

Demonstration *Gathering Storm* game

Summer 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 goes even higher, as the Economic Climate hits rock bottom:


Economic Trend -2


Tensions in Greece rise.
Greece: 0
EAI: +1

 Austrian Nazi leaders make big plans in Berlin.
Austria: 2

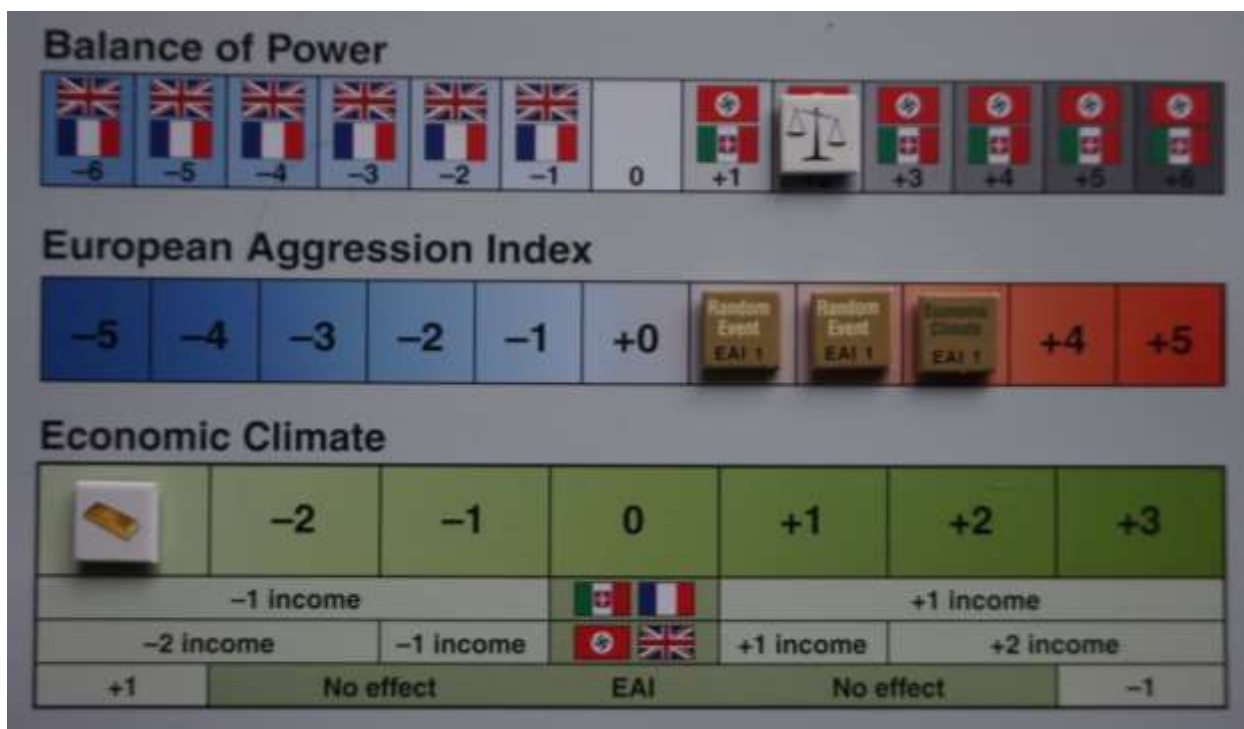
 Lira devalued.
Italian national income: -1

 German contacts with IRA uncovered.
British support level: +1

 Yugoslav King visits France.
Yugoslavia: 1

 Russia and Sweden agree on Baltic demilitarization.
Sweden: 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

Russia gets a military purge, increasing its cohesion level to medium. This removes the -1 Russian support modifier associated with low cohesion.

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	2	-2
Civilian factories	10	4	8	4	10
Economic climate	-2	-1	-2	-1	0
Random events	0	-1	0	0	0
Trade pacts	0	0	0	0	0
Random tile draw	2	3	3	3	1
Unit maintenance	0	0	0	0	-2
Net income	11	6	9	8	7
Net income	11	6	9	8	7
From previous turn	3	0	0	3	9
Available tile points	14	6	9	11	16

Uncharacteristically, Russia has the most tile points of anyone.

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	14	6	9	11	16
Factories	-6	0	-6	0	0
Unit construction	-2	0	0	0	-2
Shipbuilding	-1	-1	0	-1	0
Research	-2	-1	-1	-2	-2

Germany mobilizes and builds an air unit. Italy has to be more conservative, although it is able to take advantage of its battleship design research result and the high European Aggression Index by laying down its first BB4:



Britain decides to mobilize rather than lay down more BB4s, which is probably wise from the long-term point of view.



