

Demonstration *Gathering Storm* game






Winter 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.

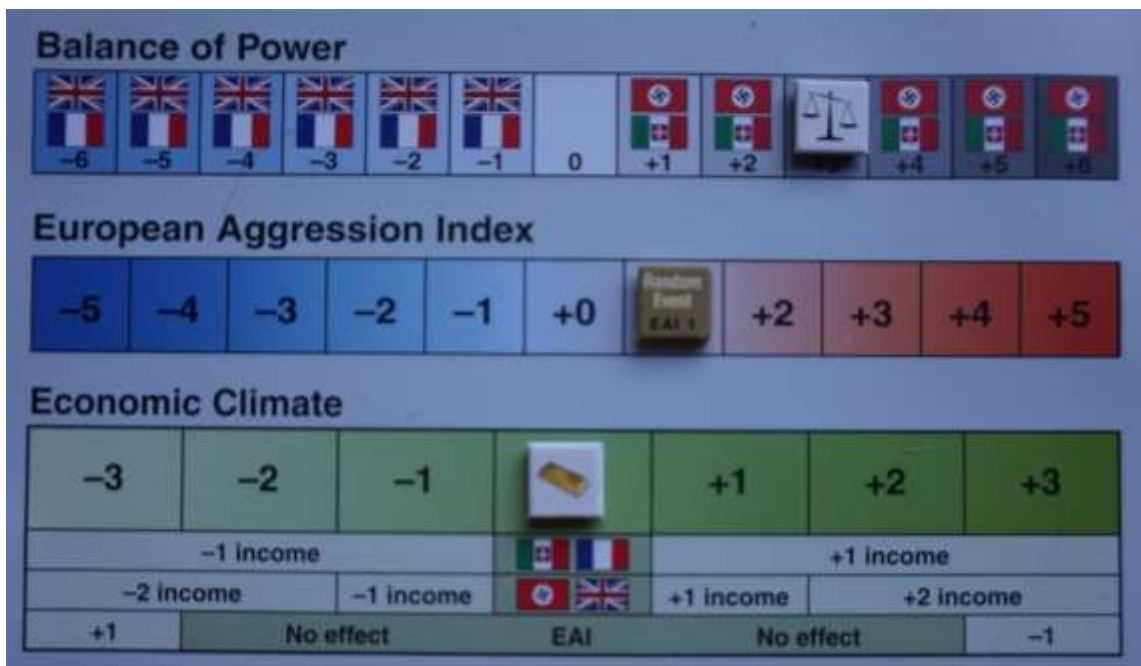
Sequence of Play Summary
RANDOM EVENT PHASE
Draw random events (any sequence)
Draw Russian purge card (Russia only)
REVEAL PUBLIC RANDOM EVENTS

Random events

Yet another random event increasing the European Aggression Index is drawn, firmly establishing a record in that area. The Economic Climate goes to zero.

Economic Trend +2	
	Poor harvest. German national income: -1
	Mussolini and Stalin meet in Crimea. Russia: 1
	Rutherford regains his health. Both Allied atomic projects +1 step
	France posts record trade surplus. France draws two random tiles
	Rumanian communists oppose rightist drift to war with Russia. Rumania: 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 draws a Party purge card, which is not ideal, because Russia has enough tile points to research and do diplomacy. But Russia's purge level continues to increase relentlessly, which puts more pressure on the Axis to carry out their aggressions.

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:

Civilian factories	10	4	8	4	10
Economic climate	0	0	0	0	0
Random events	-1	0	0	0	0
Trade pacts	0	0	0	0	0
Random tile draw	2	3	1	2	2
Unit maintenance	0	0	0	-1	-2
Net income	13	8	10	7	8
Net income	13	8	10	7	8
From previous turn	6	3	0	6	21
Available tile points	19	11	10	13	29

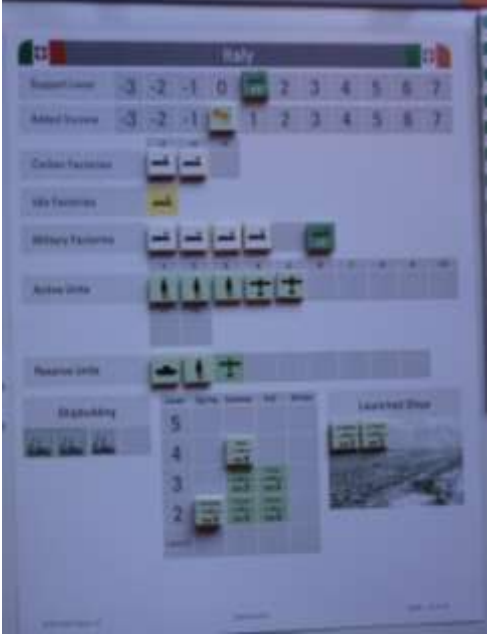
Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
ECONOMIC PHASE	
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.	
Industrial segment	
Factory conversion	
Research segment	
Assign activity counters to research	
Assign research points	
Construction segment	
Unit construction and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

