

Demonstration *Gathering Storm* game






Winter 1935

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

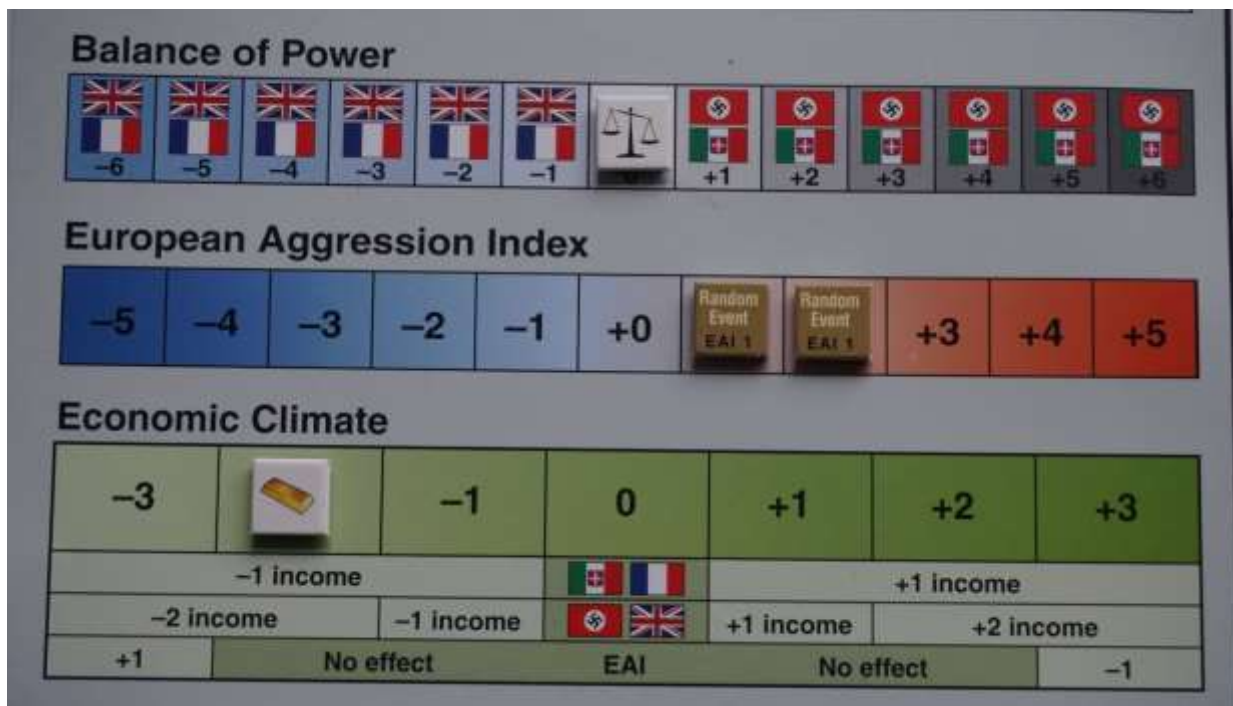
Random events

Everyone's favorite general event is drawn – the League of Nations! Germany draws a favorable support event that also keeps the European Aggression Index high, as the +1 random event modifier from last turn that disappears is replaced by another +1 random event modifier.

Economic Trend -2	
	Successful Party conference. German support level: +1 EAI: +1
	Italian military establishes contact with Croatian separatists. Yugoslavia: 1
	Britain repeals prohibition on private rocket experiments. British rockets +1 level.
	France purchases Czech tanks. Czechoslovakia: 2
	Wreckers found in Red Army units. Purge one additional military unit 1

Russia continues to purge at a rapid pace. Drawing two purge events in a year beats the odds, and the purge cards are doing their share as well.

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 draws the Great Purge, which means an overall +4 increase to the Russian purge level this turn (Russia also drew a purge random event). Russia is only two purge events away from increasing its cohesion and gaining an important +1 support increase. Since the Russian cohesion level is one of the main “clocks” that drives the game, both the Axis and Allies should already be getting a sense of urgency.

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	2	0	0	0	-3
Civilian factories	10	4	8	4	10
Economic climate	-2	-1	-2	-1	0
Random events	0	0	0	0	0
Trade pacts	0	0	0	1	0
Random tile draw	2	2	1	2	1
Unit maintenance	-1	0	0	0	-2
Net income	11	5	7	6	6
Net income	11	5	7	6	6
From previous turn	6	6	3	1	2
Available tile points	17	11	10	7	8






It is difficult to know just what the players will do. The cost of mobilizing remains low,

because of the +2 European Aggression Index, but it will drop next turn because of the year, and both Italy and Britain face the dilemma that mobilizing still drains away most of their 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	17	11	10	7	8
Factories	-8	-8	0	0	0
Unit construction	0	0	0	0	-2
Shipbuilding	-1	0	-5	-1	
Research	-2	-1	-2	-2	0

This turn the strategies of the Axis and Allies diverge, in part because of their different tile point totals.

Germany mobilizes again, bring it to five military factories. Italy also mobilizes, gaining a +1 support modifier:



Britain, on the other hand, makes the most of its fortuitous battleship design result and goes heavily into shipbuilding, grabbing the lead in the battleship race. France advances its remaining BB3, but otherwise restrains itself.

