

Possible Events for CTGW "Potsblitz MOD":

1. Countries that are influenced can be either...

- a. ...Convinced to join the Entente / CP, in which case they can be played with. The player can manage their armies, do research etc.
- b. ...Convinced that the CP / Entente is the 'preferred alliance', however, the country does not want to officially support it because it is afraid of foreign affairs impacts on their own nation. In this case an Event should appear stating the following:
"The CP/Entente have successfully convinced Country XYZ to support their ongoing fight against all opponents. The political leaders of the country only want to express their support covertly"
 1. Option: Extend economic relations and use **smuggle routes to exchange vital resources for both** countries. (Adds 2 PP per round to every CP/Entente country permanently)
 2. Option: **Scientific Blueprint Exchange**. Scientists agree to exchange one randomly chosen technology every 6 turns. (Maybe get extra focus points? Maybe reduce lab costs? Get one free lab?)
 3. Option: **Establish a spy network**. The country will share enemy positions and movements with you. (Fog of war vanishes from country XYZ army and naval units, effect permanently)

2. Two colony events!? Or just one!?

Should be included as fighting for global influence and territory is one of the key reasons why the war happened in the first place. WW1 marks is the peak of European Imperialism, so a few colony events should be included as well. Does not have to be much, but would complete the full picture of that war.

a) German South West Africa Event (Namibia)

German South West Afrika is hard to defend and likely to fall into the hands of the Entente countries as the war proceeds. This decision must be made early before the UK establishes a sea blockade to make it realistic to allow the German ships to retreat.

1. Option: Defend the colony at all costs.
Effects:
 - + Slight **Moral increase**
 - + 3 PP Extra per round **until UK starts sea blockade Event** due to supplies coming in from colony via Atlantic
 - + **50% Chance that one Lightcruiser of the Eastasiansquadron** can use Colony as supply base and evade safely to Germany. (Historical: Squadron was low on coal when passing the Falklands and got sunk by RN...with SW Africa they could have a chance to return)
2. Option: Controlled retreat into the Kaiserreich
Effects:
 - + **30 Population** / Recruits for Germany
 - + **1 Infantry unit (will arrive 3 rounds later in Wilhelmshaven)**
 - + **Ports not available for evasion** of Eastasiansquadron

b) German South East Africa Event (Tanzania)

German South East Afrika is hard to defend and likely to fall into the hands of the Entente countries as the war proceeds. This decision must be made early before the UK establishes a sea blockade to make it realistic to allow the German ships to retreat.

1. Option: Defend the colony at all costs.

Effects:

+ Slight Moral increase

+ 3 PP Extra per round **from the moment the Suez Channel is controlled by Ottoman Empire (Free trade via Mediterranean)**

2. Option: Controlled retreat into the Kaiser Reich

Effects:

+ **30 Population** / Recruits for Germany

+ **1 Infantry unit (will arrive 3 rounds later in Wilhelmshaven)**

But: If both colonies are given up without a fight, Germany gets one collapse point.

I think that's a balanced good decision. It does not have a significant impact on the game and is a bit of a gamble, i.e. if UK established the blockade early the total income of PP will be low anyway and one infantry unit won't change the game. I like the aspect with the Light Cruiser from Eastasia.

I also like the idea of controlling the Suez by Ottoman. It could then be used for trade from German SE Afrika to Austrian Territory via the Mediterranean. I know did not happen like this but it adds some extra features.

Artificial Bonus Event, just an idea to have some more action in the Atlantic:

"Destroy the cables!" Event.

Background: In late 1860s – 1900 the European Countries managed to get the first radio cables across the Atlantic Ocean to connect the two continents with each other. This new technological breakthrough allowed rapid news and information exchange between the two continents.

The most important ones were running between USA and Europe built: 1866 UK – USA and 1900 Emden – New York. Both cables were used for diplomatic use as well. They had a significant strategic importance and could have been destroyed by any of the countries to 'cut USA' off from real-time information.

No idea if you speak German, but I have a nice quote about this issue from a German Scientist that was in charge to build them. He briefed the German Naval Command 1911 about the utmost importance about underwater cables and their future strategic use to exchange information about Fleet Movements worldwide. Just check **Adolf Slaby**. He knew this was going to be important one day.

The Event could be played on both sides CP and ENTENTE:

- a) For CP: "Cut the cable!" Use your Secret Agents to manipulate or destroy the direct connection between USA and UK. (Between Turn 15-45, appears only when "UK Cipher is broken"). This will make coordination and information exchange much more difficult between USA UK.

Effect for CP:

Option 1: Manipulate Cable and intercept Intel information

+ All positions of US Convoys are shown on map without Fog of War for next 5 rounds. (Gives CP chance to go hunting with subs in entire Atlantic and sink convoys)

+ 5 DPs (for not destroying it)

Option 2: Destroy Cable

+ Zero Convoys from USA to UK for next 10 Turns

+ UK Morale reduced

+ Chance for USA to join the War on Entente Side increase significantly

- b) For Entente: "Cut the cable!" Use your Secret Agents to manipulate or destroy the direct connection between USA and Germany. (Between Turn 15-45, appears only when "German Cipher is broken").

Effect for Entente:

Option 1: Manipulate Cable and receive Intel

+ All positions of Ger Submarines are shown on map without Fog of War for next 5 rounds. (Gives Entente chance to go hunting with subs in entire Atlantic and sink subs)

Option 2: Destroy Cable

+ Germany can no longer influence the USA

+ German Morale slightly reduced