

# Demonstration *Gathering Storm* game

Winter 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


This turn both Germany (Czechoslovakia) and Italy (Ethiopia) draw two random events.

There is yet another random event increasing the European Aggression, setting a record which is unlikely to ever be broken.

**Economic Trend →0**

Hungarian-Czech animosity.  
The Axis must support one side;  
Russia or the Allies the other  
EA: +1

 Nazi Party strengthens ties with  
Hungarian rightists.  
Hungary: 1

 Machine tool production increased.  
Factory conversion cost: -1

 Exports boom fueled by record Italian  
wine production.  
Italy draws two random tiles

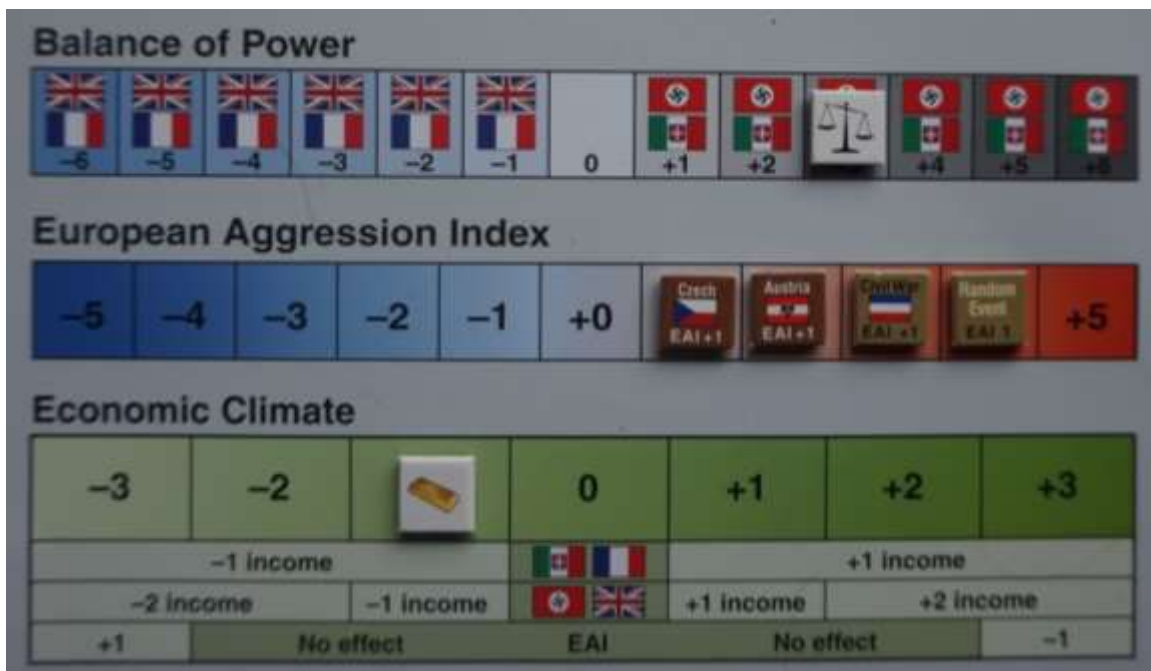
 Italy gives financial support to reactionary  
Hungarian factions.  
Hungary: 1

 High level contacts between Britain  
and Russia.  
Russia: 1

 French scientists confer with American  
counterparts.  
Both Allied atomic projects +1 step

 Treason in air force. **1**  
One Russian air unit purged

This is what the Balance of Power, European Aggression Index and Economic Climate tracks look like after the end of the economic phase. The Balance of Power goes from +2 to +3:



## Russian purge

Russia draws another Great Purge card, in addition to its random event, which purges an air unit. It is very difficult to assess the overall impact of Russia's exceptionally high purge rate. Russia is paralyzed on the board (it can only build units) and Russia's eighth mobilization is delayed, but Russia's *A World at War* position will be very strong.

Russia's purge level increases to 23 purge events.

