

Spanish events tree, suggestion:

New Spanish event: 'European war office'

To prove European powers its neutrality, the Spanish King Alfonso founded the European War office in 1914. The Spanish led, neutral organization organized POW exchanges, searches for missing soldiers, evacuation and treatments of wounded and much more.

The Organization was equally accepted and contacted by both Entente and Central powers. In 1917, the Spanish King was recommended for the Nobel Peace Prize for his humanitarian efforts during the war.

https://en.m.wikipedia.org/wiki/European_War_Office

1. 'European War Office.'

Condition: 1914. Event available for both sides.

Cost: Nothing

Effect: Spain is switched to perfectly neutral and blocked for any further influence. (comparable to the Italy neutrality event which is also a starting event).

If European War Office is not founded in 1914, event is discarded. Spain stays influenceable for the rest of the game and two additional events are added (1 for each fraction).

If the event is played all other Spanish events are blocked.

New for Entente:

Condition 1915, war office not founded.

2. 'Illegal arms trade with UK/France.'

Cost: none.

Effect:

- Shifts Spain slightly towards Entente (5-15 points)
- 2d6 ammunition extra for GB and France (once)

New for Central powers:

Condition 1915, war office not founded.

3. 'The Paperwar'

Successfully influence the Spanish society via multiple media articles in favor of the Central powers.

- Shifts Spain slightly towards CP (5-15 points)
- 2d6 extra DP for Germany / Austria (once)

Some background info:

<https://amp-dw-com.cdn.ampproject.org/v...a-17582650>

Additional, fictional events with a realistic historical background:
(Did not happen, but could have happened...)

4. “Wilhelm zu Wied” / (Or: Force Albania to Support the CP”)

Background: This German-born monarch was installed by the CP & Entente powers as the King of Albania just before WW1. This very strange story is fascinating as all former European superpowers agreed to ‘use’ him as a leader of the ‘highly explosive’ Albanian territory pre-ww1.

Multiple countries i.e. Greece, Serbia, Italy, Austria had individual interests and national minorities living in Albania. Therefore a ‘neutral King’ had to be installed – A person with relatives across all large European monarchies that did not play any important role in any country yet.

Many detailed articles can be found on this issue, it’s pretty interesting. If you go the easy ways just check out Wikipedia.

When war broke out, he formally stated to stay neutral; however, as he was the cousin of the German Emperor, Austria at least tried to influence him to support the Austrian objective on the Balkans – to fight Serbia. He initially refused – but only to later join the imperial German armed forces which he thought was the right thing to do once he was dismissed as King and fled Albania. But he could have accepted the offer in the first place...

Condition: CP Event, Turn 1-3

Effect:

- ✓ 50% Chance that Wilhelm zu Wied accepts the request.
- ✓ If accepted: One German Flagged Reserve Corps spawns at Tirana with Wilhelm zu Wied as Commander (He has no range as commander as he is unexperienced – Small Bonus only) (=One Reserve Corps in the middle of the Balkans is almost useless and will likely be destroyed soon, but: Serbia initially loses 6PP and a Capital that needs to be re-taken by them. Because of that, the entire Serbian focus will be further south for 2-4 Turns which gives Austria time to plan the offensive in the north. The Corps is just a distraction making it just a little easier marching into Serbia. But as always there must be a negative effect for CP)
- ✓ If accepted: Wilhelms zu Wied broke neutrality: Significantly angers Greece, as the south of Albania has a Greek minority which is guarded by Greek forces. Increases chance that Greece will join Entente later. Or opens the port of Salonika earlier for entente. (This would then re-balance the initial positive effect for CP as they likely must fight Greek later)
- ✓ (Normal Gameplay: If Wilhelm zu Wied is killed, which is likely, Germany suffers a morale penalty.)

This event would highlight the complexity of the situation on the Balkans. As CP Player, I think it would be a great choice to take the risk and play this. Probably easier to fight Serbia, but later harder to fight Greece.