







This one isn't funny.

Gathering Storm is intended to be a game that is fun and sometimes funny, but one game started by reminding us that while it's fine for the Axis *player* to hope for a German victory, everyone should be glad that in the real war the Germans lost.

Unfortunately these random events are not imaginary:

Economic Trend +2	
	Anti-Jewish riots in Germany. EAI: +1
	Anti-Semitic demonstrations in western Poland. Poland: 1
	Steel production shortfalls eliminated. All Italian ships accelerate one space at no cost.
	Axis air threat studied. British support level: -3 (max. +3) +1 for each air research result.
	Croix de Feu grows in size and influence. French support level: -2
	Yugoslavian communists agree to Popular Front government. Yugoslavia: 2