Economic phase

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

					
Available tile points	19	11	10	13	29
Factories	-8	0	0	0	-8
Unit construction	-2	-2	0	0	-2
Shipbuilding	-2	0	-5	-2	0
Research	-2	-1	-1	-2	0

Germany mobilizes, builds an air unit and launches a BC3. Germany also achieves a West Wall research result, giving it a +1 support modifier. Italy builds an infantry unit.



The British and French restrict themselves to research and shipbuilding.



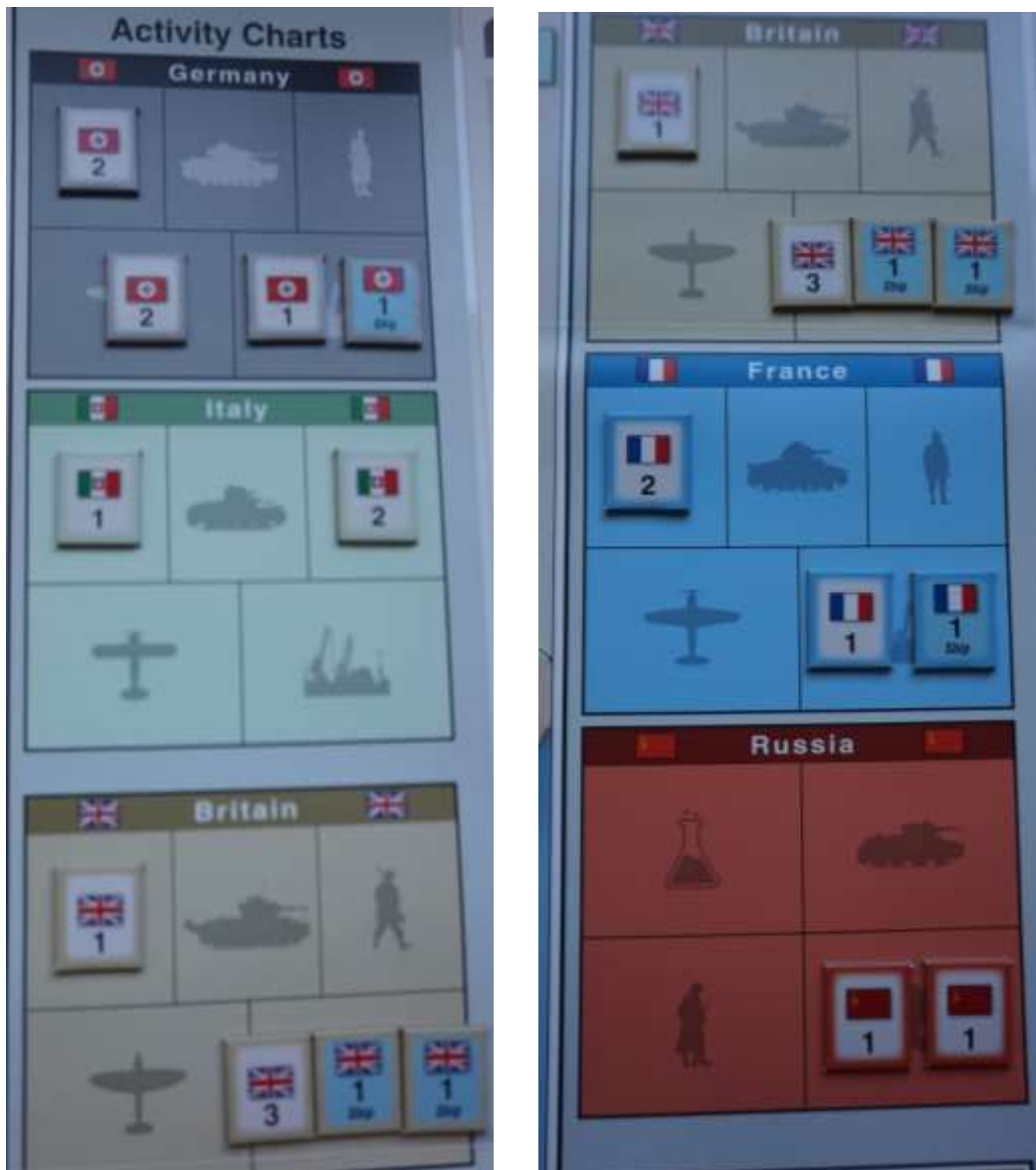
Russia mobilizes and rebuilds an air unit, purging research.



