

Demonstration *Gathering Storm* game

Spring 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 remains remarkably high, and Russia continues to purge at an unprecedented rate. The game has every sign of becoming violent sooner rather than later.


Economic Trend →0


Bulgaria demands concessions in Thrace.
Bulgaria: 1
Greece: 1
EA!: +1

 Intelligence capabilities assessed.
German support level: -2 (max. +2)
+1 for each intelligence research result.

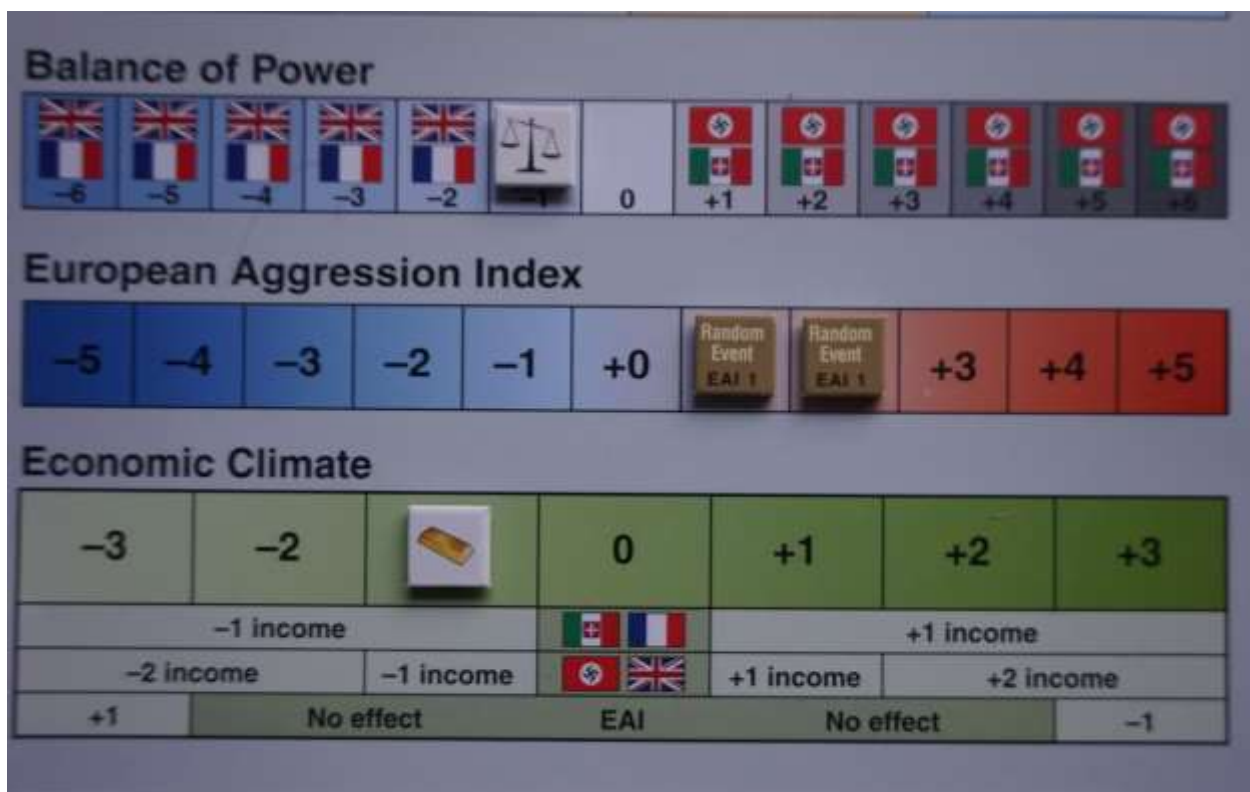
 Italian support increased for western European fascist groups.
One Western European country: 1

 Air production committee reports.
British support level: -3 (max. +3)
+1 for each air research result.

 French universities endorse military research.
Any French project +1 level

 Red Air Force purged.
One Russian air unit purged **1**

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



Russian purge

No purge for Russia this turn, other than its random event. This delays the Russian cohesion increase, but also allows Russia to spend on both research and diplomacy.

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	1	1	0	1	-3
Civilian factories	10	4	8	4	10
Economic climate	-1	-1	-1	-1	0
Random events	0	0	0	0	0
Trade pacts	0	0	0	1	0
Random tile draw	2	1	3	1	2
Unit maintenance	0	0	0	0	-2
Net income	12	5	10	6	7
Net income	12	5	10	6	7
From previous turn	1	2	1	1	6
Available tile points	13	7	11	7	13

The cost of mobilizing is still low, because of the +2 European Aggression Index and because it's 1936 (basic mobilization costs drop by one each year), but no one has a lot of tile points.