Sequence of Play Summary
RANDOM EVENT PHASE
<b>INCOME PHASE</b>
Determine incomes (simultaneous)

## Income phase






Here is the income for each major power from the turn file:

Support level	7	3	3	4	-1
Civilian factories	<b>6</b>	<b>0</b>	<b>4</b>	<b>0</b>	<b>10</b>
Economic climate	-1	-1	-1	-1	0
Random events	0	0	0	0	0
Trade pacts	2	0	0	0	0
Random tile draw	2	4	1	3	1
Unit maintenance	-1	0	0	-1	-3
<b>Net income</b>	<b>15</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>7</b>
<b>Net income</b>	<b>15</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>7</b>
From previous turn	7	0	0	0	21
<b>Available tile points</b>	<b>22</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>28</b>

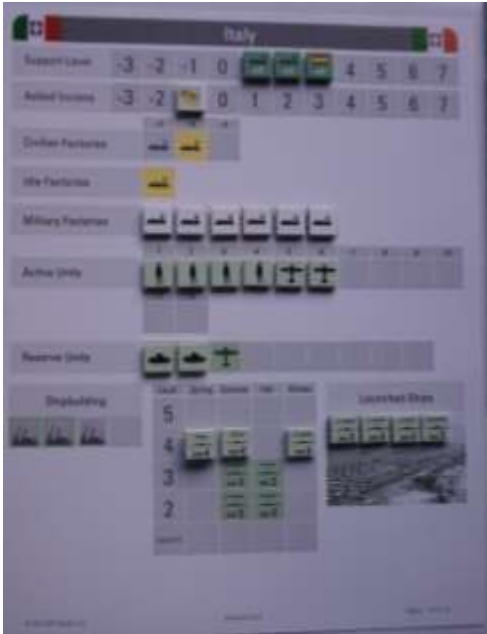
Sequence of Play Summary	
RANDOM EVENT PHASE	
INCOME PHASE	
ECONOMIC PHASE	
ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED.	
Industrial segment	
Factory conversion	
Research segment	
Assign activity counters to research	
Assign research points	
Construction segment	
Unit construction and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