(Russia's -1 support marker for low cohesion is still mistakenly on the Russian scenario card)

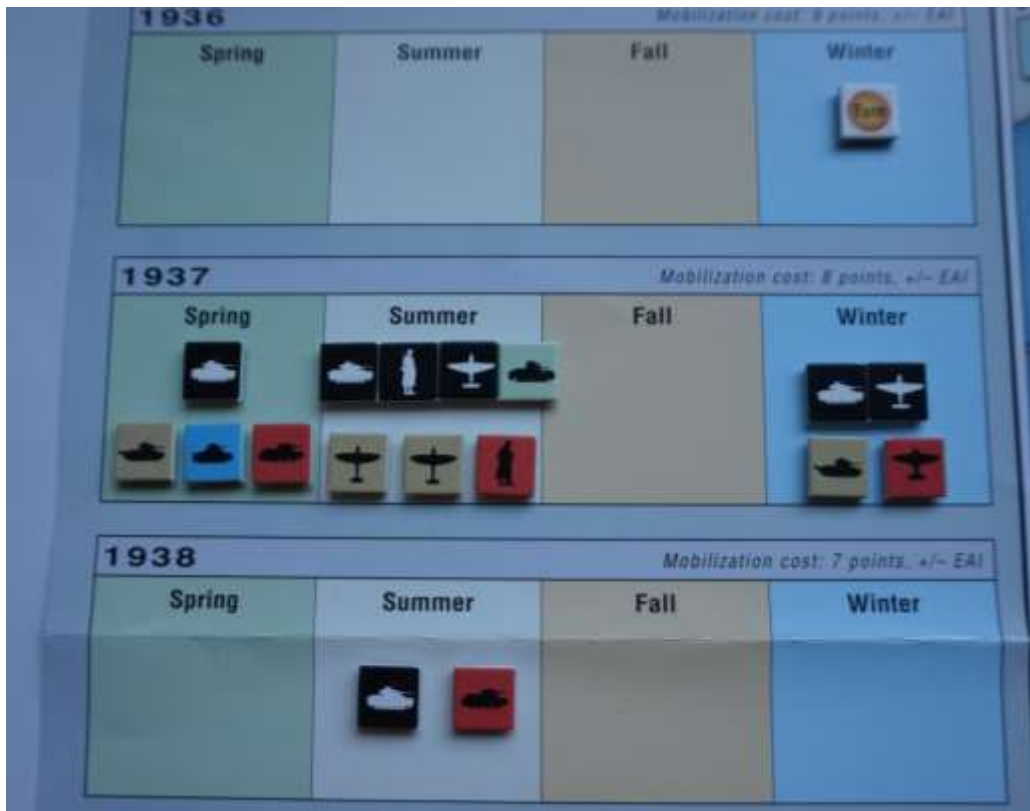
Activity counters

Here are the activity counters from the economic phase:



