

1. "Advanced Field Hospitals"

Background: Totally hit by surprise caused by the 'destructive million live taking industrial warfare', none of the countries were expecting such a significant amount of casualties at the start of the war. Both sides planned for a quick victory and thought the war could be over by winter. Casualties were expected in the thousands, not the millions. Consequently, the quality and the support of the medical service was very poor and the healthcare infrastructure provided for the infantry was bad. Most of the people died even because of minor injuries, infections etc which lead to a morale drop. Starting 1915, sides understood that medical support must improve drastically. The modern field hospitals were invented, thousands of nurses were put into service. This increased sustainability of the war, a minor moral boost ('the country takes care of its wounded'), and the chance that healthy soldiers could return to the frontline in larger numbers.



Idea: Once Casualties of any nation turns 'orange', i.e. the manpower of a nation, the option "Improved field hospitals" can be chosen. This can be available for both sides.

Effect:

- Manpower plus 30 – 60 recruits (random, for all countries of the alliance), effect should be bigger than the normal recruiting event as it is only available once.
- National morale of all nations of alliance +3%
- Basically it would be a mix of morale and manpower for all nations instead of just one nation.

2. "Build the Rhein Bridges"

Background: Key aspect of the Schlieffenplan was a 'speedy' and a continuous advance of troops to fully outflank the French whilst preventing the French to conduct a counter offensive in the center of the flank (in order to cut the outer-edge of the flank off from supplies from Germany). The number of infantry required to do this overwhelmed the infrastructure of Germany with the river Rhine being the bottleneck of all reinforcements. The question was: Can enough infantry units from the centre of Germany keep marching into Belgium and France and would the road and BRIDGE system over the Rhine be able to deal

with the amount of material moved to the west. The answer was considered NO which is why Germany planned special bridges to cross the Rhine even quicker with more troops. The world famous LUDENDORF BRÜCKE (later known as brücke von remagen in ww2) was constructed. The following three bridges were planned in the year 1912 to cross the Rhine and execute the Schlieffenplan as soon as possible: "Kronprinzenbrücke" in Urmitz, "Hindenburgbrücke" in Rüdesheim and the "Ludendorfbücke" in Remagen. Due to technical difficulties and the unplanned early war, they could not be finished when war broke out and were not available. This made the Schlieffenplan more difficult.

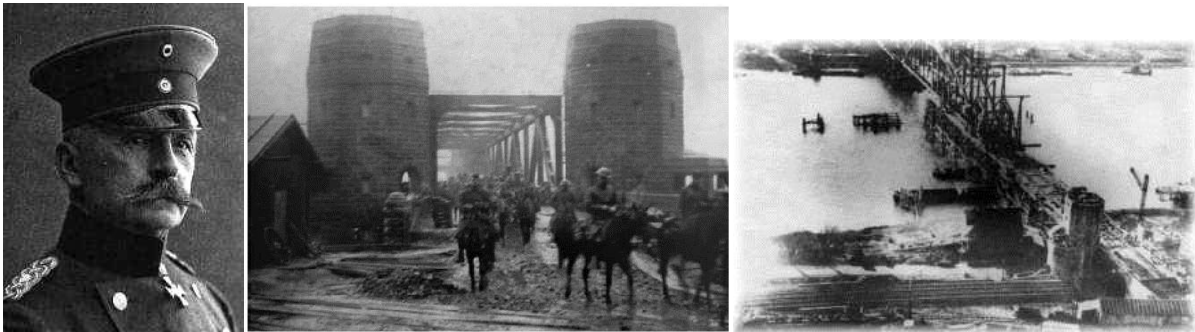
I think there are two great options for an event here:

a) "Build the Bridges"

Idea: Should be available between turn 1-10, if chosen, Germany constructs 3 bridges for a quicker approach on the western front.

Effect (a few suggestions):

- This should cost many PP, maybe 50 (?)
- Bonus: +1 Strat. Movements for Germany (Improved Railroads)
- Unlocks German Commander Bruno von Mudra (Chief of the German Pioneer and Engineering Corps, later Infantry General)
- CP infantry units move +1 in Belgium and France only (?)
- German units in Belgium cannot run short of supply
- If not chosen: Nothing happens.



Gen. Bruno von Mudra / German Cavalry crossing the Ludendorfbücke 1918 / Construction 1916.

b) Event could also be: "Blow up the bridges"

Idea: Prevent an invasion by entente into German mainland. Could be done if focus is on the east, but the price comes at a high cost:

Effect:

- Germany loses one strat rail move per round as key bridges have been destroyed.
- Therefore one or two key adjacent areas to Belgium / France turn into fortresses.
- This is actually what happened in ww2 when allies arrived. So none of the scenarios are unrealistic. Strategic importance of the bridges is significant, so I suggest they should be included.