

# Demonstration *Gathering Storm* game

Summer 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
<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 complications from the German seizure of Czechoslovakia last turn start with the random events. For the next three turns, Germany will draw two random events, and can reject one:

**9.13 ADDITIONAL RANDOM EVENTS:** When a major power draws one or more additional random events, that major power may choose not to play its random events, subject to the requirement that each major power must play at least one random event each turn (normally this is the one random event dealt to the major power). A random event that is not played is discarded at the end of the phase in which it would otherwise have been played.

**9.14 AXIS AGGRESSIONS:** An Axis major power that carries out a successful aggression draws additional random events each turn as follows:

A. The number of additional random events drawn is equal to the victory point value of the aggression:

- ...
- **Czechoslovakia** (including the Sudetenland), **Yugoslavia**: 3 random events.

Naturally another +1 EAI random event is drawn:

Economic Trend -2	
	Separatist parties gain in strength. Yugoslavia: 0 EAI: +1
	Secret Russo-German economic talks in Smolensk. Russia: 1
	SD plants a double agent in British intelligence. Axis counter-intelligence +1 level
	Italian industrialists back expansion. Italian support level: +2
	Labor leaders agree to cooperative approach to economic problems. Britain draws two random tiles
	Increased spending on intelligence. Any Allied intelligence project +1 level
	Japanese defeated in border clashes. Russian support level: +2

This is what the Balance of Power, European Aggression Index and Economic Climate tracks look like after the end of the economic phase. As will be seen, the Allies reassert themselves navally and the Balance of Power goes from +8 to +4:



## Russian purge

Russia draws a No Purge card, which eliminates the Italian flag in Russia and therefore increases Russia's purge level to 18 purge events.

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	5	1	4	5	-1
Civilian factories	10	4	8	2	10
Economic climate	-1	-1	-1	-1	0
Random events	0	0	0	0	0
Trade pacts	1	0	0	0	0
Random tile draw	2	1	5	3	2
Unit maintenance	0	-1	0	0	-3
<b>Net income</b>	<b>17</b>	<b>4</b>	<b>16</b>	<b>9</b>	<b>8</b>
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From previous turn	3	9	7	4	18
<b>Available tile points</b>	<b>20</b>	<b>13</b>	<b>23</b>	<b>13</b>	<b>26</b>

Before moving to the economic phase, it is worth looking at the support inputs for this turn, which are complicated because of the German aggression against Czechoslovakia:

	MFs	Other				Random	Total
	<b>3</b>						<b>5</b>
	<b>1</b>						<b>1</b>
	<b>1</b>						<b>4</b>
	<b>1</b>						<b>5</b>
	<b>1</b>						<b>-1</b>

The “Sudeten” and “Czech” counters represent temporary +1 support modifiers – they will disappear at the end of the Summer 1937 turn.

However, both Britain and France also gain a permanent +1 support modifier, to reflect Germany’s second aggression (the first was the Rhineland). In addition, the European Aggression Index has a permanent +1 modifier for Czechoslovakia, so mobilizations are cheaper (for everyone).

These boosts to the Allied support levels put pressure on the Axis to press on with their pre-war expansion – but Germany can’t complain, since it started the process.

<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)
<b>REVEAL FACTORY CONVERSION, RESEARCH RESULTS, CONSTRUCTION.</b>

### Economic phase

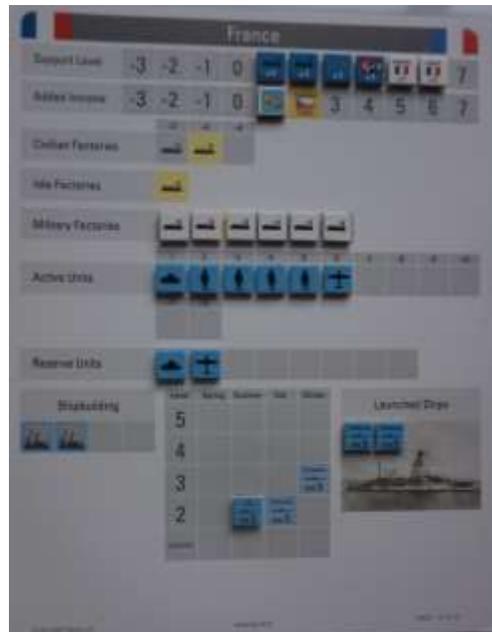
The economic activities of each major power from the turn file:

					
<b>Available tile points</b>	<b>20</b>	<b>13</b>	<b>23</b>	<b>13</b>	<b>26</b>
<b>Factories</b>	-4	-4	-4	-4	0
<b>Unit construction</b>	-6	-2	-2	-2	-2
<b>Shipbuilding</b>	-1	-1	-3	-1	0
<b>Research</b>	-1	-2	-2	-2	-2

Germany, correctly concerned that the Allies may try to declare war in the aftermath of the Czech aggression, mobilizes and builds an armor, infantry and air unit, as well as laying down another BB4. Italy adopts a similar approach, with more restraint.



