

Just a few ideas about other historcal – artificial events for CTGW PC Game.

1. **Gott Strafe Italien Event** (A little bit like „Gott Strafe England“, but with heavier consequences on both sides“):

Condition:

- Bulgaria and Ottoman joined CP or
- Trieste given to Italy for free but...
- Italy declares war and joins Entente anyway.

Effect:

- Italian Cities that are occupied will by CP forces will be pillaged to zero.
- CP will gets 10PP per taken Italian city at once, then the city will be destroyed and cannot recover
- Spawns Austrian “Standeschützenbataillons” (=Two small Garrison) of (young and elderly) volunteers in the alpine region to retaliate.
- All neutrals 2D6 to Entente
- This would make an offensive on Italy more attractive, instead of defending even an offensive might be an option and worth trying now.
- Basically: Extra PP and units versus significant penalty on diplomatic efforts.
- Could be seen as “all-out war event” which could be a way to force CP not just to defend va Italy but to actually invade it to get extra PP and cripple it.
- Should only be played if CP don’t care about neutrals anymore.

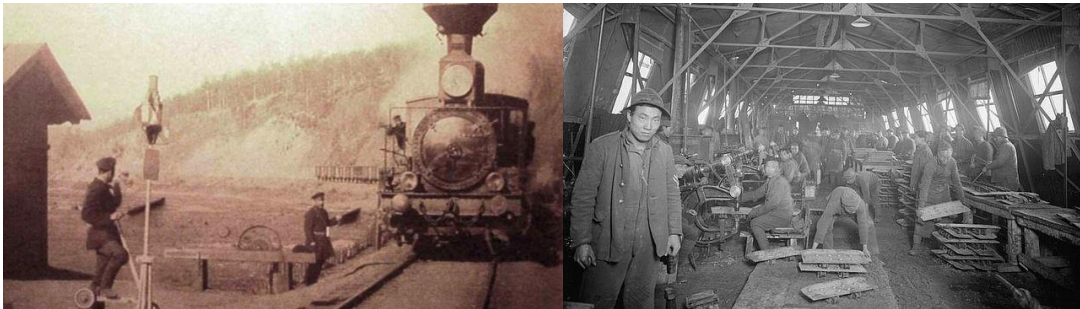


2. **China has great potential to be added to the event list for Entente:**

- Historically China joined Entente 1917 (more economical support with approx. +100K workforce for entente)
- Has direct train connection (*Transsiberian Railroad*) to Russia, great tool for supplies 'from the far east', especially since Russia gets no naval convoys.
- The "China declares war on CP" Pop up should only be triggered with events, i.e. if German approach in Russia is overwhelming and Petrograd or Moscow is taken, the event "Beg China for help" could be unlocked. There could be a 66% Chance that China accepts this, which would make China join the Entente ("Pop up window China declares war") and unlock the next "Transsiberian Railroad Beijing – Russia" could be chosen.
- This could slightly increase the endgame survivability of Russia especially due to the missing convoys for Russia in the game. At the same time another key country that was part of WW1 would be integrated into the game. Additionally, my impression is that Entente has fewer special events in the mid-/late game (often only get the 3 standard events diplo efforts, stockpile ammo or patriotic movement). But I might be wrong here.

My thought:

- a) CP take Petrograd or Moscow, unlocks **"Begging China for help" Event**:
66% Chance in following Turn that China accepts and joins Entente ("China declares war" Pop up). Direct Effect + 10 DiploPoints for entente (Once)
- b) If accepted, unlocks **"Transsiberian Railway" Event** in following turn
- c) Cost 5 PP (once). Complete construction of transsiberian railway to Moscow/Petrograd or whatever was not captured. In all following turns Russia receives 1-3 Ammunition plus 1-3 PP extra and two light Chinese infantry garrisons spawn in Moscow to defend the city (poor quality troop support, once). Maybe also +20 workforce.