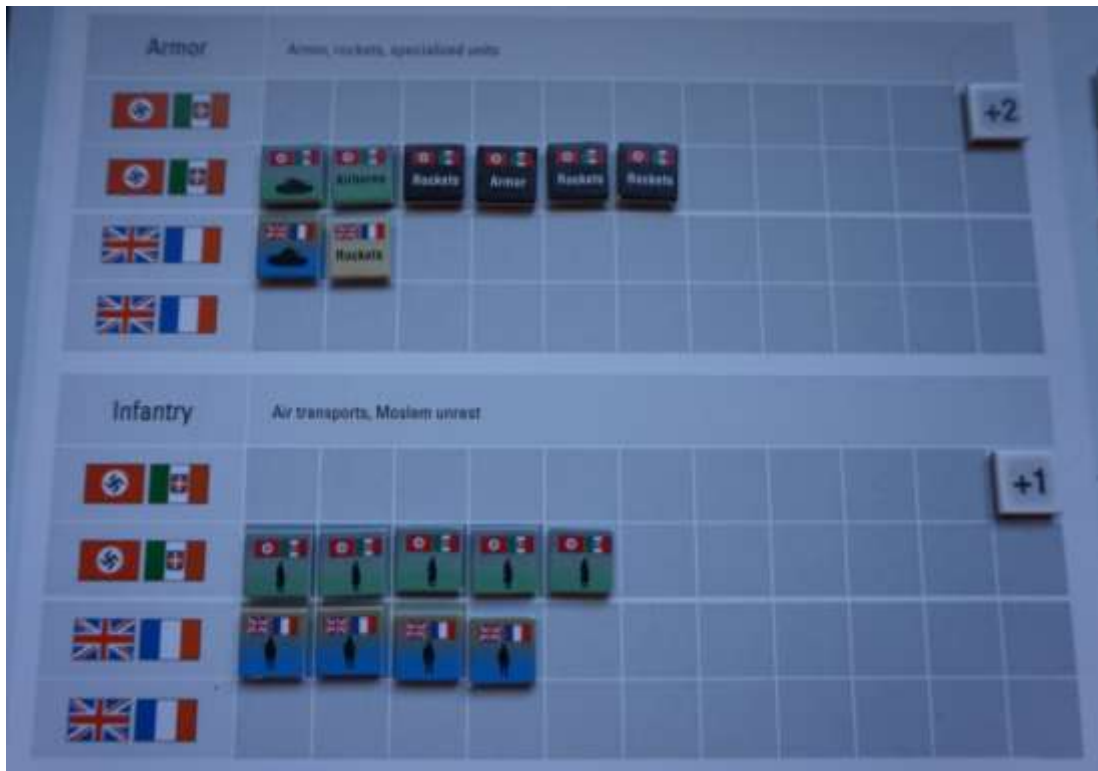
Mobilizations

With Germany and Russia mobilizing, the Time Track shows more activity.



Balance of Power

The balance of power goes to +3 for the Axis, thanks mainly to the second German rocket result and the parity in the battleship race.



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

Diplomacy

The balance of power is +3 and Germany's support level increased to 3 (West Wall research result), so Germany gets to place the maximum three military counters.

Axis initial placement:

Germany: Belgium, Austria, Czechoslovakia (military counters), Norway (DC1)

Italy: Rumania (DC2)

ACC2: Turkey

Allied/Russian placement:

Britain: Austria (DC2), Sweden (DC1)

France: Czechoslovakia (DC2), Poland (DC1)

Russia: Rumania (DC2), Turkey (DC2).

Axis final placement:

Germany: Finland (DC1)

Italy: Czechoslovakia (DC2)

Italy has a secret diplomatic random event in Russia; Russia has one in Rumania. Both are valuable:



Diplomacy, before resolution:







































Scandinavia had action everywhere (remember that Italy got a modifier in Scandinavia for eliminating the Communist threat in Sweden last turn):



And central Europe starts heating up:



The results of diplomacy are summarized in the turn file:

Diplomacy Winter 1936			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria		  2  1	
Belgium/Lux.			
Bulgaria			
Czechoslovakia		  2  1	
Finland		 CT	 
<i>Greece</i>			
Hungary			
Ireland			
Norway		★  1	
Poland		 1	 
Rhineland			
Rumania	 	 2  2  R1	
Russia		 R1	
<i>Spain</i>			
Sweden		★  1	
Turkey		 AC2  2	
<i>Yugoslavia</i>			

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

Here are the calculations for aggressions.

The balance of power is +3 in favor of the Axis, offset by +1 European Aggression Index, so the starting net modifier for the Allies declaring war is -2.

There are no secret support events, so the support levels for the relevant major powers are known:

Germany: +3

Italy: +2

France: +2

Britain: +1

Ethiopia's resistance level is 1, without a random tile draw to increase it. This would leave France at -1 and Britain at -2, so Ethiopia is guaranteed. The Italian support marker for Ethiopia is placed in the Winter 1937 box on the Time Track, to remind players that the conquest of Ethiopia is completed in Fall 1937 and Italy begins receiving a +1 support for Ethiopia in Winter 1937.

Austria is also possible. Austria's resistance is 1 as well, augmented by a tile draw (an equal chance of +1, +2 or +3).

The numbers come out like this:

Germany vs. France: +2 (BoP/EAI) +1 (support differential) -1 (resistance) = +2.

Germany vs. Britain: +2 (BoP/EAI) +2 (support differential) -1 (resistance) = +3.

The problem isn't taking Austria – it's what happens in the next turn, when the Allies support levels and the European Aggression Index go up.

So Italy invades Ethiopia, and Germany stays calm.