Britain and France also build. Britain announces a second battleship design research result, which allows it to lay down three (!) BB5s at a cost of one tile point each.



*Note: The income counter was not moved to reflect the change in Economic Climate.*

Russia builds an air unit uses an AC2 for research. The Axis lead in the non-naval balance of power categories and the high European Aggression Index make it difficult for Russia to achieve a favorable garrison modifier, although everything else is going well for Russia.



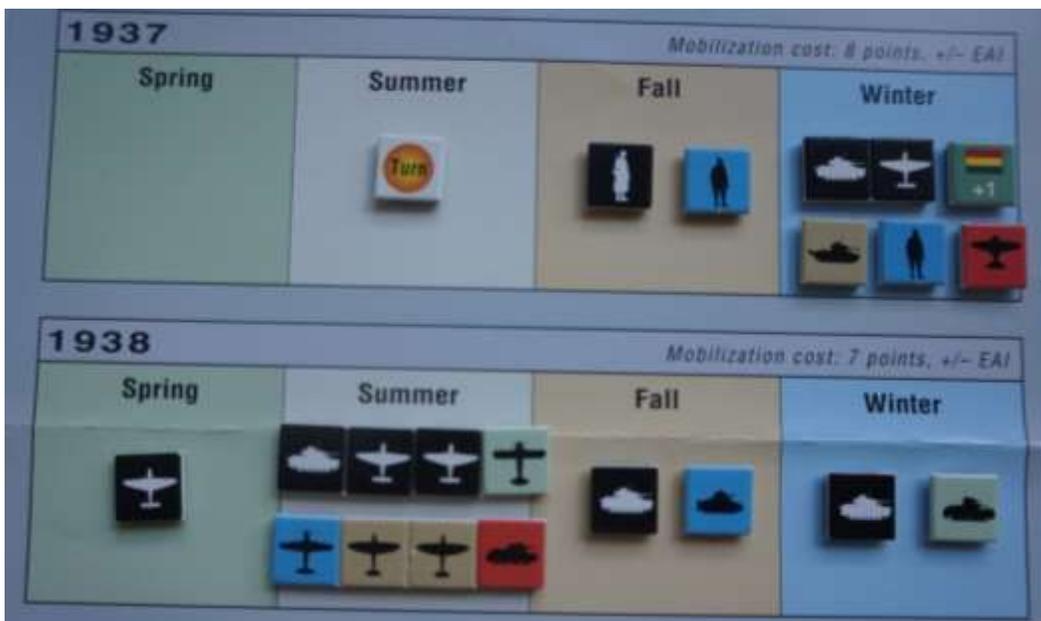
### Activity counters

Here are the activity counters from the economic phase:



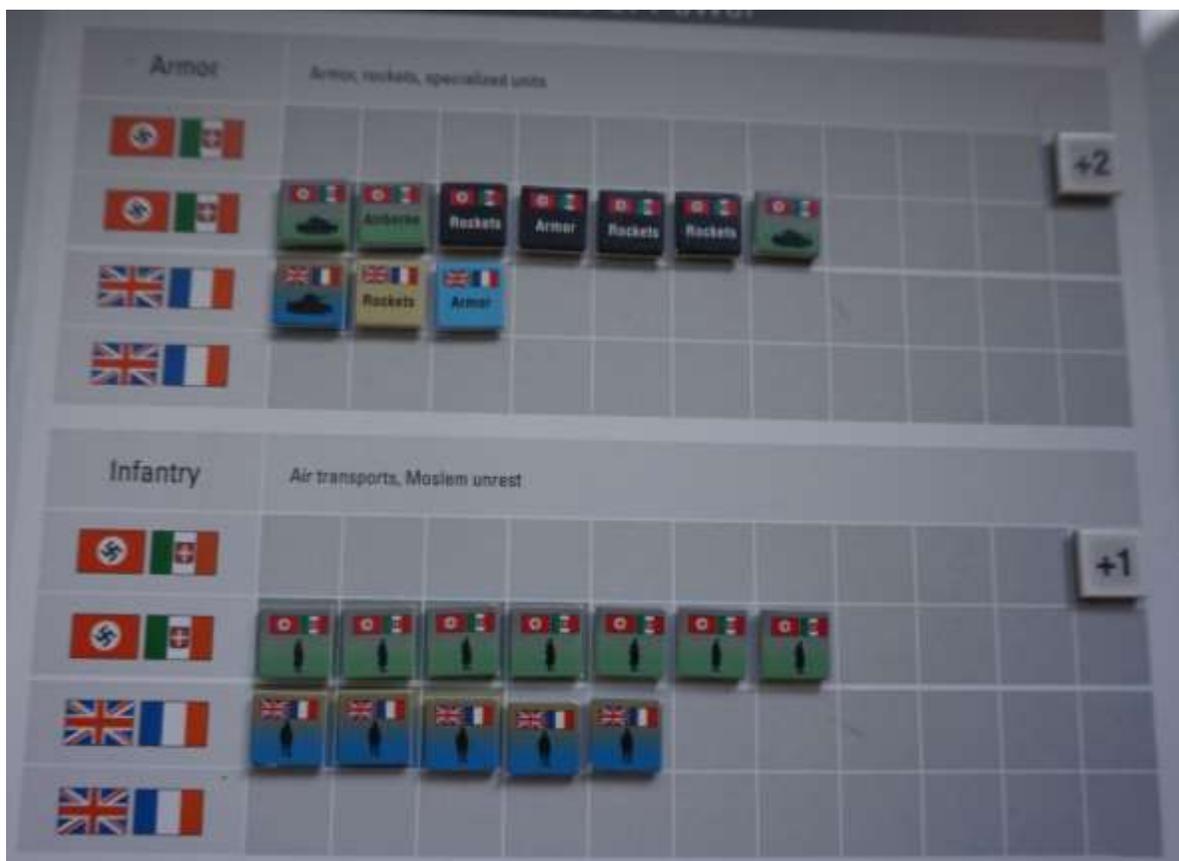
**Mobilizations**

Needless to say, the Time Track is filling up fast.