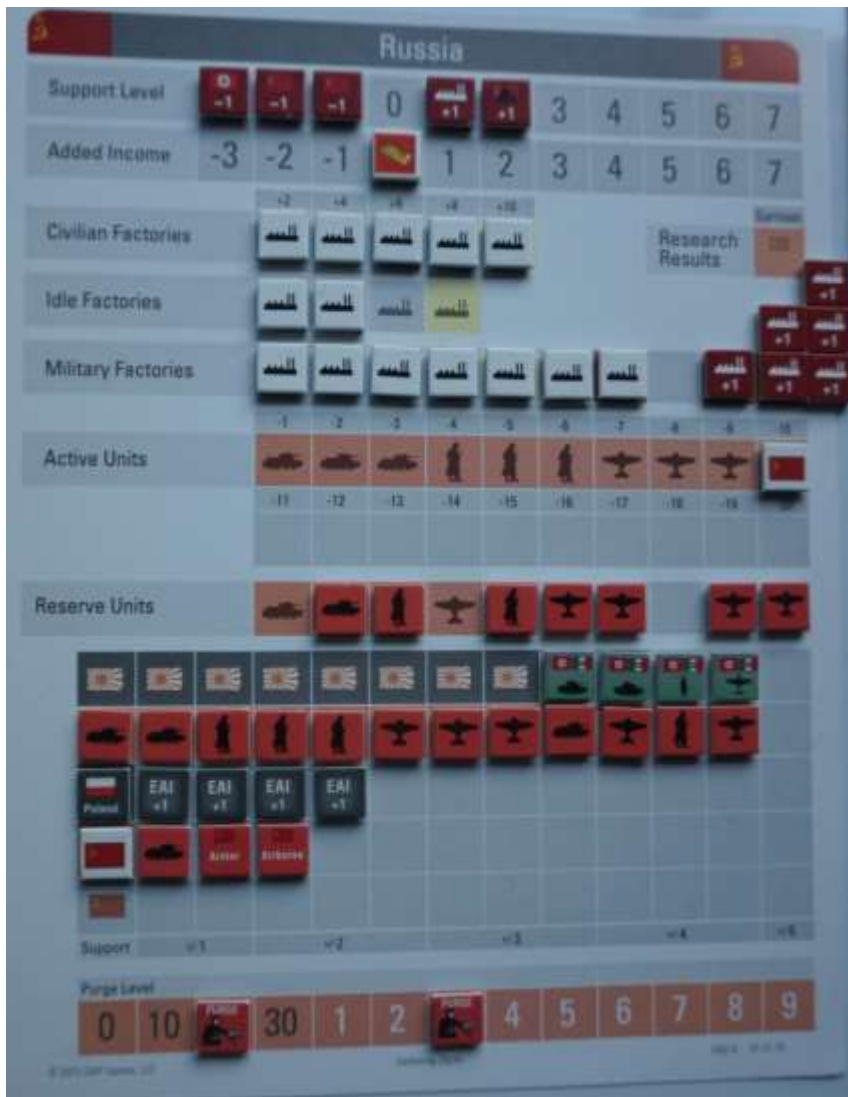
**Economic phase**

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

					
Available tile points	22	6	7	5	28
Factories	-3	0	0	0	0
Unit construction	-4	0	0	0	-6
Shipbuilding	0	-1	-1	0	0
Research	-2	-1	-1	-2	0

The scenario cards:





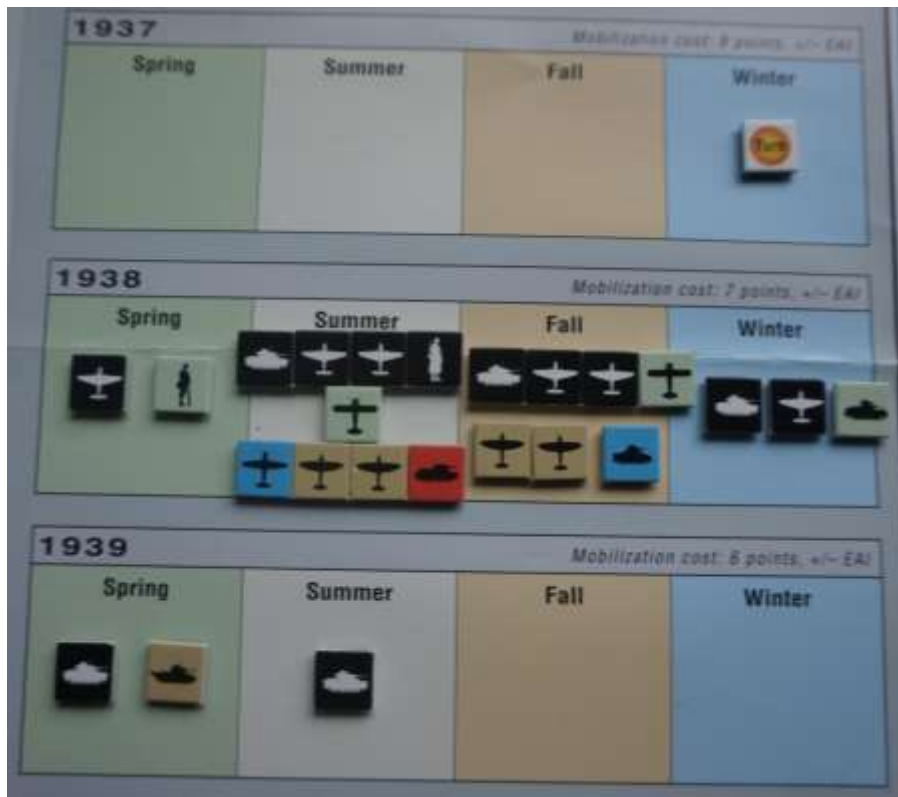
## Activity counters

Here are the activity counters from the economic phase:



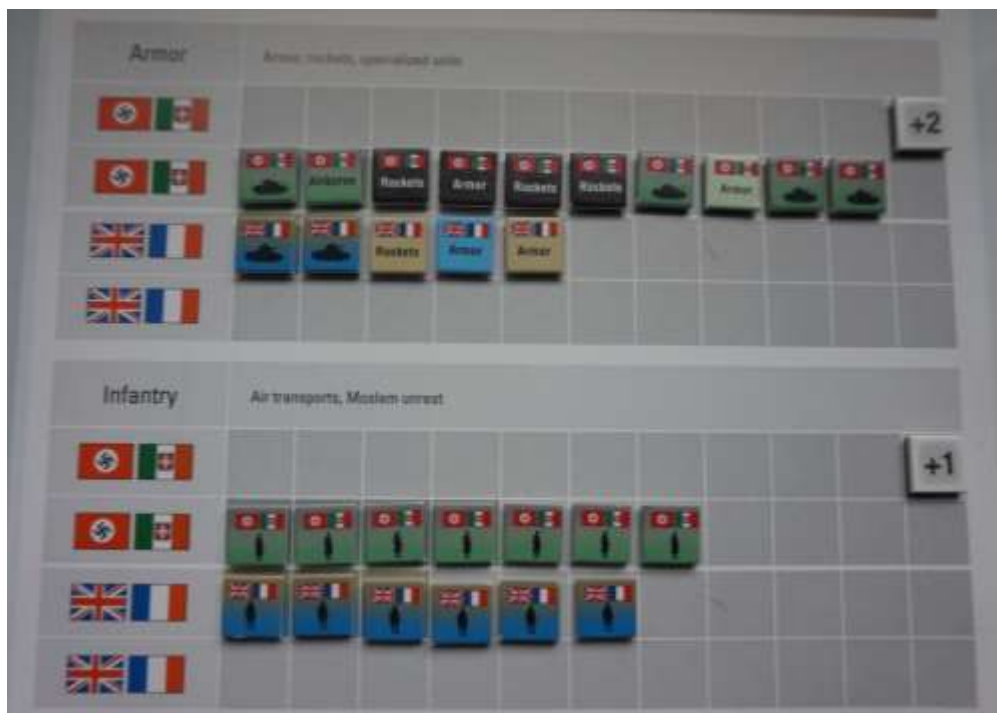
## Mobilizations

Germany continues to mobilize, but Britain can't afford to.



### Balance of Power

A timely German submarine research result and the laying down of the fourth Italian BB4 allows the Axis to catch up in the naval balance of power.







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 may place three military counters, there are only two targets remaining other than Yugoslavia. This turn Italy places a military counter in Yugoslavia.

Axis initial placement:

**Germany:** Belgium, Poland (military counters), Turkey (DC3), Yugoslavia (DC2)

**Italy:** Bulgaria (DC1), Yugoslavia (military counter)

**ACC3:** Finland

Allied/Russian placement:

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

**France:** Belgium (DC1), Hungary (DC1)

**Russia:** None (Great Purge)

Axis final placement:

**Germany:** Poland (DC1)

**Italy:** Belgium (DC2)

There are three diplomatic random events. The German and Italian ones at first seemed to be redundant, but because of the general random event (which forces the Allies to support Hungary in its border dispute with the now defunct Czechoslovakia), the two Axis diplomatic random events will turn out to be useful.

Of course, the British diplomatic random event is also very useful, because it knocks the German flag out of Russia.



Diplomacy, before resolution:




















The results of diplomacy are summarized in the turn file.





Diplomacy Winter 1937			
Country	Initial alignment	Diplomatic counters	New alignment
Albania			
Austria			
Belgium/Lux.		1  2	
Bulgaria		1	
Czechoslovakia		★	
Finland		AC3	
Greece			
Hungary		1  R1  R1	
Ireland			
Norway			
Poland		1  1	
Rhineland			
Rumania		1	
Russia		R1	
Spain			
Sweden			

Turkey	 	 3  3	 
Yugoslavia	  +1	  2  1	  +1 (+1 vs. CW5)

Sequence of Play Summary
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

German decides to invite war by demanding Danzig and the Corridor. This could be considered an “historic outcome” except that it’s happening a year and a half ahead of “schedule”.

				
Balance of power	3	0	0	0
European Aggression Index			4	4
Support levels	7	0	3	4
Minor country resistance				
Basic resistance level			4	4
Diplomatic alignment			0	0
Neighbors			-1	-1
Tile draw			0	0
<b>Threshold value</b>	<b>10</b>	<b>0</b>	<b>10</b>	<b>11</b>

The logic behind is detailed in the Axis player log. There are many factors to consider, including the impending Russian resurgence (Russia will mobilize again in Spring 1938, has a lot of tile points and ACs to match), the Axis, Allied and Russia research and diplomatic positions, and the military balance.

The bottom line is that it is complicated and intuition plays a big role. In addition, who is favored in the actual war? We may see.

The Allies must make the same assessment, as they can opt to acquiesce in the German aggression and delay war by at least a turn. This also has its pluses and minuses.

It turns out that both sides decide that war is the best option. They can’t both be right, although they can both be wrong. What more can you ask of a game than that it leads to the same dynamics as history itself?