

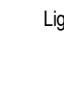
Demonstration *Gathering Storm* game

Summer 1935

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

Random events

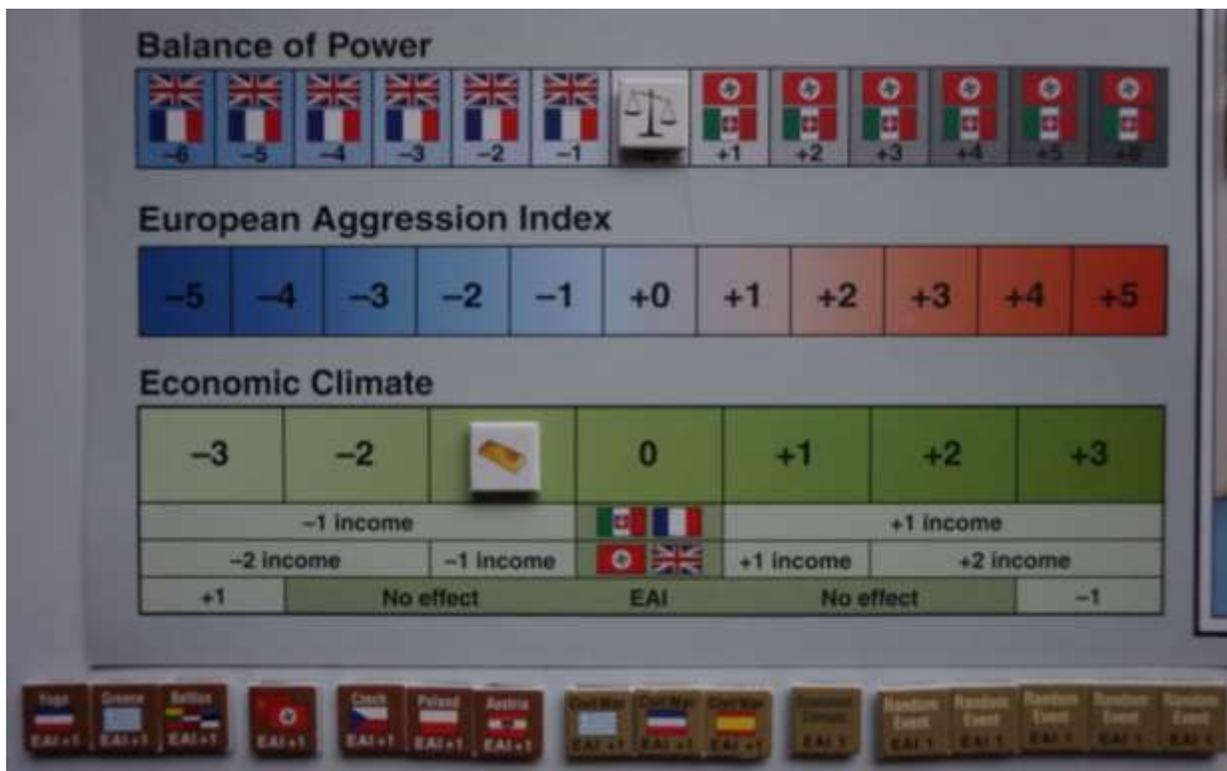
The following random events were drawn:

Economic Trend +1	
	Light-weight steel alloys become available. Double value of current investment in battleship design research, up to a maximum of three steps
	Conservatives oppose Nazi excesses. German support level: -1
	Illegal strike hits Fiat. Italian national income: -1
	Technology portfolio created in Cabinet. Any two British research projects +1 step each
	Colonial dispute with Britain. French support level: -1
	Russian agents train Spanish communists. Spain: 1

The general random event, which doubles the investment in battleship design (to a maximum of three steps) is interesting, but not as interesting as it would have been had it been drawn later. With only one previous turn, no one could have put more than one research point in battleship design, so the event's effect is limited.

Two of the five major power random events are public, and both a bad for the countries that drew them (Italy and France). Being a "second rate power" in this game has meant something so far.

The Economic Climate shift is +2, which means the Economic Climate marker moves on spaces to the right on the Economic Climate track. As in the previous turn, the balance of power hasn't yet changed and no random events that affect the European Aggression Index were drawn.



Russian purge

Russia draws the military purge card, so it purges an air unit and increases to three purge events. As in the previous turn, a -1 Russian support counter is placed on the Russian Support track, because Russia is one unit short on its garrison.



Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
Determine incomes (simultaneous)	

Income phase

The easiest way to illustrate the income phase is to use the table from the turn file:

					
Support level	0	0	0	-1	-2
Civilian factories	10	4	8	4	10
Economic climate	-1	-1	-1	-1	0
Random events	0	-1	0	0	0
Trade pacts	0	0	0	1	0
Random tile draw	2	1	3	3	2
Unit maintenance	-2	0	0	-1	-4
Net income	9	3	10	5	6

Net income	9	3	10	5	6
From previous turn	3	1	3	2	3
Available tile points	12	4	13	7	9

The Economic Climate has improved slightly and the tile draws were higher, but no one really has enough tile points to spend on factory conversion.

