

# Demonstration *Gathering Storm* game

## Spring 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
<b>RANDOM EVENT PHASE</b>
Draw random events (any sequence)
Draw Russian purge card (Russia only)
<b>REVEAL PUBLIC RANDOM EVENTS</b>


### Random events


The following random events were drawn:


**Economic Trend -2**


German military mission arrives in Bucharest.  
Rumania: 1

 Successful test of rocket engine prototype.  
German rockets +2 levels

 Albania adopts lira as official currency.  
Albania: 1

 British economic ties with Bulgaria strengthened.  
Bulgaria: 1

 Intelligence service funding debated.  
French support level: -2 (max. +2)  
+1 for each intelligence research result.

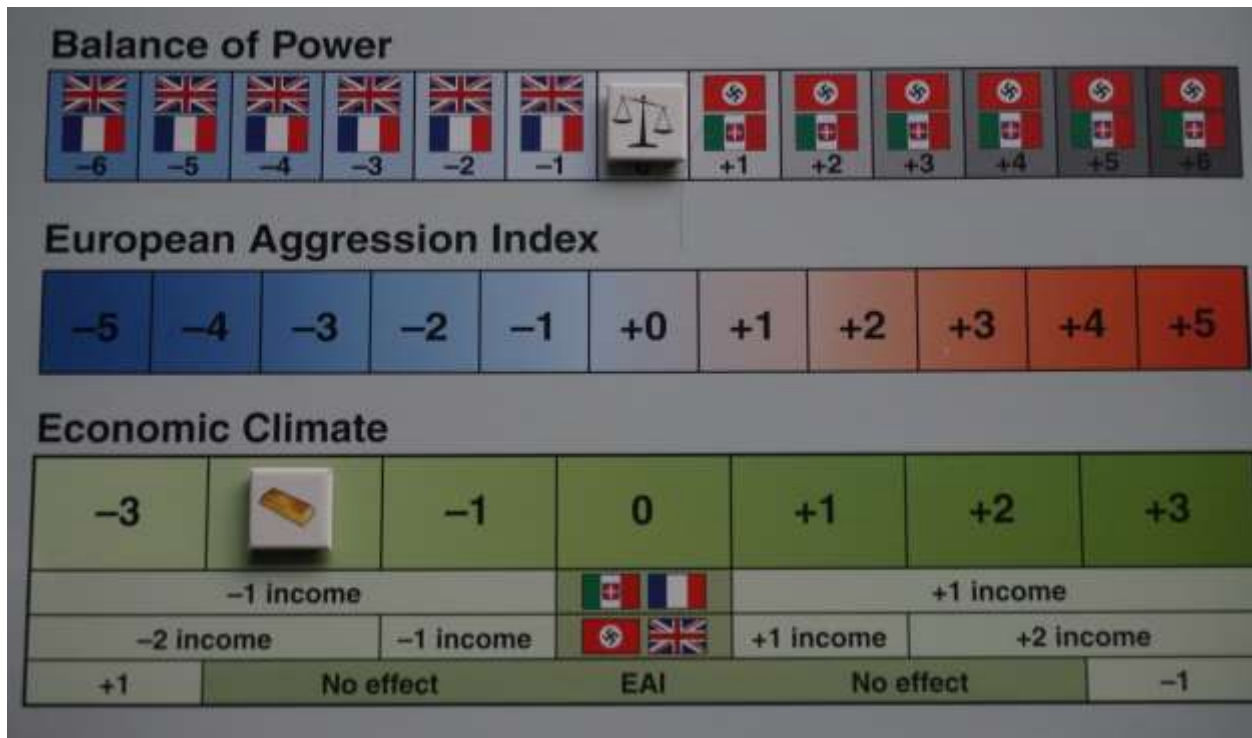
 Former Czarist officers purged.  
One Russian infantry unit purged **1**

The general random event, which is always public, is a +1 pro-German diplomatic event in Rumania. This is indicated by placing a German +1 random event marker in Rumania.

This is done simply to remind the players that the random event has occurred, as otherwise it might be overlooked.



The Economic Climate shift is -2. This is represented by moving the Economic Climate marker two spaces to the left on the Economic Climate track. The balance of power hasn't yet changed and no random events that affect the European Aggression Index were drawn.



Russia's random event, which is also public, purges an infantry unit. This is reflected on the Russian scenario card by:

- One infantry unit is moved from the Russian garrison track to the Russian Reserve unit track (in this unusual situation, it is removed from the Siberian garrison, because Russia doesn't have any other infantry units built, but it will quickly be replaced).
- The Russia flag on the Active unit track is moved from "10" to "9", because Russia has one less active unit to maintain.
- A -1 Russian support counter is placed on the Russian Support track, because Russia is one unit short on its garrison.
- The Russian purge level goes from "0" to "1".

