

INTER-THEATER RULES

EUROPEAN RANDOM EVENTS

DOUBLING EVENTS

The following *Gathering Storm* general random events apply to Japanese research in the same manner as they apply in Europe:

- 67, 139:** Jets
- 68, 140:** Battleship design
- 69, 141:** Rockets
- 70, 142:** Air range
- 71:** Radar
- 143:** Economic preparation

If *Gathering Storm* general random event 143 is drawn:

- It applies to Chinese economic preparation research in the same manner as it applies in Europe.
- Britain must allocate the effects to British *Gathering Storm* economic preparation research, British *Storm Over Asia* economic preparation research, or some combination of the two, to a maximum total effect of three economic preparation research steps.

ATOMIC EVENTS

Gathering Storm general random events 72 and 144 permit Japan to begin atomic research, in the same manner as Germany, Britain and Russia.

AXIS EUROPEAN RESEARCH

Japan receives research points from European research results (“European research points”) as follows:

- **Axis research results:** For every odd-numbered (first, third, fifth, seventh and so on) Axis research counter added to the armor, infantry, air and naval Balance of Power tracks, Japan assigns a “European research point” to any Japanese project in the corresponding research category. The European research points from Axis armor results and the infantry result from an Axis air transport result are assigned to Japanese military projects.
- European Axis research results that add counters to two balance of power categories count as research results for two Japanese categories:
 - Air range, air defense and radar results count as one air result and one naval result.
 - Air transports count as one air result and one military result.
- West Wall and European Axis intelligence results do not generate European research points, other than as follows:
 - Codebreaking, which adds a counter to the naval Balance of Power track, counts as a naval research result.
 - The first (6-step) Moslem Unrest result gives Japan one European research point in Indian Subversion; a second (12-step) Moslem Unrest result gives Japan another European research point in Indian Subversion.
- **18-step research results:** For each Axis, Allied or Russian 18-step research result, Japan receives one European research point in the corresponding Japanese project. If Japan already has an 18-step result for that project, it may assign the European research point to another project in the same category.
- **Atomic research results:** For each Axis, Allied or Russian 10-step atomic research result, Japan receives one European research point in atomic research.

The assignment of European research points is subject to the following restriction:

- No more than one European research point generated by 6-step, 10-step and 12-step Axis research results may be placed in each project during the course of the game. If all Japanese projects in a category have received a European research point, additional European research points for that category have no effect.

- European research points from 18-step research results and from atomic research results are not subject to this restriction.

European research points are applied to Japanese research in the economic phase of the turn in which the Axis research results are achieved.

European research points from research results in the final turn of *Gathering Storm* and from the application of research points under *Gathering Storm* rule 33.2 take effect prior to the application of Japanese research points under *Storm Over Asia* rule 38.21A and are subject to the restrictions in *Storm Over Asia* rule 38.21A.

The starting Axis specialized unit research result does not affect Japanese research.

ALLIED NAVAL SUPERIORITY

If the Allies have an advantage of 10 or more counters on the *Gathering Storm* naval balance of power track and lead the battleship race, Britain has the option of adding an additional *Storm Over Asia* military counter.

- This determination is made at the end of each *Gathering Storm/Storm Over Asia* economic phase.
- The additional British military counter may be added whether or not Britain has constructed its *Storm Over Asia* military counter.
- The additional British military counter is a positive modifier for British cohesion, a negative modifier for the Japanese naval garrison and may be used for diplomacy in Southeast Asia, in addition to Britain’s *Storm Over Asia* military counter, in the diplomatic phase of the turn in which the required conditions are met.
- If Britain has two military counters available in Southeast Asia, Japan may use two naval military counters for diplomacy in Southeast Asia.
- The maintenance cost and the cost of using the additional British military counter must be paid using Britain’s *Storm Over Asia* tile points.

RUSSIAN GARRISON SURPLUS

If Russia has an advantage of 6 or more counters on the *Gathering Storm* Russian garrison track, Russia has the option of adding an additional *Storm Over Asia* military counter.

- This determination is made at the end of each *Gathering Storm/Storm Over Asia* economic phase.
- The additional Russian military counter may be added regardless of how many other Russian *Storm Over Asia* military counters are built.
- The additional Russian military counter is a negative modifier for the Japanese army garrison and may be used in the combat phase of the turn in which the required conditions are met.
- The maintenance cost and the cost of using the additional Russian military counter must be paid using Russia’s *Storm Over Asia* tile points.

WHEN THE GAME ENDS

Storm Over Asia ends when war breaks out in Europe and *Gathering Storm* ends. The transition to *A World at War* is then made in both theaters.

- Japan may mobilize no more than one factory in each *A World at War* turn.
- Japan’s idle factories and one of Japan’s original civilian factories may be mobilized in *A World at War* without triggering USJT modifiers.
- Japan’s mobilization of its remaining three original civilian factories triggers USJT modifiers.
- If Japan does not achieve two *Storm Over Asia* carrier design and battleship design research results, it has the option of continuing research on both projects into *A World at War* if it wishes to later build more CVBs or five-factor battleships than permitted by its research levels at the outbreak of war. Japan must use one naval RP each year for each missing level or portion thereof of carrier design and battleship design research, up to a maximum of two naval RPs per year.