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

From the turn file:

					
Available tile points	12	4	13	7	9
Factories	0	0	0	0	0
Unit construction	0	0	0	0	-2
Shipbuilding	0	0	0	0	0
Research	-2	-1	1	0	0

Here are the Axis scenario cards at the end of the economic phase. Not much has happened yet.



And the Allied scenario cards:



Russia rebuilds its purged air unit, restoring the Siberian garrison.

Balance of power

The only change to the balance of power charts is the addition of a German rocket research counter to the armor balance of power chart. This does not change the armor balance of power, though, as the Axis would have to be ahead by three counters to get to a +2 advantage in the armor balance of power.

So there is no change to the overall balance of power,



Activity counters

Since everyone is showing uncharacteristic restraint (I know these players!), the Activity Chart is sparsely populated and in fact is identical to last turn's (the Russian AC2 used to build its purged unit isn't shown).

It's safe to anticipate that this won't last, as the pressure to build units and ships is increasing.

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 again equal, so there are no military counters.

Diplomacy again begins with Germany and Italy each placing a diplomatic counter, and Germany placing the anti-Comintern counter.

The Allies and Russia then respond by placing up to two diplomatic counters each, then the Axis reply.



Axis initial placement:

Germany: Czechoslovakia (DC1)

Italy: Belgium (DC0)

ACC1: Finland

Allied placement:

Britain: Albania (DC2), Turkey (DC1)

France: Rumania (DC1), Yugoslavia (DC1)

Axis final placement:

Germany: Rhineland (DC1)

Italy: Bulgaria (DC1)

The only secret diplomatic random event was for Spain:



Here's what it looks like on the mapboard, before and after the counters are revealed and the diplomatic results implemented:





The diplomatic results from the turn file:

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

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 does it's math for the Rhineland and decides the time is right for aggression.

There is no threshold requirement to attempt an aggression, so the question is whether the Allies have a reasonable chance to declare war on Germany if it tries to remilitarize

the Rhineland. If the answer is “no”, then the precise crisis mechanics don’t really matter.

This is governed by rule 32.62:

32.62 SEPARATE CALCULATIONS FOR BRITAIN AND FRANCE: The ability of Britain and France to declare war on Germany or Italy is calculated separately:

A. BALANCE OF POWER: The overall Axis-Allied balance of power (32.32).

B. SUPPORT LEVELS: The British or French, and German or Italian, support levels, as the case may be (32.33).

C. EUROPEAN AGGRESSION INDEX: The EAI (32.34).

D. MINOR COUNTRIES: The resistance level of a minor country that is the target of aggression in the turn in which war is being declared.

The balance of power (A) and European Aggression Index (C) were both 0, so they can be disregarded. That leaves the German, British and French support levels (B) and the resistance level of the Rhineland (D).

Germany’s public support level is 0, France’s support level is -1 and Britain’s support level is 0. Leaving aside Germany’s secret support event for the moment, France vs. Germany is -1 on support and Britain vs. Germany is even.

The Rhineland’s basic resistance level is 0, there are three German flags in the Rhineland (-2) and the French trade pact in Belgium has been eliminated. The resistance level of the Rhineland is therefore -2, as summarized in the turn file:

	Basic	Flags	Bel/Lux		Resist.
Rhineland	0	-2		=	-2

There are two more variables. The first is that the resistance level of the Rhineland is increased by a random tile draw, with an equal chance of +1, +2 or +3. This draw is made *after* Britain and France decide whether or not to oppose the aggression.

The second is Germany’s secret support event, which is known to Germany, but not to the Allies. It is -1 German support, but this is also revealed only *after* Britain and France decide whether or not to oppose the aggression.

From the Allied point of view, they are looking at -3 for France (-2 Rhineland, -1 support) and -2 for Britain (-2 Rhineland). If the German support event was neutral, a +3 tile draw would be needed to get Britain to +1 and France to 0, which would allow a British (but not a French) declaration of war (because the overall Allied declaration of war level would be positive).

But even then, Germany could back down and incur a relatively modest penalty of -1 support for Fall 1935, with the British and French getting a corresponding +1 support increase for Fall 1935 (the same effect applies to an AC1 for all three countries, but this is less important).

With a -1 support event, a tile draw of only +2 would be required, but since the Allies don’t know Germany is bluffing, and also don’t know what the tile draw will be, they quite rationally decide not to oppose the German aggression. Several other factors are

relevant:

- It's far from clear who would be favored in an Anglo-British war over the Rhineland. Just thinking about it is headache-inducing. There would be a race to mobilize, and probably a phony war for a while, but Germany could also attack the Low Countries and try to take out France. And what defends the Middle East once Italy can enter the war? Probably Russia would be the main beneficiary.
- The Rhineland is a double-edged sword, because the Great Purge card is added to the Russian purge deck, and Russia is already off to a fast start on its purges.

In my games, a successful aggression is marked by placing a model tank on the target:

