

Some more thoughts for starting events:

1. **Commission the 'Alpenkorps'**

Text: Failing to support its Triple Alliance members Germany and Austria-Hungary from the beginning of the war, the Central Powers have started preparing for the worst case – An Italian war entry alongside with its potential future Entente Allies. Preventing the Alpine Region from being overrun whilst Germans and Austrians are fighting in the east and west, the first Alpinecorps are commissioned to fortify the defenses on the southern front.

(Gründung Alpenkorps: 1915, exactly for this reason: Defend against Italy)

Cost: 5 pp, 25 Manpower

Effect: Activates the two impassible hexes as they are now 'fortified'.

(I like the impassible hexes, their existence could easily be linked to a new CP starting event: CP Players can then decide if they think the Italian threat is real or low. If a player thinks he can drad Italy on CP side, this event does not need to be played and the alpine regions stays accessible)

https://de.wikipedia.org/wiki/Deutsches_Alpenkorps

2. **'Complete the Siegfriedlinie'**

Text: Having to fight a war with its major enemies on two fronts, the Kaiserreich was facing a permanent threat of a counter-invasion as it was impossible to defend all the vast, omnidirectional frontlines at the same time. To prevent surprise attacks and block enemy access to critical strategic hotspots, Germany intensifies the construction works to complete the defensive position, the 'Siegfriedlinie'.

(This event might help a little to prevent quick, rapid games and make the game run 1916+. In addition, CP have a nice choice to make depending on their own attack plan)

Cost: 10 PP & 25 manpower (as Workforce)

- a. Option A: Fortify the West (Metz & Wesel Defensive Bonus +3)
- b. Option B: Fortify the East (Posen & Przemyzl Defensive Bonus +3)

3. **'Initiate Merchant Raider Project'**

Text: Being far away from capable to seriously threaten the British Empires sea-lines of communication with a German Navy which was stuck in the North Sea, German navy command initiates a desperate attempt equipping merchant vessels with guns sneaking though enemy lines undetected. The most famous commanding officer of this program, Commander Luckner, managed to sink multiple supply vessels using only a sailing vessel, the SEEADLER.

Cost: 1 Light Cruiser (or: Nothing)

Effect: 1% Chance per Entente convoy that the convoy is destroyed until USA joins the war.

(Entente convoys checked once only. Very small chance that anything will be sunk at all, so it's not a powerful event but it does reflect Germany's naval frustration and incapability of using the Surface Fleet properly very well. In addition, the famous journey of Commander Luckner and the SEEADLER is added to the game. The Commander himself does not need to be added. This event should only work max. once. I.e. if one convoy was sunk, the effect ends. Otherwise it's too unrealistic.)

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

4. **‘Fund German Agents in the US’**

Condition: 1916+

Text: As the US kept supplying both Russia and the UK with war materials despite that fact of officially acting neutral during the war, German officials start losing their patience.

In an attempt of stopping the exportation of explosives and weapons, agents sabotage and blow up vast amounts of supplies in the port of New York.

Cost: None.

Effect: Permanently reduces the strength of American Entente convoys to 8.

Significantly shifts US towards Entente. (or: UK/French current ammo storage is zeroed).

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

5. **‘Support Polish Partisans’**

Condition: Russia surrendered

Text: After Russia had surrendered to the CP, the Entente was full of fears having to fight the large German armies now redeploying from the eastern to the western theatre. In hope of establishing a post-war Polish Kingdom, polish partisans were therefore more and more supported by Entente countries, especially the US. In an attempt to impress the Entente, polish partisans attacked vulnerable German Logistics and infrastructures to delay troop movements.

Cost: None

Effect: German Transport and Naval Moves reduced to zero for next game turn.

6. You liked the suggested **“Unite the Irish”** Event. That’s nice and I also think it’s a good Entente Event at the start of the game. Just a comment on this one:

As it stands, the Irish revolution is available for CP in 1916. This is the correct year of the uprising that took place, I know. The revolution happened despite all efforts the UK took to calm down the Irish and unite them. I would suggest that this can stay as it is as its ‘historical correct’ (more or less). A further delay of the Irish Revolution would probably make it a non-accessible event as most games don’t reach 1917ff.

I think if the Entente player does NOT play the ‘Unite the Irish Event’ in 1914, the Irish Revolution Event is added to the CP pool earlier (1915ff). If played, the Event is added mid-1916 (as it is now).

If played by Entente, a one year delay of the revolution and a very small tickle of extra PP and/or manpower until the revolution is played by CP would be a nice effect.

7. You also suggested changing of the **“Propaganda Campaign / Iron Crosses for everyone!”** Event. This unique event can replace the now missing attack bonus from the degraded Patriotic movement. You suggested the effect to last for 1 year, I thought about this.
- Event should not be in starting event pool (too strong and decisive in early years when players don’t care about extra loss of manpower as they have enough men anyway) Suggest: 1915ff
 - Duration of the effect should be 3-6 Turns. That’s enough for a nice offensive that will bring some dynamic into a static frontline. I think 1 year is too long.

- c. Bonus counts on every frontline, I agree, but only for ArmyCorps (is that possible?) It should not count for air or naval units. I don't want to overpower air assets again and I don't think that members of reserve corps and single sailors were keen on getting an Iron cross. I don't know, it's just an idea.
- d. I would be happy if the effect happens at the same time as the Tarnov Offensive Bonus in the east. It's okay. The Tarnov Offensive only lasts for one summer only anyway. There is very little chance they both will be played together.