

Demonstration *Gathering Storm* game







Spring 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.

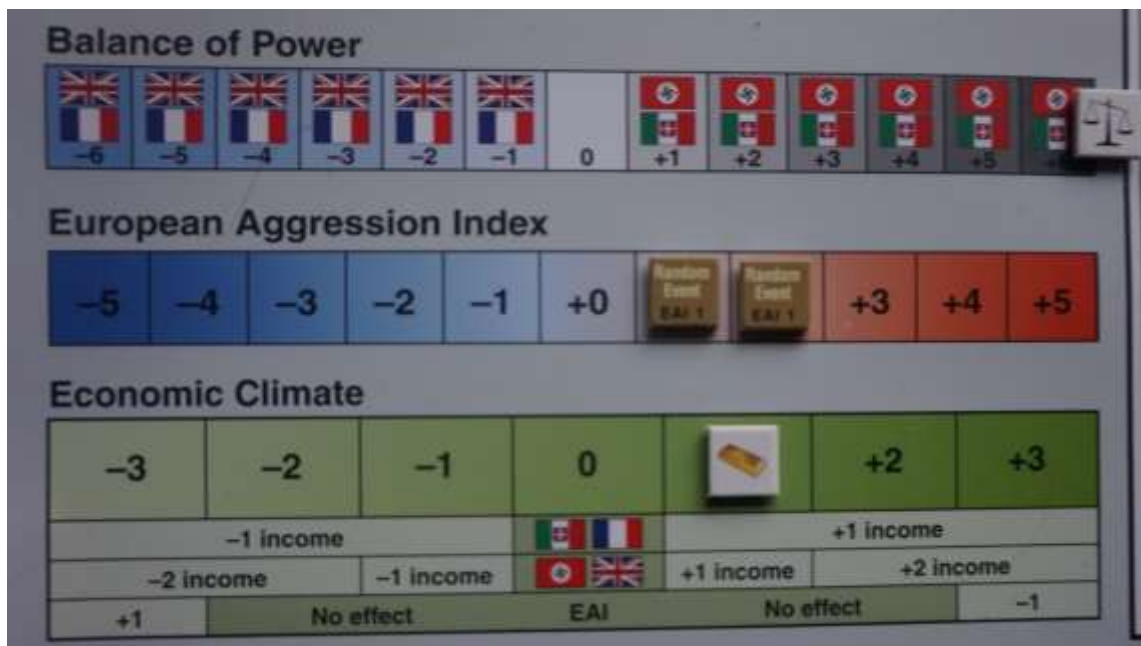
Sequence of Play Summary
RANDOM EVENT PHASE
Draw random events (any sequence)
Draw Russian purge card (Russia only)
REVEAL PUBLIC RANDOM EVENTS

Random events

The somewhat astounding trend of a high European Aggression Index continues, with yet another +1 EAI random event being drawn. Not only that – Greek and Yugoslavia are now both on the brink of civil war, which could further increase the EAI. The Economic Climate goes positive for the first time in recent memory.

Economic Trend +1	
	Bombing in Greek Parliament. Greece: 0 EAI: +1
	Increased funding for research. Any German project +1 level
	Italian army unveils new armored vehicles. Italian support level: +1 EAI: +1
	Axis air threat studied. British support level: -3 (max. +3) +1 for each air research result.
	France gives military aid to Yugoslav government. Yugoslavia: 2
	Dimitrov visits Moscow for briefing. Bulgaria: 1

This is what the Balance of Power, European Aggression Index and Economic Climate tracks look like after the end of the economic phase (when the Balance of Power shifts radically in favor of the Axis):








Russian purge

Russia draws another Great Purge card, which brings Russia to 17 purge events, which is also extremely rare at this point in the game. Things are happening fast.

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	3	3	1	2	-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	0	0
Random tile draw	2	3	3	3	2
Unit maintenance	0	-1	0	-1	0
Net income	16	10	13	9	9
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From previous turn	4	6	1	6	15
Available tile points	20	16	14	15	24

