

GLOSSARY

In *Storm Over Asia*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The definitions and acronyms used in *Storm Over Asia* are generally consistent with those used in *A World at War*. The following list sets out the definitions and acronyms used in these rules.

“AAF”: Army air factor(s). An *A World at War* unit, referred to in the transition rules.

“A World at War”: GMT’s WWII grand strategic game of WWII, which can be played with starting conditions established by *Storm Over Asia*.

“active unit”: A Japanese armor, infantry or air unit that has been constructed, thereby moving it out of Japan’s reserve. Only active units contribute to the Japanese army garrison.

“AC, ACs”: Activity counter(s). Activity counters permit major powers to construct units and military counters, build ships, conduct research and diplomacy, and grant tile points to China. The use of activity counters requires the expenditure of tile points, other than for Chinese KMT +1 and +2 counters. See rule 12.

“air squadron”: An *A World at War* unit, referred to in the transition rules.

“air unit”: A military unit representing air. Japan starts with air units and creates additional air units by mobilizing; Japanese air units may be in reserve or active. China creates air units by researching Chinese air to 9 or 12 steps; or if China’s starting infantry force pool exceeds the number of available Chinese infantry counters.

“Allies”: Britain, China and Russia. In *A World a War* the term “Allies” is broader and includes any major power at war with Germany or Japan, but in *Storm Over Asia* France takes no part in the game and the U.S. role in the game is abstracted through random events and the Japanese naval garrison.

“armor unit”: A Japanese military unit representing armor. Japanese armor units are created by mobilizing and may be in reserve or active.

“ASW”: Anti-submarine warfare. Used to refer both to Japanese ASW research and ASW production, which creates ASW units. See 16.13A and B.

“Axis”: Germany and Italy. In *A World a War* the “Axis” may expand to include minor countries and, in some contexts, Japan.

“basic defensive strengths”: The inherent defensive strength of Chinese regions, Manchuria and Siberia. See 35.4.

“basic research allocation”: The minimum number of points each alliance may assign to research, at no cost, each turn. See 15.21.

“BB”, “BBs”: Battleship(s). Japanese BBs are represented by 4- or 5-factor units.

“BC”, “BCs”: Battlecruiser(s). Japanese BCs are represented by 3-factor units.

“British cohesion level”: The measure of the political cohesion of the British Commonwealth and Imperial possessions in the face of the growing Japanese threat. The British cohesion level may increase or decrease Britain’s support, and therefore income and activity counter pool. See 29.

“BRP”, “BRPs”: Basic Resource Point(s). BRPs are the currency used in *A World at War*, and are relevant if a *Storm Over Asia* game is continued past the outbreak of war.

“CA”: Cruisers. Cruisers are unnamed naval units that are always represented in even-numbered increments. “CA”, without any number, refers to a single, two-factor cruiser unit. Where a number appears after “CA” (“CA4”, “CA6”, etc.), the number indicates the number of cruiser factors. Used in relation to Japanese and Australian light ship research and the transition rules.

“China”: An Allied major power, consisting of nine regions. Manchuria is not part of China for game purposes.

“Chinese cohesion level”: The measure of the KMT’s control over the various regions of China. The Chinese cohesion level may increase or decrease China’s support, and therefore income. See 30.

“Chinese regions”: There are nine Chinese regions: Northern China, Central China, Shanghai, South China Coast, Szechuan, Eastern China, Southern China, Yunnan, and Shensi. See 23.21.

“civilian factory”: A Japanese factory which generates two tile points of income per turn. Japan’s starting four civilian factories may not be mobilized in *Storm Over Asia*, but may be mobilized in *A World at War*. See 11.21A.

“combat”: Military action which may occur between Japan and China, Japan and Russia, or Nationalist and Communist China. See 35.

“combat modifiers”: Modifiers which, together with a tile draw for each side, affect the outcome of combat. See 35.

“combat results”: The outcomes of combat, which give the winning side diplomatic results in China and inflict tile point penalties on the loser in Russo-Japanese combat. See 36.

“construction cost”: The number of tile points required to move a Japanese unit from reserve to active status or to build a British, Chinese or Russian military counter. See 18.

“construction segment”: The final portion of the economic phase, during which units and ships are built. See 18 and 19.