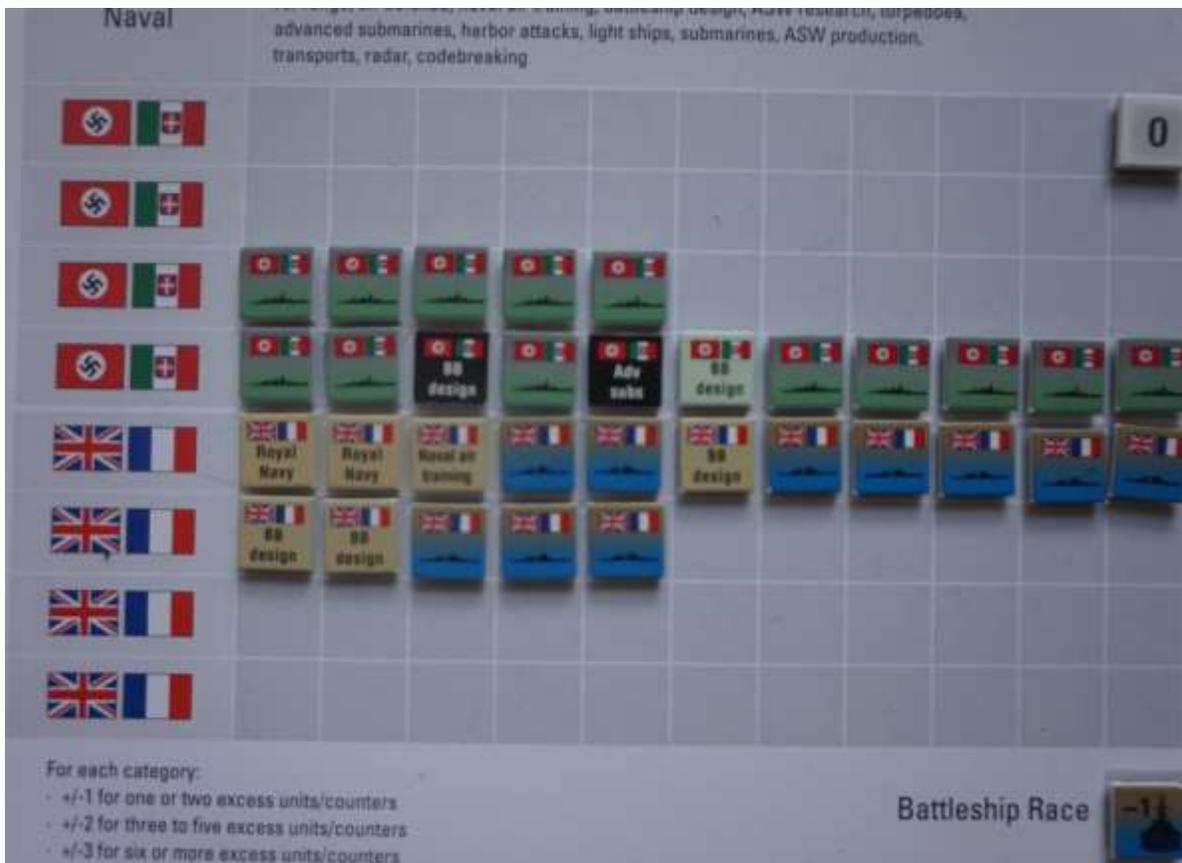


### Balance of Power

The balance of power shifts somewhat in favor of the Allies, but not completely, as the Axis are equal in the naval balance of power – although the Allies firmly lead the battleship race, thanks to their three behemoth BB5s .



*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), Yugoslavia (DC1), Norway (DC1)

**Italy:** Finland (DC1)

**ACC2:** Rumania

*Allied/Russian placement:*

**Britain:** Yugoslavia (military counter), Turkey (DC3), Yugoslavia (DC1), Poland (DC1)

**France:** Austria (DC1), Norway (DC1)

**Russia:** Rumania (DC2), Finland (DC1)

*Axis final placement:*

**Germany:** Turkey (DC3)

**Italy:** Austria (DC1)

Germany has a secret diplomatic random event – another Axis flag in Russia:



Diplomacy, before resolution:





The Yugoslavian civil war deserves special consideration, because of the unusually large number of counters placed there this turn:

- The Allies have a basic +1 modifier because they are supporting the Yugoslav government. A French +1 support counter is used to represent this modifier.
- The Allies placed a spy ring in Yugoslavia this turn, which is represented by an Allied spy ring counter. This requires the Axis to openly place their diplomatic counter in Yugoslavia, and also gives the Allies a +1 modifier this turn, and one turn of their choice in each of the following years (assuming the spy ring isn't eliminated).
- Britain and France both place military counters in Yugoslavia.
- The Axis and Allies each place a diplomatic counter in Yugoslavia (this is mandatory).

The results of diplomacy are summarized in the turn file. Note that in Yugoslavia the Allies don't achieve a diplomatic result, despite having a net +4 diplomatic modifier, because a civil war counter of "5" was drawn. This means the Allies obtain the benefits of a diplomatic advantage (France may place an additional diplomatic counter worth one next turn – 25.54), but not the additional benefits of a diplomatic result (another French flag in Yugoslavia – 25.55).

Diplomacy <b>Summer 1937</b>			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria		1  1	
Belgium/Lux.			
Bulgaria			
Czechoslovakia			
Finland		1  1	
Greece			
Hungary			
Ireland			
Norway		1  1	
Poland		1	
Rhineland			
Rumania		AC2  2	
Russia		R1	
Spain			
Sweden			
Turkey		3  3	
Yugoslavia	+1	Spy  1  1	+1 (+4 vs. CW5)

<b>Sequence of Play Summary</b>
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 the balance of power exactly offsetting the European Aggression Index, Austria is open to German aggression. What is difficult, as explained in the Axis turn file, is to know whether taking Austria is a good idea at this point in the game.

			
Balance of power	4		
European Aggression Index		4	4
Support levels	7	4	6
Minor country resistance			
Basic resistance level		2	2
Diplomatic alignment		-2	-2
Neighbors		-1	-1
Tile draw		0	0
<b>Threshold value</b>	<b>11</b>	<b>7</b>	<b>9</b>

Naturally the German default option when the right move is unclear is to be aggressive, so Germany takes Austria. War draws closer.