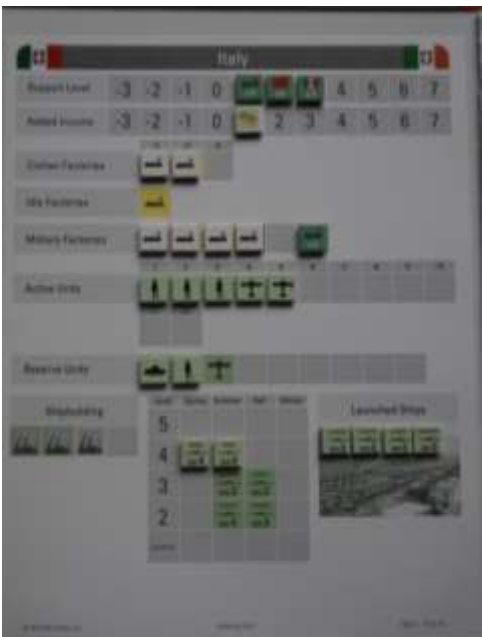
Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
ECONOMIC PHASE	
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.	
Industrial segment	
Factory conversion	
Research segment	
Assign activity counters to research	
Assign research points	
Construction segment	
Unit construction and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

Economic phase

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

					
Available tile points	20	16	14	15	24
Factories	-6	0	0	-6	0
Unit construction	-2	0	0	0	-6
Shipbuilding	-4	-4	-2	0	0
Research	-3	0	-1	-2	0

Germany mobilizes, builds an air unit, advances a BB4 and lays down a new BB4. Germany also adds an AC1 for an economic preparation research result. Italy launches two BB3s and lays down a BB4. All this activity gives the Axis a lead in the naval balance of power.



France mobilizes, but otherwise the British and French restrict themselves to research and shipbuilding. They just don't have the tile points to contest the balance of power at this point.

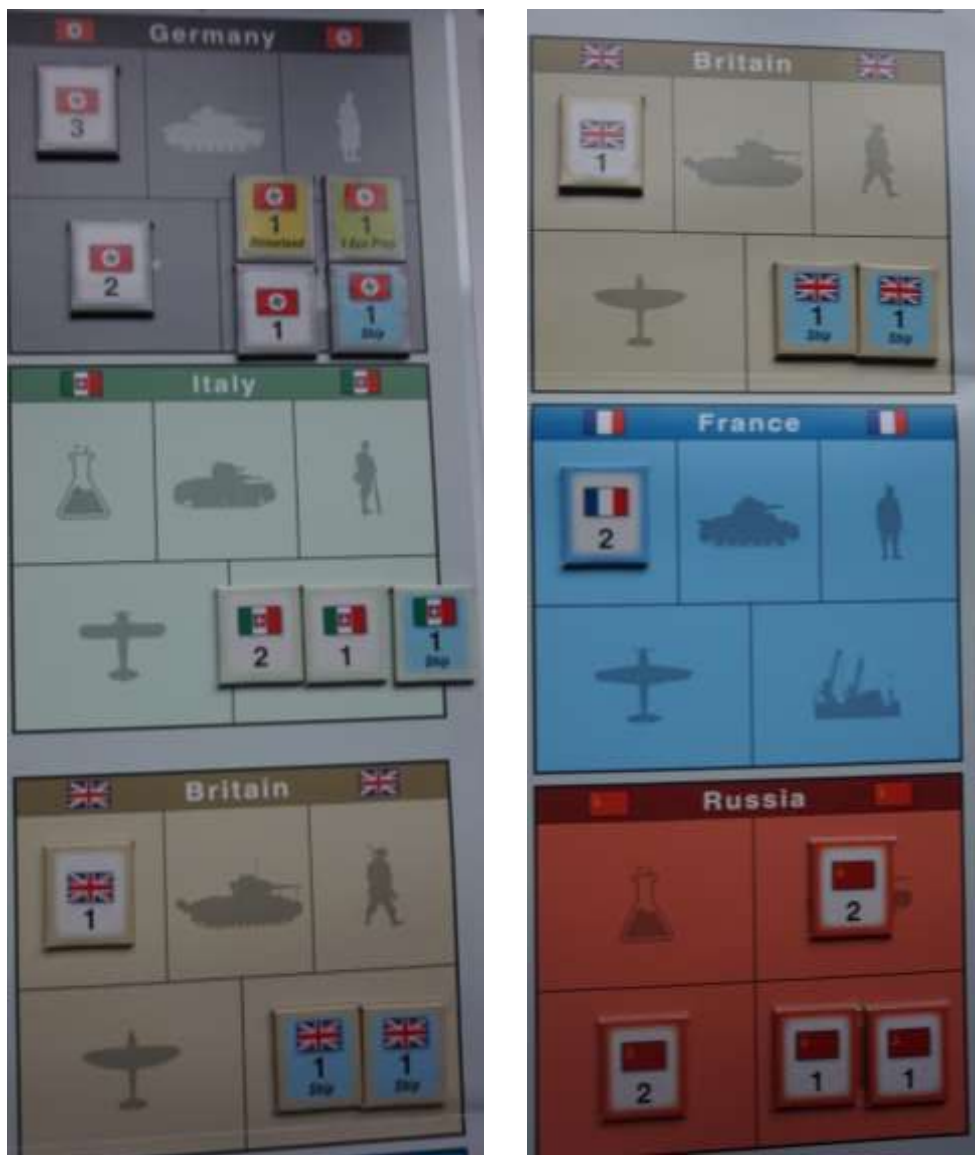


Russia has another Great Purge and this time builds three units.



