

1. Since modern technologies (trains, artillery, fighters and bombers) are now limited to tech-research (which is GOOD!), there is room for a few new events, easy to justify:

Background: All countries already have tech-linked events which either unlock new techs, accelerate research or spawns new weapons. So the idea is not new, equal events already exist.

Germany has experts that boost research (Fokker for fighter tech, G. Bruchmüller for artillery tech, Gott Strafe England for bomber tech)

United Kingdom has experts that boost research (Ernest Swinton for tanks, Royal Flying Corps for fighter tech)

My point is that the **core battlefield for armored trains was the Eastern European Theatre**. The majority of armored trains were used by Russia and they also developed the heaviest and well known designs. That only makes sense as the wide, vast landscape and huge distances that armies need to travel made the trains a very useful asset.

Before tech limitations were added, Russian players used multiple trains to quickly reinforce some huge gaps in the frontline or position them into a city to defend it on short notice. Infantry units are not quick enough and armored trains were often a weapon of choice. That led to interesting train tactics and made it more difficult to conquer Russia.

It's not a surprise that the Game is using Russian Armored Train designs as graphics for the unit. Especially the famous "ZAAMURETS – ORLIK" Train design was common and was therefore chosen in many video games. (It's the "Train Cruiser" graphic icon / when train tech level 3 is researched). (Battlefield WW1 1st person shooter also uses this train design.)

Convince yourself and check this page, you'll immediately know what I mean.

<http://www.g1886.com/zaamurets-orlik-armoured-train/>

Very interesting read is also this (a journey that made the 'Zaamurets' well known):

<https://medium.com/war-is-boring/a-remarkable-armored-train-fought-its-way-across-eurasia-db3e3180b50c>

The tech level limitation in trains seems to hamper 'train wars' in the east, as Russia hardly has PP and enough time (often knocked out early 1916!) to conduct vehicle research and get some better trains. Before vehicle research is unlocked and the train cruiser is researched, Russia is often out of war.

To ensure that at least Russia has an easier access to this powerful weapon (which is also kind of realistic), I think a train tech related event for Russia should be added equal to the German and British tech events.

Event: "Zaamurets Train Tank"

Condition: Vehicle Research available

Effect:

- + Adds one additional, free Armoured Train which is spawned in Moscow next turn (If possible: Lv. 3 train = "Orlik" but I think that's not possible if it's not researched yet)
- + Boosts train research for Russia significantly (I think at least +1 level)

I think this would be fair. Russia is on the defensive anyway and this will make trains a little more attractive again for Russia. (By the way: Taking the Zeppelin away from Russia is a big disadvantage already, Russians lost their situational awareness I am only guessing where the AI attacks next. That's okay but therefore better trains sound fair to me.)

2. **“Train Torpedo Boat Tactics”**

Background: The most important, decisive and very powerful coastal water defense weapon system that is not yet included in the game are the “Torpedo Boote / Torpedo Boats”.

NO! Zero new units need to be added, no stats of any naval units changed. I know that’s not possible.

But starting in the early 1900 years all major Navies relied more and more on this decisive naval weapon. It became the new weapon of choice and true competitor to the slow, expensive Dreadnoughts (as they were much cheaper and easier to construct). Hundreds of them had been constructed and commissioned – especially by UK and Germany. In fact, most of the vessels that took part in the battle of Jutland were not BB or BCs – It was the torpedo boats.

As they were cheap, quick, easy to maintain and train, they became the weapon of choice for operations in coastal waters.

Due to short endurance and sea state capabilities they were poor at the open ocean, however, a brilliant asset for hit and run tactics. Especially when defending your own littorals.

No Fleet could work without them; no coast could be defended without them.

There is zero integration of this importance – all ships can happily operate within visual range of an enemy country and conduct gunfire support for several months without being disturbed.

Entire cities can be bombarded to PP 0 with no resistance. That’s pretty unrealistic.

In reality, the pure existence / presence of a torpedo boat squadron in the area was deterrence enough to prevent enemy’s long-term naval ops in your own coastal areas.

Now this sounds hard to integrate, so I ll keep it as easy as I can. But the effects would be great.

“Torpedo Boat Tactics”

Text: The Navy has successfully integrated the small but fast and deadly torpedo boats into the national coastal defense network. From now on, major and minor warships coordinate their littoral defense engagements and make potential amphibious assaults much more difficult.

Condition: Mid 1915, event available for Entente and CP (can only be played once by each)

Effect: (Whatever is easy to add, so I am just offering some options)

- Effect only for Great Britain and Germany (other countries are less important)
- Enemy units on adjacent hex to coastline is automatically attacked (by torpedo boats) if not moved every turn and suffers minor damage = Forces players to keep ships moving and stay unpredictable, which is realistic. (After 2 turns an automatic: Torpedo boat raid takes place. Ships lose1 strength)

OR

- Enemy units positioned in adjacent hex to a Naval Base suffer immediate minor damage when moved there = Who would position real BCs within visual range of an enemy naval base if its full of torpedo boats? The RN blocked the Northsea in the English Channel / UK-Norway gap– not in front of Wilhelmshaven!

OR

- Next attack on enemy ship adjacent to own coastal waters adds crippling damage to this unit (once only). Pop up window: “Torpedoboat raid!” (=automatically support the attack)

I think this would make naval warfare much more exiting – a true Game changing Event.

Available Mid 1915 – Sounds realistic, so all fleets can still work as usual for one year. After a year, all navies have had enough time to adopt and integrate the new Torpedoboats = The event becomes available.

(This event would make extremely unrealistic, immediate amphibious assaults on cities like Emden, Portsmouth much harder. Like it should be. It would also prevent insane offensive barriers that are often used like I did in my savefile that I shared when I had the entire Royal Navy straight in front of Wilhelmshaven or Emden. That’s not a tactic, its madness. No one would ever do that but sadly this crazy tactic is useful in the game) With this event, Germany could sink a BC/BB easily to break out. A typical Torpedoboat task. This element is missing in the game.