“control of Chinese regions”: Chinese regions are controlled for Chinese cohesion and United Front purposes by whoever has at least two flags in the region, provided the region doesn’t contain two other flags as well. See 30.4, 32.5. Different rules apply when determining the control of Chinese regions and their hexes when transitioning to *A World at War*. See transition rule 9.

“CVL”, “CVLs”: Light carrier(s). A CVL is represented by a 2-factor carrier unit. See 19.63A.

“CV”, “CVs”: Fleet carrier(s). A CV is represented by a 3-factor carrier unit. See 19.63A.

“CVB”, “CVBs”: Super carrier(s). A CVB is represented by a 4-factor carrier unit. See 19.63A.

“DD”: Destroyers. “DD”, without any number, refers to a single destroyer factor. Where a number appears after “DD” (“DD2”, “DD3”, etc.), the number indicates the number of destroyer factors. Used in relation to Japanese and Australian light ship research and the transition rules.

“diplomatic counters”: An activity counter used for diplomatic purposes. See 23.3.

“diplomatic effort”: The total of the value of the military and diplomatic counters placed in a diplomatic target, any applicable covert operation and spy ring effects for that target, and the applicable random events for that target. See 23.82.

“diplomatic phase”: The portion of the turn in which diplomacy is resolved. See 23.

“diplomatic result”: The placement or removal of a flag in a diplomatic target. See 23.8.

“diplomatic target”: A Southeast Asian country or Chinese region susceptible to diplomatic influence. See 23.2.

“Economic Climate”: The game mechanic for quantifying the business cycle. The Economic Climate may vary each turn from +3 to -3, and affects national incomes and, in extreme cases, the JAI. See 11.3.

“Economic phase”: The portion of the turn in which factories are converted, research is conducted and units and military counters are built. See 13.

“Economic Trend”: The shift in the Economic Climate, as indicated at the top of the first random event card drawn each turn. See 9.12A, 11.33.

“European research point”: An additional Japanese research point triggered by European Axis research results. The European research point is abstracted when *Storm Over Asia* is played on its own, and is triggered by specific Axis research results if *Gathering Storm* is also played. See 15.24D.

“factories”, “factory counters”: The measure of Japan’s economic capability, represented by factory counters on the Japanese Scenario Card. Factories may be idle, civilian or military. See 11.2, 14.

“factory conversion”: Changing the status of a Japanese factory, from idle to civilian or military or from civilian to military. See 14.

“force pool”: The units, both built and unbuilt, that are available to Japan and China in *A World at War*. Japan and China may not construct more

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units of a given type than are contained in their force pools. Referred to in the transition rules.

“full cohesion”: Russia’s cohesion level if 30 or more purge events have occurred. See 28.63D, 28.65.

“garrisoning conquest(s)”: Japan must garrison each conquered Chinese region with a military counter to prevent the region from revolting. See 37.4.

“general random event”: The event listed immediately below the Economic Trend on the first random event card drawn each turn. See 8.21A, 9.4.

“Great Purge”: The most severe Russian purge, with military, research and diplomatic effects. The Great Purge card is added to the Russian purge deck when Japan first engages in combat and is removed from the Russian purge deck when Russia reaches full cohesion. See 28.23B, C, 28.31D.

“high cohesion”: Russia’s cohesion level if between 20 and 29 purge events have occurred. See 28.63C.

“idle factory”: A Japanese factory that produces neither tile point income nor maintains military units or provides support. See 11.21C.

“industrial segment”: The initial portion of the economic phase, during which Japanese factories are converted. See 14.

“infantry unit”: A Japanese military unit representing infantry. Infantry units are created by mobilizing and may be in reserve or active.

“initial mobilizations”: Japanese mobilizations that have occurred before the start of the game. See 14.9.

“intelligence research point”: A special type of research point that may be used only to research counter-intelligence, espionage, covert operations and codebreaking (Japan and Britain only) or KMT (China only). Japan, Britain and China each get one intelligence research point per turn. See 15.24C.

“Japanese Aggression Index”, “JAI”: The measure of the relative (in)stability of the Asian system. When the JAI is positive, Japanese mobilizations and shipbuilding are cheaper and British, Chinese and Russia cohesion benefits; the converse is true when the JAI is negative. See 22.

“Japanese Army Garrison Chart”: The player aid used to track the individual components of the Japanese army garrison. See 20 and 21.