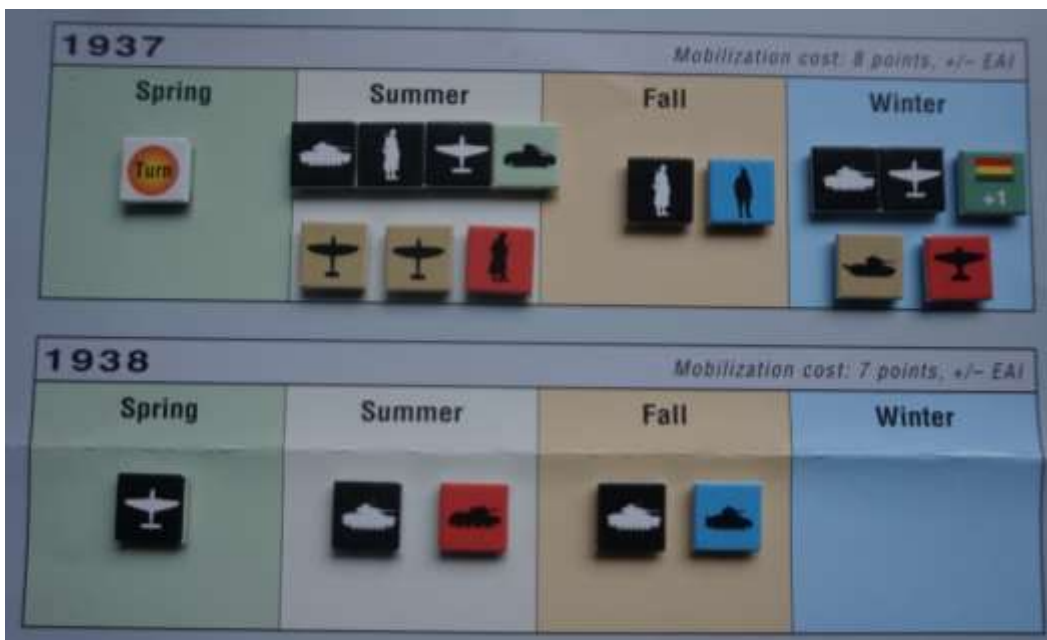
Activity counters

Here are the activity counters from the economic phase:



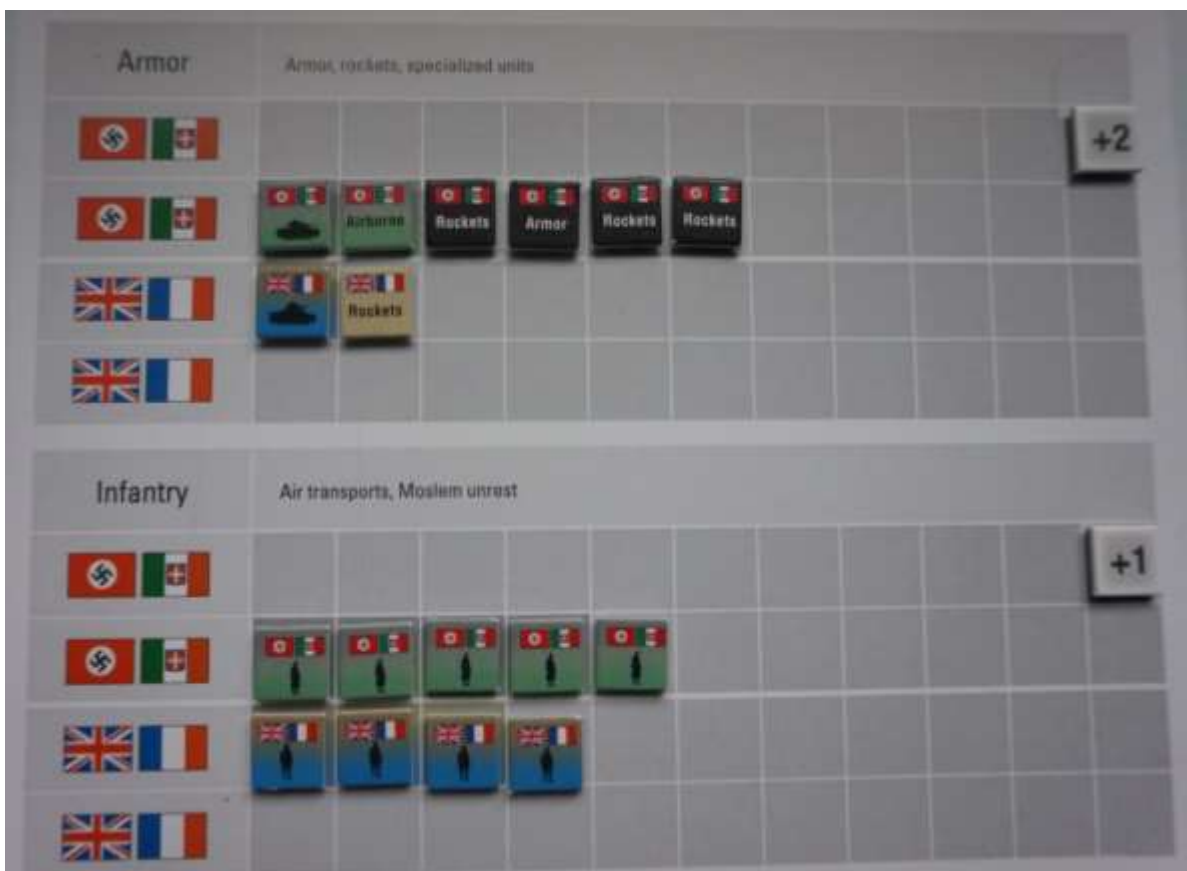
Mobilizations

The Time Track is starting to fill up, as more and more major powers mobilize.

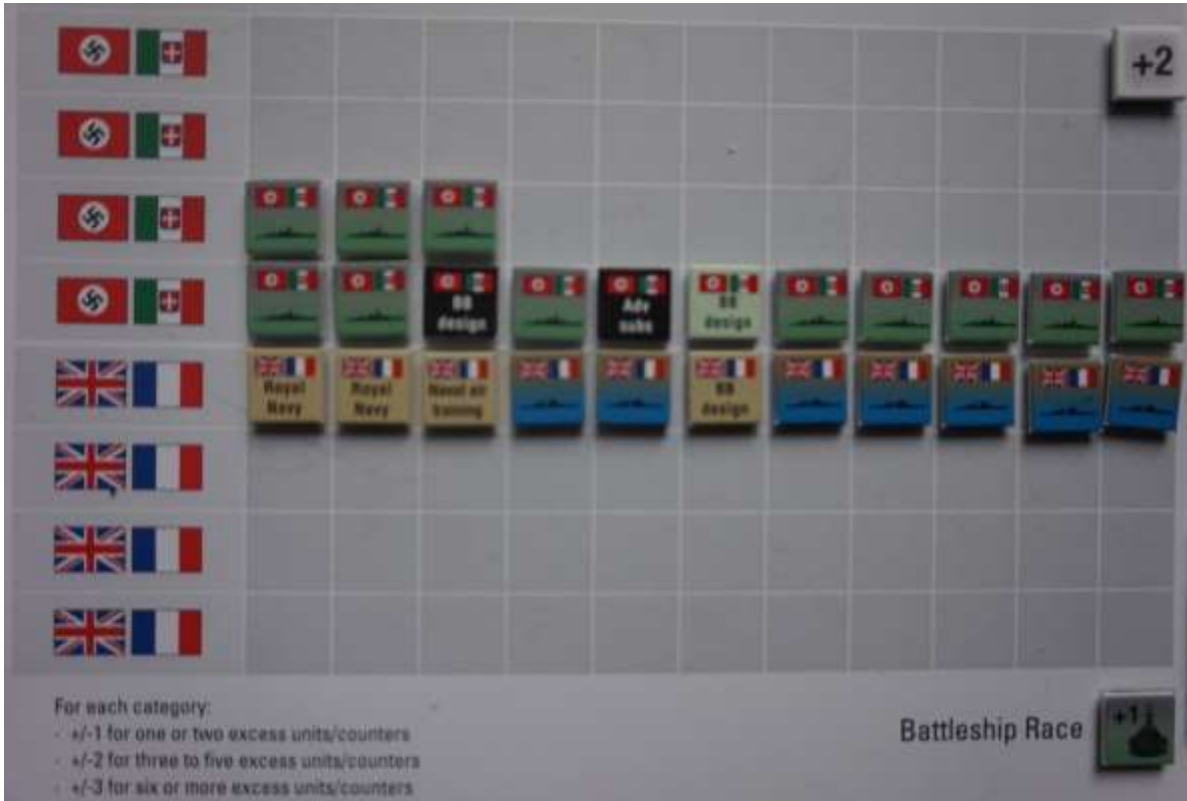
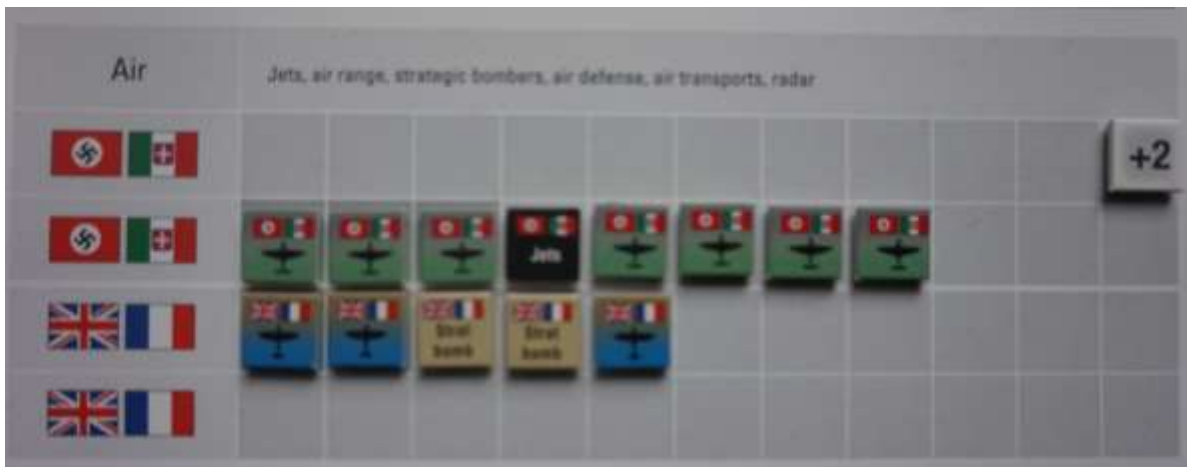