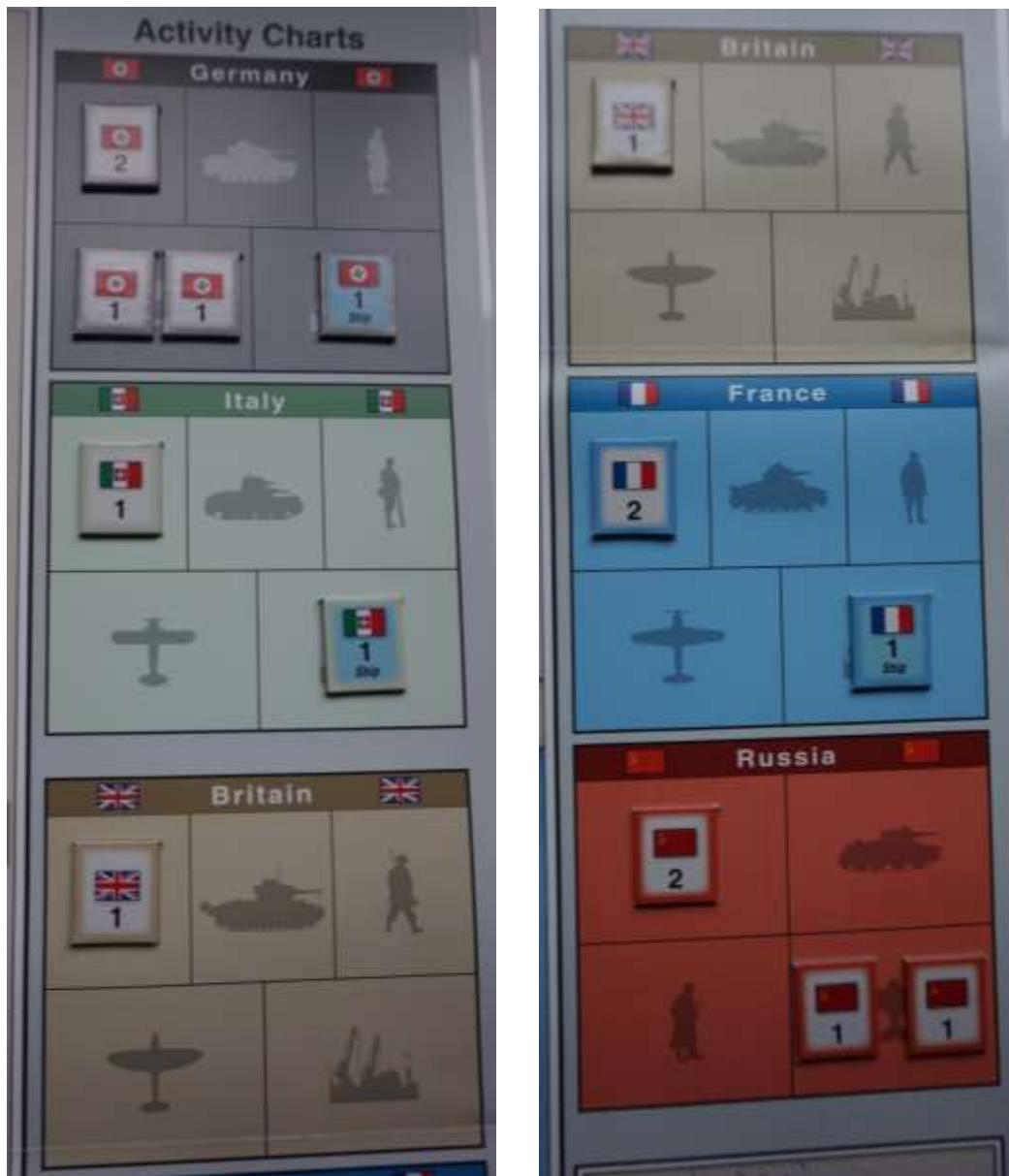
Russia again rebuilds an air unit.



(Did you see the mistake? Russia's -1 support marker for low cohesion is still on the Russian scenario card – it shouldn't be. Fortunately this was correct in the turn file...)