“Japanese army garrison counters”: The counters used on the Japanese Army Garrison Chart to track the level of the Japanese army garrison. See 20 and 21.

“Japanese conquest(s)”: Japanese military control over a Chinese region from Japan obtaining five flags in the region as a result of combat. Japanese control of a conquered Chinese region is permanent as long as Japan garrisons the conquest. See 37.

“Japanese flexible activity counter”: A unique Japanese activity counter that may be used for unit construction or shipbuilding, research or diplomacy, depending on the category of random event draw for Japan. See 12.32E.

“Japanese Naval Garrison Chart”: The player aid used to track the individual components of the Japanese naval garrison. See 20 and 21.

“Japanese naval garrison counters”: The counters used on the Japanese Naval Garrison Chart to track the level of the Japanese naval garrison. See 20 and 21.

“KMT”: The Kuomintang party, the governing (and only) political party in Nationalist China prior to its defeat in the Chinese civil war in 1949. Led by Chiang Kai-shek.

“KMT counters”: A special type of Chinese activity counter. KMT counters are drawn each turn, with the number depending on the JAI and possibly the Chinese random event draw. KMT counters may be used at no cost to modify Chinese cohesion and the United Front. KMT +1 and KMT +2 counters may be used at no cost for other purposes as well. See 12.42

“level”: The distance on a research record sheet to the next number or research result (at most two steps). Every second step is a level. See 15.13.

“low cohesion”: Russia’s cohesion level until 10 purge events have occurred. See 28.63A.

“maintenance cost”: The cost of maintaining active units or military counters (one tile point per unit each turn). See 17.

“major powers”: Japan, Britain, China, and Russia.

“Manchuria”: Part of China, adjacent to Northern China and Siberia, occupied by Japan in 1931-1933, prior to the start of the game. Manchuria is not part of China for game purposes.

“Manchukuo”: The name Japan gave to the puppet state it established in Manchuria.

“medium cohesion”: Russia’s cohesion level if between 10 and 19 purge events have occurred. See 28.63B.

“military counters”: Special counters used for diplomacy and combat. See 24.

“military factory”: A Japanese factory which generates units and offsets maintenance costs. See 11.21B.

“military purge event”: A purge event that increases the maintenance and construction cost of Russian military counters. See 28.31B.

“military unit”: A Japanese armor, infantry or air unit.

“mobilization”: Conversion of a Japanese idle or civilian factory to military use. See 14.

“mobilization cost”: The cost in tile points for Japan to mobilize, which varies based on the year, JAI and random events. See 14.3.

“mobilization delay”: The number of turns which must elapse before a mobilized unit is added to Japan’s reserve. See 14.8.

“Mongolia”: A Russian satellite that is considered part of Siberia for game purposes.

“national income”: Tile points received by each major power each turn. See 11.

“national random event”: The event listed opposite each major power’s national flag on the random events card. Each turn one national random event is drawn for Japan, China, and Britain or Russia. See 8.21B, 9.5.

“party purge event”: A purge event that prohibits Russian research and diplomacy. See 28.31C.

“political alignment”: The alignment of a Chinese region, as determined by the flags in that target.

“public random event”: A random event printed on a white background.

“Purge Cards”: The components of the Russian Purge Card deck. See 28.2.

“Purge Card deck”: A set of cards, used each turn to determine one of the possible purge events for the Russian player. The Purge Card deck consists of a No Purge card, a Military Purge card, a Party Purge card and, if Japan has engaged in combat and Russia has not reached full cohesion, a Great Purge card. See 28.2.

“random events”: Events that occur each turn at random. There is one general random event and one random event for Japan, China, and Britain or Russia. See 8, 9.

“Random Event Cards”: A set of 80 cards containing the 480 random events. See 8, 9.

“Random Event Category Cards”: A set of four cards, one or two of which are drawn to determine the category of Japanese random event (Economic/Military, Research, Diplomacy or Select any category) for each turn.

“research”: Scientific and technical developments, partly from investments and partly from random events, that affect play in different ways. See 15.

“research categories”: Research projects fall into various categories: Japan: air, naval, military, atomic and intelligence; China: military, economic and intelligence; Britain: Australia, India, Singapore and intelligence. See 15.12.

“research record sheets”: The record sheets used by the Japanese and Allied players to plan and record research investments and results.