Balance of Power

The balance of power shifts radically in favor of the Axis, to +8 (literally off the scale, as seen above), because the Axis have temporary command of the naval balance of power.



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



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

Germany again gets to place its maximum three military counters.

Axis initial placement:

Germany: Belgium, Austria, Poland (military counters), Finland (DC1)

Italy: Sweden (DC1)

ACC2: Turkey

Allied/Russian placement:

Britain: Finland (DC2), Poland (DC0)

France: Belgium (DC2), Norway (DC1)

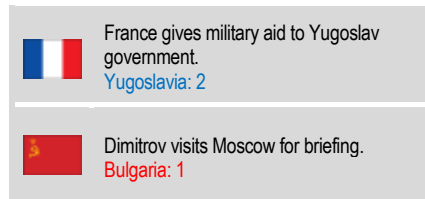
Russia: None (Great Purge)

Axis final placement:

Germany: Poland (DC2)

Italy: Norway (DC2)

France and Russia have secret diplomatic random events:



Diplomacy, before resolution:





Scandinavia is again, almost inexplicably, a hotbed of activity:



The results of diplomacy are summarized in the turn file:




Diplomacy Spring 1937			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria			
Belgium/Lux.		2	
Bulgaria		R1	
Czechoslovakia			
Finland		1 2	
Greece			
Hungary			
Ireland			
Norway		1 2	
Poland		0 2	
Rhineland			
Rumania			
Russia			
Spain			
Sweden		1	
Turkey		AC2	
Yugoslavia		R2	

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

Germany decides to go for all of Czechoslovakia and the following table (not filled out in the turn file) confirms that there's nothing the Allies can do about it, because of the huge Axis balance of power edge.

Whether the aggression will pay off in the long run remains to be seen.

			
Balance of power	8		
European Aggression Index		2	2
Support levels	4	1	2
Minor country resistance			
Basic resistance level		4	4
Diplomatic alignment		0	0
Neighbors		0	0
Tile draw		0	0
Threshold value	12	7	8