### Russian purge

Russia has a party purge. This means Russia has to forego either research or diplomacy, and the Russian purge level goes from "1" to "2". Stalin is off to a fast start.

The adjustments to the Russian scenario card are shown on the next page. These changes affect the Russian income, because Russia's support level is -2, but it also has only nine active units to maintain.



### Sequence of Play Summary

RANDOM EVENT PHASE
<b>INCOME PHASE</b>
Determine incomes (simultaneous)

#### Income phase

The income for each major power is set out in the turn file. Since this is the first turn of the game, there are no tile points left over from the previous turn. In a face-to-face game, tile point counters would be drawn to track income and expenditures, but in an e-mail game, a table can be used.

The adverse Economic Climate and an impressively bad random tile draw for almost everyone means Spring 1935 is going to be a belt-tightening turn.

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






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From previous turn	-	-	-	-	-
<b>Available tile points</b>	<b>7</b>	<b>5</b>	<b>7</b>	<b>5</b>	<b>5</b>

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

## Economic phase

The economic activities of each major power are set out in the turn file, as are the activity counters used for these expenses (only factory conversion can be conducted without using activity counters):

					
<b>Available tile points</b>	<b>7</b>	<b>5</b>	<b>7</b>	<b>5</b>	<b>5</b>
<b>Factories</b>	0	0	0	0	0
<b>Unit construction</b>	0	0	0	0	-2
<b>Shipbuilding</b>	0	0	0	0	0
<b>Research</b>	-2	-1	-1	0	0

The combination of the poor economic climate and the unusually low tile draws forced everyone to be modest in their expenditures. No adjustments are needed to the German, Italian, British or French scenario cards, because they only spent on research.

Russia rebuilt its purged infantry unit, restoring the Siberian garrison, which pretty much puts Russia back where it started:



## Activity counters

Economic activities are conducted simultaneously (and therefore secretly – one side doesn't get to see what the other is doing before deciding on their own economic activities).

Once the decisions are made, however the players choose to record or enforce them, the activity counters used are placed on the track on the right (east) side of the mapboard. This informs the opponent which activity counters have been used, and therefore which remain for diplomacy. Sometimes, as in the Spring 1935 turn in this game, tile points constrain the players, but often it is the availability of activity counters which is the determining factor.

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

Since the balance of power is equal, there is no possibility of either side having any military counters (not that either Germany or France has the support to use one).

Germany and Italy each place a diplomatic counter first, and Germany places the anti-Comintern counter (which is worth one, because Russia's cohesion is low). All diplomatic counters (activity counters used for diplomacy) are placed face down on the mapboard, to conceal their strengths.

*Axis initial placement:*

**Germany:** Finland

**Italy:** Belgium

**ACC1:** Turkey

*Allied placement (Russia has taken the diplomatic effect of its Party purge, so it cannot place any diplomatic counters):*

**Britain:** Finland, Rumania

**France:** Rhineland, Czechoslovakia

*Axis final placement:*























**Germany:** Spain

**Italy:** Yugoslavia

Once all the diplomatic counters have been placed, any secret diplomatic random events are revealed. We know (although they players didn't) that two secret diplomatic random events were drawn.

	Albania adopts lira as official currency. Albania: 1
	British economic ties with Bulgaria strengthened. Bulgaria: 1

The diplomacy for this turn is summarized in the turn file:

Diplomacy Spring 1935			
Country	Initial alignment	Diplomatic counters	New alignment
Albania		 R1	
Austria			
Belgium/Lux.			
Bulgaria		 R1	
Czechoslovakia			
Finland		 	
Greece			
Hungary			
Ireland			
Norway			
Poland			
Rhineland	 		
Rumania		 R1 	
Russia			
Spain			
Sweden			
Turkey		 AC1	
Yugoslavia			

This is what the relevant parts of the mapboard look like before and after the strengths of the diplomatic counters are revealed (with the results implemented by adding or removing a flag). Random event markers have been added in Albania (Italy) and Bulgaria (Britain), although strictly speaking they aren't necessary – the random event cards could be displayed and those random events simply announced.









In the turn file, the diplomatic results are recorded as follows:

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

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

With no favorable modifiers and a secret French support event still outstanding, the Axis refrain from any adventures in the Rhineland or Ethiopia (no other aggressions are legal).

It turns out the French have a -2 secret support event, so France removes two tile points and the Spring 1935 turn ends.