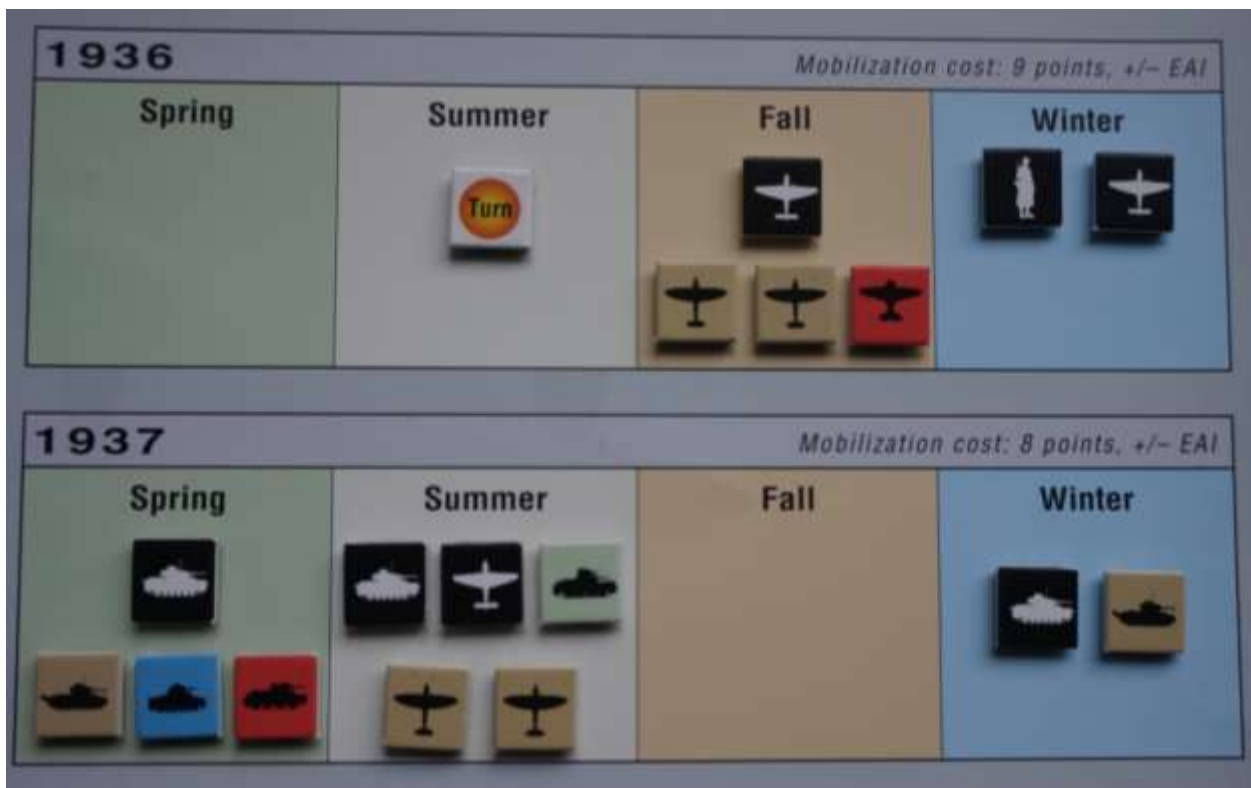
Activity counters

Here are the activity counters from the economic phase:



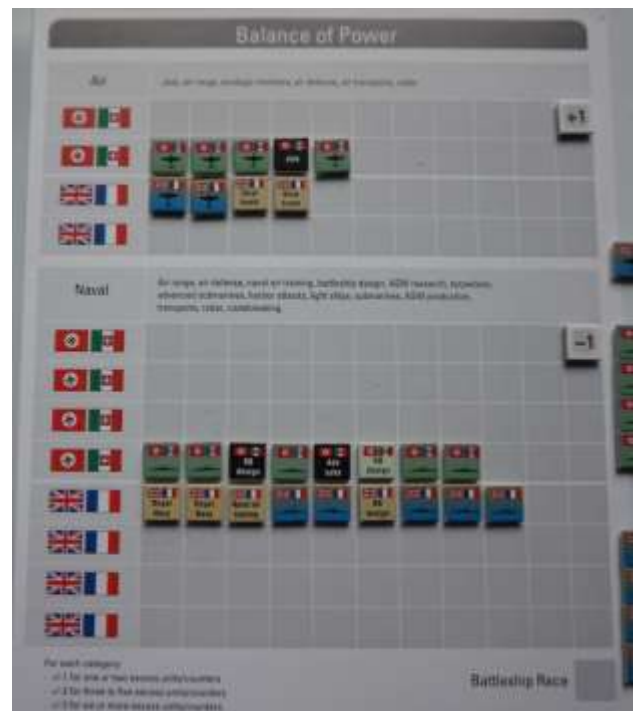
Mobilizations

The Time Track is adjusted to add the units mobilized by Germany and Britain.



Balance of Power

While the armor and infantry Balance of Power tracks are unchanged, the Axis pull ahead by gaining a +1 in the air balance of power and by reducing the Allied lead in the naval balance of power and catching up in the battleship race.



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 +2, so Germany gets to place two military counters (its support is +2). The anti-Comintern counter is also worth 2, because Russia's cohesion has increased.

Axis initial placement:

Germany: Belgium, Czechoslovakia (military counters), Turkey (DC1)

Italy: Greece (DC2)

ACC2: Turkey

Allied/Russian placement:

Britain: Turkey (DC3), Czechoslovakia (DC1)

France: Greece (DC2), Bulgaria (DC1)




Russia: None.

Axis final placement:

Germany: Czechoslovakia (DC2)

Italy: Spain (DC1)

There are also a number of secret diplomatic random events:

	Austrian Nazi leaders make big plans in Berlin. Austria: 2
	Yugoslav King visits France. Yugoslavia: 1
	Russia and Sweden agree on Baltic demilitarization. Sweden: 1

Here is the diplomatic action, before it diplomacy is resolved:





The results of diplomacy are summarized in the turn file:

Diplomacy Summer 1936			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria		R2	
Belgium/Lux.			
Bulgaria		1	
Czechoslovakia		1 2	
Finland			
Greece		2 2	
Hungary			
Ireland			
Norway			
Poland			
Rhineland			
Rumania		AC2	
Russia			
Spain		1	
Sweden		R1	
Turkey		1 3	
Yugoslavia		R1	

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

Despite the +2 Balance of Power, the exceptionally high European Aggression Index (+3) makes any Axis aggression too risky.