“research point”: A point which, when assigned to a research project, fills in one step of that project. See 15.2.

“research projects”: Projects for which the investment of research points yields a research result. See 15.4, 16.

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“research segment”: The second portion of the economic phase, during which research is conducted. See 15, 16.

“reserve unit”: A Japanese armor, infantry or air unit that has not yet been constructed and therefore is not yet an active unit. Reserve units do not contribute to the Japanese army garrison.

“revolt(s)”: Japanese loss of control of a conquered Chinese region because of a failure to garrison the conquest. See 37.5.

“Russian cohesion level”: The measure of Stalin’s perceived hold on power. The Russian cohesion level is low, medium, high or full, based on the number of purge events that have occurred. See 28.6.

“saved shipbuilding point(s)”: Japanese shipbuilding points from the use of shipbuilding counters, or Japan’s special activity counter when it is being used as a shipbuilding counter, that are saved for use in a future turn. See 19.75.

“saved shipbuilding activity counter(s)”: Japanese activity counters used to track the number of Japanese saved shipbuilding points. See 12.32B, 19.75.

“scenario cards”: Player aids used by each major power to track support levels, incomes and, for Japan, factory and unit status and shipbuilding.

“secret random event”: A random event printed on a gray background.

“segment”: Part of a phase in the sequence of play.

“sequence of play”: The order in which play is conducted. Play consists of five phases, each of which may have one or more segments. See 7.

“shipbuilding”: Starting, continuing or completing the building of a ship. Japan only. See 19.

“shipbuilding rate”: The maximum number of ships Japan may lay down or advance in a single turn. See 19.3.

“shipyard capacity”: The maximum number of ships that may be in Japan’s shipyard at any given time. Japan’s shipyard capacity is equal to twice its shipbuilding rate. See 19.4.

“Siberian garrison”: The Russian units in Siberia that are negative Japanese army garrison modifiers.

“Southeast Asia”: The large portion of Asia south of China, consisting of six diplomatic targets: Australia, Burma, the Dutch East Indies, India, Malaya/Sarawak and Thailand. Japan and Britain may conduct diplomacy in Southeast Asia if the JAI is positive. See 23.22, 27.

“step”: One increment of a research project, indicated by a single cell on the research record sheet. See 15.13.

“support level”: The inherent domestic political strength of a major power’s government. Support levels are modified each turn by a variety of events and affect income. See 10.

“tile points”: The currency of the game. Tile points measure all resources and spending in the game. See 6.

“tiles”: The physical manifestation of tile points. Tiles have a value of one, two or three. There are 90 tiles; 30 of each denomination. See 6.

“trade pact”: A trade agreement between a major power and an eligible Chinese region or Southeast Asian minor country. Trade pacts are established when a major power has three flags in the target. A trade pact generates one tile point of income each turn or other benefits, as well as modifying the defensive strengths of Chinese regions. See 11.7.

“United Front”: The agreement between Nationalist and Communist China to put aside their differences in order to confront Japanese aggression. See 32.

“United Front level”: The strength of the United Front. See 32.

“United Front surplus”: The extent to which the United Front level is positive. The United Front surplus first applies to Communist flags, then may be used to convert warlord flags into Nationalist flags. See 32.7.

“warlord(s)”: Independent Chinese rulers, who weaken Chinese cohesion if they control a Chinese region, have no effect on the United Front, and who may at times become Nationalist or Japanese. See 26.

“warlord card(s)”: The main mechanism by which additional warlord flags appear in Chinese regions. At the end of each turn’s diplomatic phase,

one card is drawn from the warlord card deck to determine the location of a new warlord flag. See 26.12.

“victory points”, “VPs”: The points used to determine victory in *Storm Over Asia*. Victory points are irrelevant if the game is continued into *A World a War*. See 39.



MILITARY COUNTERS

Each major power may have one or more military counters.

	<p>Japan obtains army military counters by achieving an army garrison surplus and from 18-step military and air research results.</p>
	<p>Japan obtains naval military counters by achieving a naval garrison surplus and from 18-step naval research results.</p>
	<p>China starts with one military counter and adds military counters from elite unit research.</p>
	<p>Britain may build a military counter provided the JAI is +1 or higher.</p>
	<p>Russia may build military counters by activating units.</p>