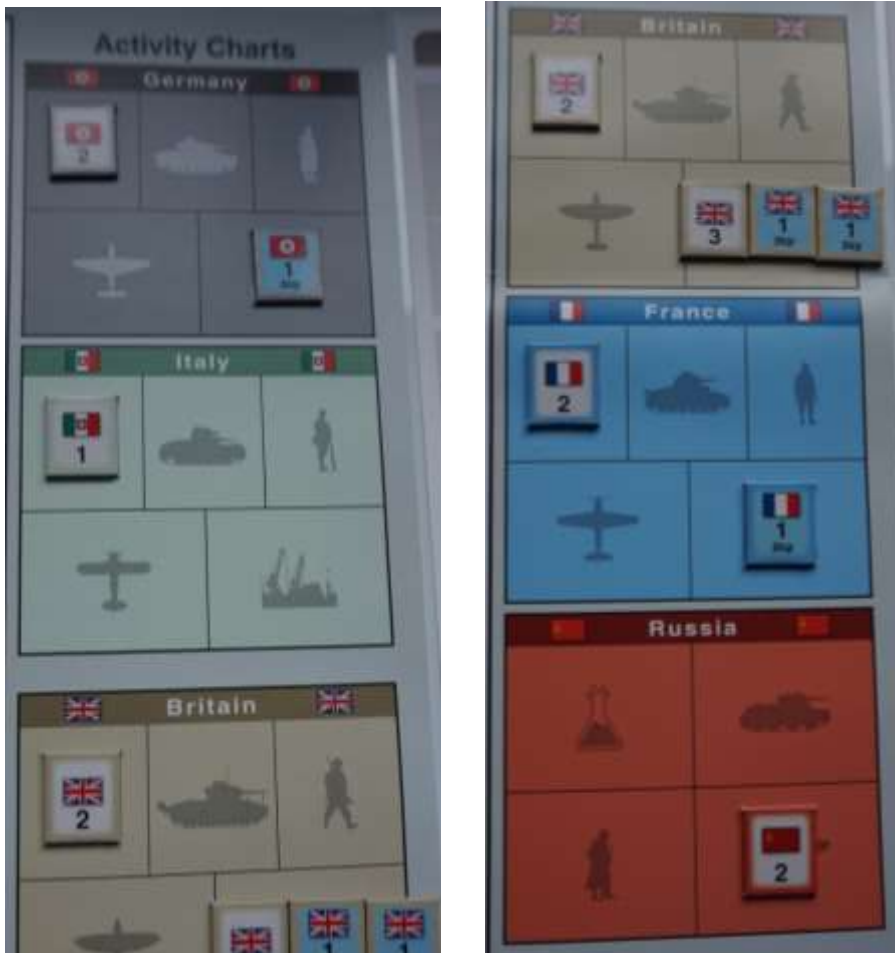


Russia has a Great Purge and simply rebuilds an air unit.



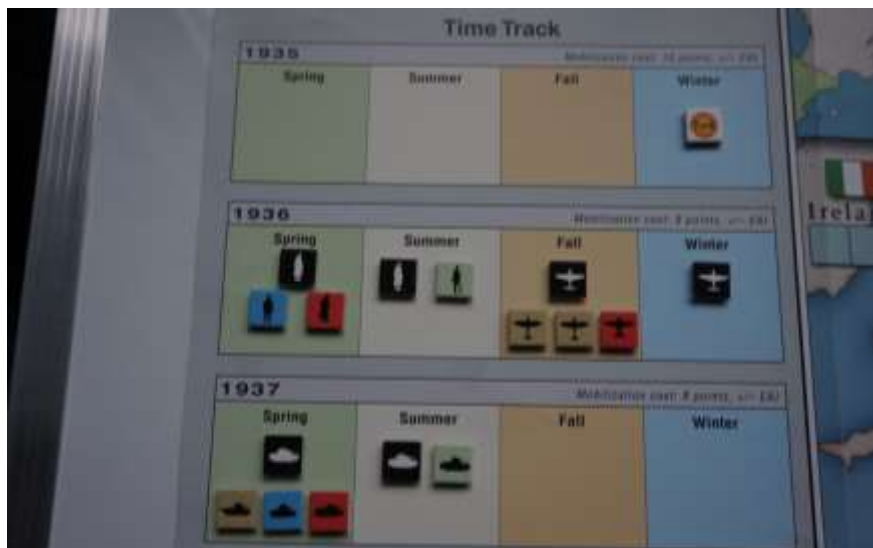
Activity counters

Here are the activity counters from the economic phase:



Mobilizations

The Time Track gets a bit more cluttered with the German and Italian mobilizations.



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 France gets to place a military counter (its support is +1), which has to go in Belgium (there is no other legal target).

Axis initial placement:

Germany: Belgium (DC3)

Italy: Yugoslavia (DC0)

ACC1: Rumania

Allied placement (Russia has a Great Purge, so it cannot place any diplomatic counters):

Britain: Finland (DC1), Turkey (DC1)

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

Axis final placement:

Germany: Poland (DC2)

Italy: Czechoslovakia (DC1)



















The secret diplomatic random events are then revealed.












	Italian military establishes contact with Croatian separatists. Yugoslavia: 1
	France purchases Czech tanks. Czechoslovakia: 2

The following images show diplomacy before it is resolved:



The results of diplomacy are summarized in the turn file:

Diplomacy Winter 1935			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria	 	 1	
Belgium/Lux.	 	 Fr  3	
Bulgaria			
Czechoslovakia	 	 1  R2	  
Finland		 1	
Greece			
Hungary			

Ireland			
Norway			
Poland		 2  2	
Rhineland			
Rumania		 AC1	
Russia			
<i>Spain</i>			
Sweden			
Turkey		 1	
<i>Yugoslavia</i>		 0  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

With the Balance of Power at -2 and the European Aggression Index at +2, aggressions are out of the question unless the Axis want to provoke a war, which would be a disaster.

No aggressions.