

Suggestions for SIMPLE, ONE-EFFECT ONLY, starting events to fill up the POTZBLITZ event pool in 1914. The events can be dropped after 1914. Main idea is to have a wider choice and force players to make a decision instead of 'playing them all'.

I did a brainstorming, use whatever you think is appropriate. I also mentioned events we previously discussed during last few months and made them even simpler. I know it's a lot of work for you.

Pick what you want. And I agree: The Patriotic Move event can go without the attack bonus. The Germans get an attack bonus during the Tarnov Offensive. That's enough I guess.

I tried to find a perfect mix between political, military and economic events. Please ask me for questions or add/change/delete whatever you want. I love the game and don't mind providing fresh ideas, sorry for suggesting too many new events. I know you can't include them all. That's okay.

To make it easy, there are no conditions for the events. I know that's hard to create, so I say they are all available until dec 1914 end then discarded.

Central Powers only:

1. Expand the KRUPP Werke

The famous and most important German WW1 weapon manufacturer is not yet mentioned in the game but can easily be integrated in terms of Germany preparing for war.

Cost: 5 PP

Effect: 2-3 additional Focus Points for Germany (Germany often has a shortage of focus points as it's probably the only nation that needs to do research on all 5 environments).

[https://de.wikipedia.org/wiki/Krupp-](https://de.wikipedia.org/wiki/Krupp-Gussstahlfabrik#Weiterentwicklung_unter_Friedrich_Alfred_Krupp)

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2. Complete the Rheinbridges (Ludendorffbrücke / Brücke von Remagen)

We have had this event before, but I never saw it. Is used to cost 35 PP.

Suggest:

Cost: 20 PP

Effect: Completed after 8 Turns. German units moved into Belgium do not require strategic trainmoves.

<https://de.wikipedia.org/wiki/Ludendorff-Br%C3%BCcke>

3. Create Warmaterial Department

Cost: None

Effect: +10PP, +2PP per future Scrap collection.

(I think you had other thoughts about it, it was your own suggestion a few weeks ago!?)

4. Start new Propaganda Campaign (Alternativ: Stiftung des Eisernen Kreuzes)

Text: The Kaiser himself rewards frontline Soldiers with the 'Iron Cross'. This well-known medal for bravery and toughness amongst soldiers sends a clear message to millions of young, inexperienced soldiers: Don't come home without it! Fighting spirit is partially boosted.

Cost: None

Effect: +2 Attack Bonus for next turn.

(This attack bonus is now okay its designed as a unique event. As the Patriotic Move events will now only rise morale from now on, there is room for a single attack bonus event. So one event with a little attack bonus to achieve objectives in 1914 is fine, I think.)

https://de.wikipedia.org/wiki/Kriegsauszeichnung#Deutsches_Kaiserreich

5. Night-raid on British Royal Navy transports

Text: A very risky attempt to limit the amphibious capabilities of the Royal Navy preventing them to strengthen the French defenses in Belgium on time.

Cost: None

Effect: 20% Chance that the Royal Navy loses 1 transport capacity. If successful, UK will enter the war on the next turn. If not – nothing happens.

Events for both CP and Entente:

6. Improve “Feldpost” Delivery

Text: Staying in contact with wife and children is critical to maintain a high fighting morale. As CP forces are advancing further and further into foreign territory, the logistics become a nightmare. A year without a sign of living from the loved ones has catastrophic effects on the national morale.

Cost: Current turn train moves and naval transports

Effect: Nothing. But if not played in 1914, the morale of all nations inside the fraction will decrease by 5 as the home front is getting seriously worried.

(I like this event, it should be easy to implement as nothing happens. And it’s realistic – logistics were a nightmare and without a contact to the loved ones morale would drop. By dec 1914 the penalty can hit all countries. It’s a players choice to take the morale hit or use DP to prevent it instead.)

<https://www.br.de/radio/bayern2/feldpostbriefe-aus-dem-ersten-weltkrieg-zeit-fuer-bayern-100.html>

7. “Aces of the Sky”

Text: Warfare in the air is new and dangerous. It takes brave, enthusiastic men, courage and a slice of madness stepping into these new flying machines. A propaganda campaign has commenced to increase the number of volunteers. Flying aces become national heroes, but their loss comes with morale penalties. The gentlemen of the skies were born.

Cost: None

Effect: Enemy Air Ace killed + 3 Morale, own Air Ace killed -3 Morale

(I actually like the event. Air aces had big propaganda value and were true role models for many. Most of them were well known in the society. So an additional moral bonus could be useful. Its balanced as the effects hits both equally. But it might lead to some air to aircombats)

<https://www.iwm.org.uk/learning/resources/what-impact-did-the-first-world-war-have-on-aircraft-and-aerial-warfare>

Events for Entente only:

8. Hague Land War Convention

Text: In 1907, the UK signed the Hague Convention alongside with many other countries across the globe. The Forces of the British Empire ensure their strict adherence to this lawful convention during the ongoing war on a global stage.

Cost: None

Effect: None. But if not played by dec 1914, the Empires diplomatic points will be set to zero as the world will be disappointed that the largest Empire in the world fights unlawfully.

(Other option: All neutral countries shift slightly towards CP, if they play this first. But then this would have to be an event available for both sides)

9. Unite the Irish

Text: Being at the brink of a civil war, Ireland was likely to become a major second conflict the UK was about to be drawn into. The Irish-British conflict had to be postponed until the war on the continent was decided. Irish nationalists and unionists could politically back Britain's war efforts after intensive political negotiations – for now.

Effect: Irish Revolution delayed + 50 Manpower (Alternative: +15PP & 30 Manpower from Irish Workforce and additional volunteers)

10. The Great-Rapprochement (Intensify US-British relations)

Text: The British Empire, being dragged into more and more conflicts across the globe, required a firm, loyal and trustworthy ally. As the Royal Navy was challenged more and more by the Naval Army Race, politicians started to intensify UK-US relations once again and continued to enforce the Great-Rapprochement.

Cost: None

Effect: Minor improvement US-UK relations, + 1D6 DPs for Entente

https://en.wikipedia.org/wiki/The_Great_Rapprochement

11. Threaten the Kaiser Wilhelm Kanal (oder: Nord-Ostseekanal)

Test: Continuous military and merchant shipments between the Baltic and the Northsea are vital for Germany's survival during the war. For some time German High Command considered a British counteroffensive via Schleswig Holstein in order to secure and block this significant, strategic hotspot.

The threat was never real – but rumors of a potential UK invasion spread quickly causing much confusion and panic along the German Coastline. The German Naval Command kept their major warships in port to prevent such a landing before finally finding out that this information was not more than 'fake news'.

Cost: Nil

Effect: German Naval units in port (Kiel, Emden, Danzig, Wilhelmshaven, Lübeck) cannot be used for 3 consecutive turns. (Vgl. mit 'France Caught offguard' nach Schlieffenplan).

<https://www.degruyter.com/document/doi/10.1515/mgzs-2020-0002/html>

I am sorry for so much writing. Lots of more ideas as well but it takes a long time to write them all down and explain my thoughts + assess the cost/effect relations of them. I have more ideas but I need dinner now. Have a think.

Rgds

Unwichtig