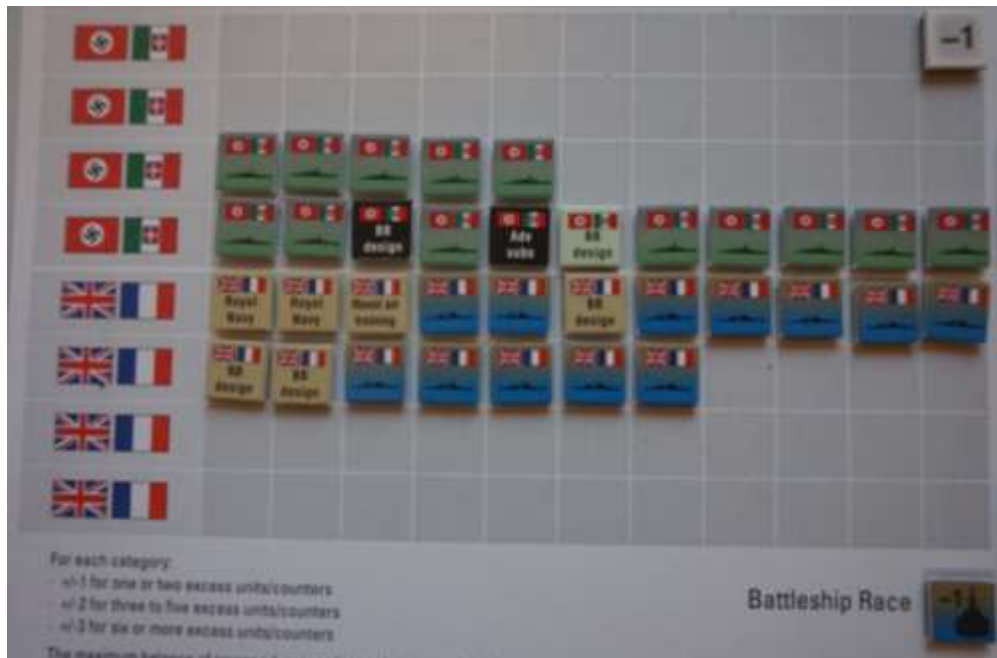
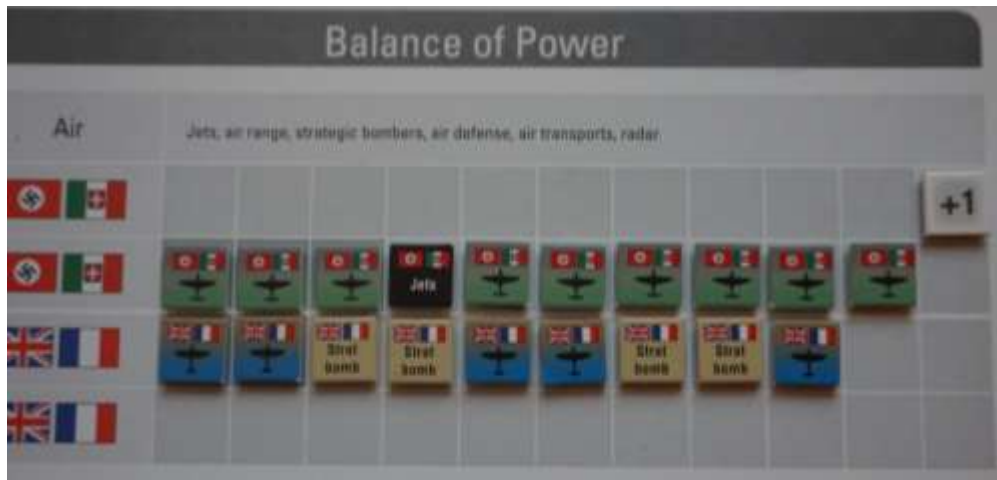
The Time Track continues to filling up with mobilized units.



Balance of Power

The Allies narrow the Axis lead in the Balance of Power, in part because the Axis aren't planning any aggressions and in part because Italy is short of tile points.





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

Diplomacy

Because the overall balance of power favors the Axis by only +2, Germany may place only two normal military counters (but, perhaps not coincidentally, there are only two normal targets remaining), with a third used to intervene in the Yugoslavian civil war.

Axis initial placement:

Germany: Belgium, Poland, Yugoslavia (military counters), Norway (DC2), Yugoslavia (DC1)

Italy: Bulgaria (DC1)

ACC2: Rumania

Allied/Russian placement:

Britain: Yugoslavia (military counter), Turkey (DC3), Poland (DC2), Spain (DC1)

France: Norway (DC2), Finland (DC1), Yugoslavia (DC1)

Russia: None (Party purge)

Axis final placement:

Germany: Turkey (DC3)

Italy: Poland (DC2)

There are four diplomatic random events. Because Austria is under German control, the German secret diplomatic random event is treated as a secret support random event:

	Nazis given cabinet posts in new Austrian government. Austria: 2
	Germany supports Hungarian demands for "territorial adjustments." Hungary: 2
	Swedish minister misunderstands British reference to "mining" in wartime. Sweden: 1
	Surplus French 75s sold to Bulgarian military. Bulgaria: 1

The Allies then play their newly-minted covert operation to preserve the French flag in Poland.

It is interesting to note (and not unusual, although not a given either) that diplomatic expenditures are increasing as the game increases in intensity.


































Diplomacy, before resolution:





The results of diplomacy are summarized in the turn file. In contrast to the previous turn, this turn the Allies achieve a diplomatic result in Yugoslavia, adding a French flag, because their net +2 diplomatic modifier was equal to the civil war counter of "2" that was drawn.

Diplomacy Fall 1937			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria			
Belgium/Lux.			
Bulgaria		1 R1	
Czechoslovakia			
Finland		1	
Greece			
Hungary		R2	
Ireland			

Norway	 	 2  2	 
Poland		  2  2 cov	
Rhineland			
Rumania		 AC2	 
Russia			
Spain		 1	
Sweden		 R1	
Turkey	 	 3  3	 
Yugoslavia	 +1	Spy  G  1  Br	  +1 (+2 vs.

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

This turn the Axis pass on aggressions. Italy, which completes its conquest of Ethiopia this turn (gaining the +1 support modifier for Ethiopia and drawing two random events next turn) has no choice. Germany could have considered Poland (although it would mean war), but rejected this for several valid reasons:

- it has rocket research to complete.
- Weather prevents a one-turn conquest of Poland in a A World at War.
- Germany isn't ready to sign a Pact with Russia.

Next turn may be a different story.