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	7	11	7	13
Factories	0	0	0	0	0
Unit construction	0	0	0	0	-2
Shipbuilding	-2	-2	-2	0	0
Research	-1	-2	-3	-2	-1

Germany and Italy just research moderately and build ships. Germany announces a battleship design research result, allowing it to lay down the *Bismarck* (somehow this is always the first BB4 built by Germany):



Britain lays down another BB4, so the Allies retain the lead in the battleship race (three BB4s to one BB4).

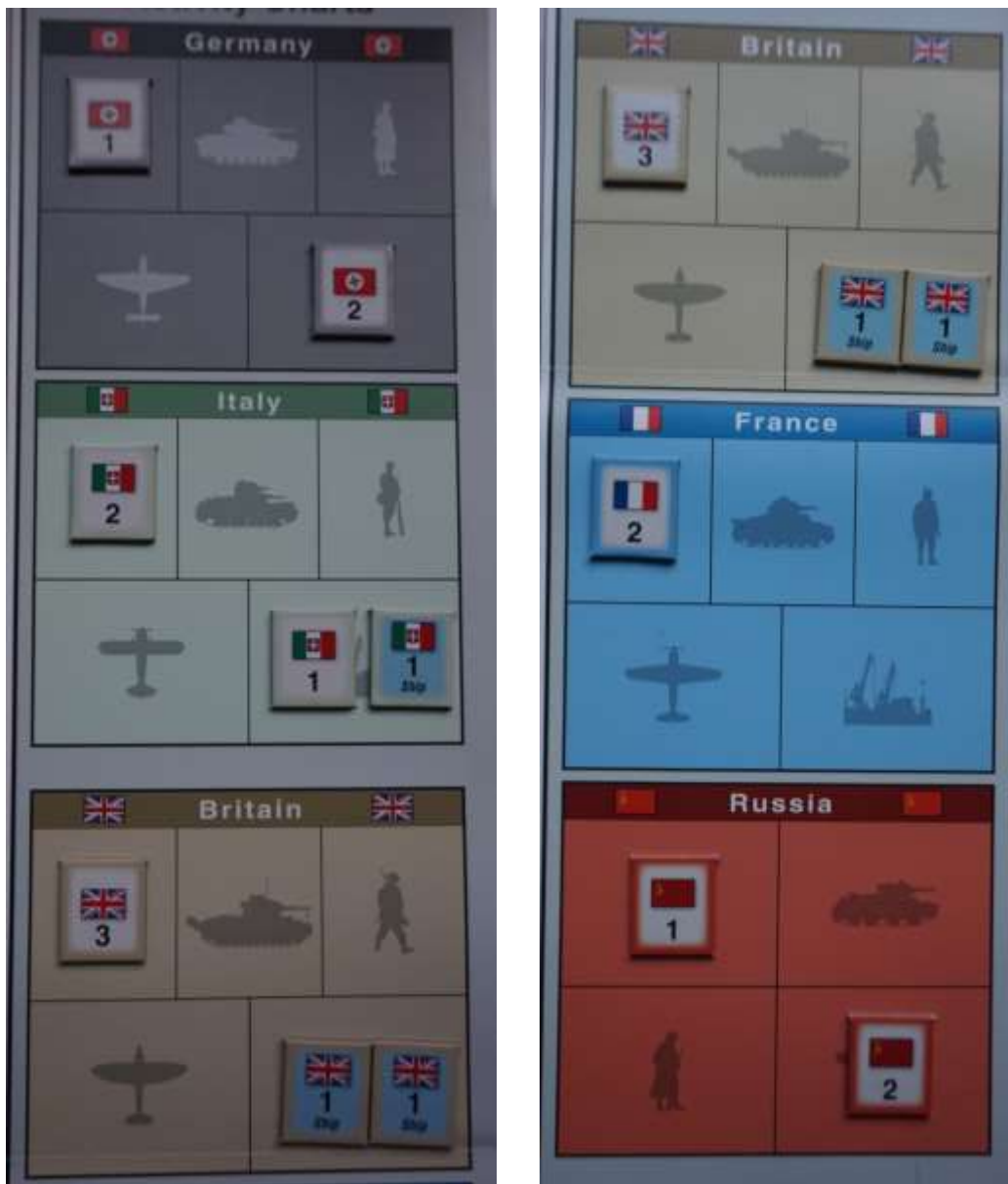


Russia has a rebuilds an air unit, happy with its low maintenance costs.