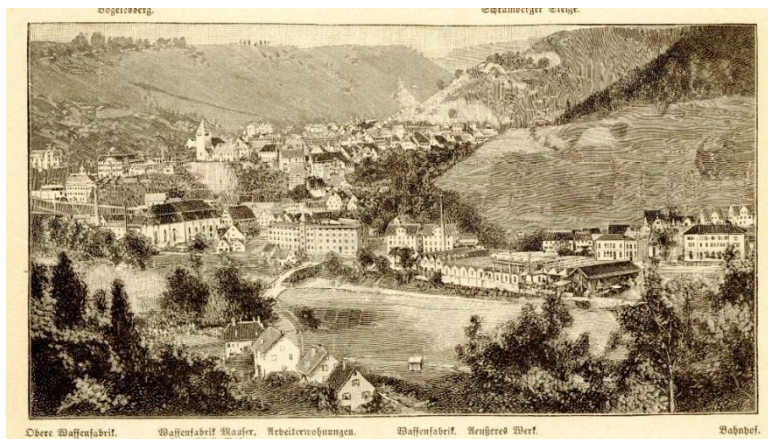


Transsib. Railroad Beijing – Moscow / Chin. Workforce in WW1 (pictures just google search)

3. Extention of **“The Mauser Werke” Event**

Most of the German Infantry was equipped with the Mauser 1898, it was produced in millions and due to the rising numbers of German soldiers serving at the frontline the production could not always keep up the pace with the requirements. Therefore the production facilities had to be extended during the war.

- Cost 5 PP, available year 1916 (to prevent players to decisively overwhelm enemy at game start).
- Effect: German Infantry units in the production line will be immediately ready for deployment at next turn (no matter how many turns is originally took, i.e. 3 turns remaining to be combat ready, with this event immediately deployable next turn.)
- Only happens once, gives Germany unique Chance to “fight back” by deploying few infantry as one time. (whatever is in the production line at the moment the event happens)
- This event could allow Germany to equip all forced rapidly to ensure a timely deployment.



4. **Feldpost Event:**

The war was supposed to end at Christmas 1914. It did not. With millions of young man being separated from their loved ones for months and years, high morale and fighting spirit was under continuous pressure. It was the established Feldpost that offered both families and soldiers to stay in contact and send letters from the front to wives and parents. (By the end of the war the Deutsche Reichspost delivered more than 28 billion (!) parcels to and from the frontline.)

- Event available from 1915
- Morale boost for current nation +15 at the cost of one railmove and 5 PP.
- Can only be played once, basically: Higher morale at the cost of transport.



5. Entente Event “Violate Dutch Airspace”:

Background:

- Strategic Bombardments became more and more important during WW1 with first attempts bombarding weapon manufacturing facilities. The heart of the German Industry – the Ruhr and the Rheinland – was well protected due to its close border the neutral Netherlands. A direct, quick and surprising attack route was only possible when passing dutch airspace. This could have been the low risk alternative instead of flying over occupied Belgium or half of Germany via the northsea. This option was in fact really considered by Royal Airforce Commands, but not executed due to the risk of violating dutch neutrality.
- The Entente Player should be given a choice in an Event:
 - o Option a: **Violate dutch airspace** which could double zeppelin or bomber raid damage on the German cities in the west Metz, Dortmund, Mainz etc. at the risk of Holland joining the CP. (Holland +15 towards CP?)
 - o Option b: **Keep Holland out of the conflict**, damage on german cities stays the same, but Holland will appreciate this decision and get +15 towards Entente.

6. Prepare for the Kaiserschlacht:

Conditions:

- January 1917, Russia surrendered, France still in game, usa has joined entente.
- Event is the last ‘positive’ impact on CP (at the endgame CP are shattered with many bad events i.e. low manpower, kiel or Wilhelmshaven mutiny, whilst facing usa troops as well. This event could be seen as last chance to achieve a game changing moment on the west before the usa have established a firm footprint on continental Europe.

Effect: Stockpile 30 ammunition, minor infantry, artillery and armour attack bonus for next turn, German morale +5.

7. Off topic:

Just for the record...would be nice having Japan, Brazil, China and all the other countries joining the Entente and CP as well (i.e. declare war) also on the diplo screen with flags attached.

They must not be influenced, a pop up message could simply say: Brazil, Japan, China are currently out of reach of German/Entente diplomatic and spy networks and cannot be influenced. At least the flag is shown at the Neutral Country area and once they pick a side they appear on the CP / Entente Screen. Clicking on it could just state:

Brazil: Will stay neutral as long as the war has no impact on their national trade. Once Brazilian merchant vessels are sunk the risk that Brazil will be joining the opposition will rise.

Japan: Japans geostrategic interests are only focused on the Asian continent. The country can only be dragged into the conflict due to specific events.

China: The Chinese nation is torn apart in separate regions and the nationbuilding process has not been completed which is why no point of contact could be identified that could be influenced. Only events can trigger Chinese response.