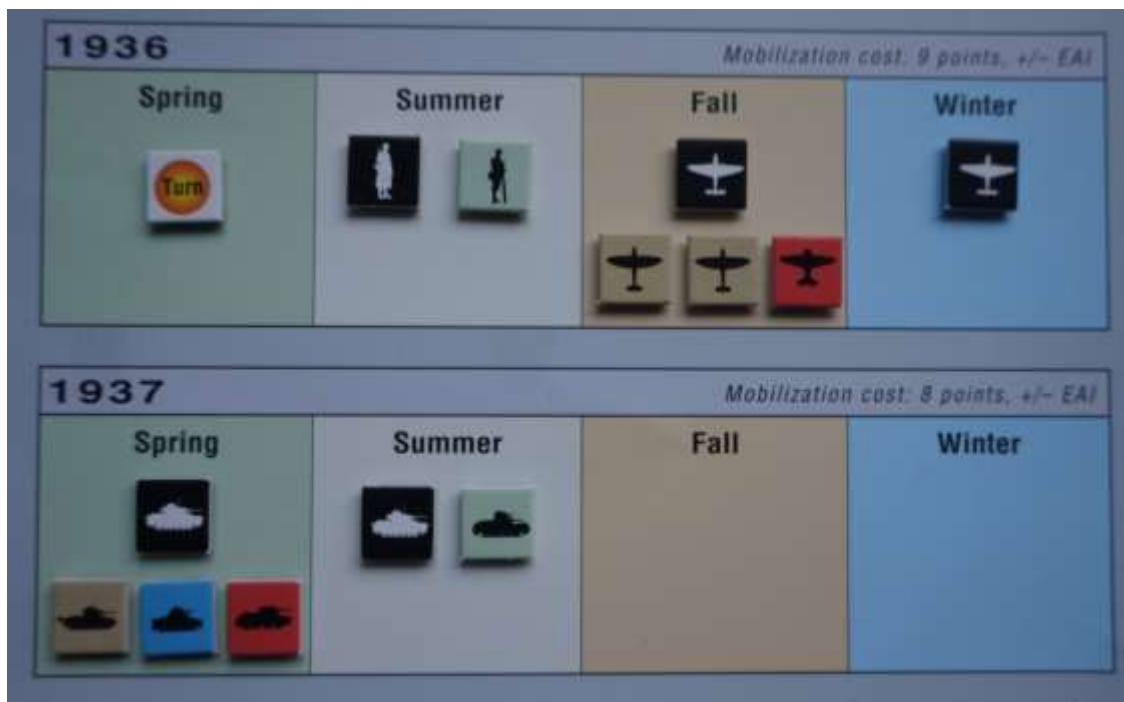
Activity counters

Here are the activity counters from the economic phase:



Mobilizations

None this turn, so the Time Track remains unchanged, other than that the infantry units that enter the German, French and Russian Reserves are placed on the appropriate scenario cards.



Balance of Power

The only notable change is to the naval Balance of Power track, where the Axis improve by one:



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

The balance of power is -1, so France again gets to place a military counter (its support is +1) in Belgium.

Axis initial placement:

Germany: Czechoslovakia (DC2)

Italy: Belgium (DC2)

ACC1: Turkey

Allied/Russian placement:

Britain: Belgium (DC2), Austria (DC1)

France: Belgium (military counter), Poland (DC2), Rumania (DC1)

Russia: Turkey (DC1)

Axis final placement:

Germany: Poland (DC3)

Italy: Czechoslovakia (DC2)

The secret diplomatic random event is then revealed. Italy uses it in Belgium.



Italy also has a Balkan +1 diplomatic modifier to apply because it eliminated a Russian flag in Yugoslavia in the previous turn. Italy uses it in Turkey.

24.83 FIGHTING THE COMMUNIST THREAT: If an Axis diplomatic result eliminates a Russian flag from a minor country:

A. In the following turn, the Axis major power that made the greatest contribution to eliminating the Russian flag may apply a +1 diplomatic modifier to any diplomatic target in the region (4.16) in which the Russian flag was eliminated.

B. A minor country that has been conquered may not be chosen as a target for the diplomatic modifier.

C. The diplomatic modifier is applied after all random events are revealed and before the strength of diplomatic counters is revealed.

D. In determining which Axis major power benefits, diplomatic counter and random event totals are compared; covert events and counter-intelligence against opposing covert events are ignored. In case of a tie, Germany benefits.

The following images show diplomacy before it is resolved:



The results of diplomacy are summarized in the turn file:

Diplomacy Spring 1936			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria		1	
Belgium/Lux.		Fr 2 2	
Bulgaria		R1	
Czechoslovakia		2	
Finland			
Greece		R1 1	
Hungary			
Ireland			
Norway			
Poland		2 3	
Rhineland			
Rumania		1	
Russia			
Spain			
Sweden			
Turkey		AC1 1 CT1	
Yugoslavia			

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

With the Balance of Power at -1 and the European Aggression Index at +2, and a negative German support event, there are no Axis aggressions.