

PART 6 – DIPLOMACY & POLITICS

20. Politics

Politics is one of the key aspects in the game, all the more so when the war of movement comes to a halt at the end of 1914 and the troops on the various fronts start digging in. Players plan **some** political choices during the normal game turn. However, **most** political actions are performed during the Planning phases (i.e. every three turns or season). The number of allowed political actions is limited, but covers different fields that are required to lead the nation to final victory. Some crucial choices need to be made. The political actions are influenced by the government type or regime of the nation (democratic, monarchist, autocratic), the freedom of the press (or not) and the mood of the parliament (to whom some of the political actions must be submitted, depending of your regime).

All the various political actions are selectable and manageable from the single Political Actions window (see image below), and most have a lot of elements in common: chance of success (in percentage), impact on National Will in case of success or failure, and of course the specific benefits or liabilities of each one of them.

These actions will mostly concern the three main following domains: National Will, War conduct and Diplomacy. Every one is detailed more specifically in the Appendices.

All the actions can be taken directly from the Political Actions window. Select the action on the list located on the left-hand side of the window (you can alternatively used the scrolling arrows located at the bottom of the page too), then select the “**Attempt**” button for the precise action to activate its attempt (the action’s name will be ticked in the left-hand-side list).



20.1 The Government

In each country (Major ones only), the government (i.e. the player) decides upon the Political Actions that will take place in the country during the current Interphase. Depending on the Political Regime and on the Parliament, these actions will be more or less efficient.

20.1.1 Political Regime

There are 4 types of political regimes for the Major Powers :

- ❖ **"A"** : Autocracy (or dictatorship): **Russia, Turkey**. With this political regime, the parliament is totally inefficient and (almost) useless.
- ❖ **"M"** : Constitutional Monarchy: **Germany, Austria-Hungary**. With this regime, the parliament has a limited influence.
- ❖ **"D"** : Democracy: **France, Italy, England and the United States**. With this regime, the parliament has a strong influence.
- ❖ **"C"** : Communism: At the start of the game, no country has this regime. In 1918 scenario, Russia has it.

To find out what the regime of a power is, point the mouse on the symbol located below the flag in the top-left section of the interface.

20.1.2 Political Actions

Each Power executes "Political Actions" ONLY during the **Interphase**, except for a few ones. The detailed sequence is given below and the details of each in the Appendices.

The number of political actions a government may attempt is given by the level of the **NW**. It's a number between **1 and 8 (maximum)**. The information can be seen here.

The Political Actions have many effects on the other game elements, and they always influence NW (positively or negatively).

20.1.3 The Improve National Moral and New Government Actions

The "Improve National Morale" action has a slight effect of boosting a little the NW value, by +1 if it succeeds. If it does not, there are no side effects. It can be done once every turn, but the amount used is discounted from the total of political actions possible in the next Interphase (so beware not to deprive your nation of much more important actions later).

Also, If the NW is in the Unstable Zone (i.e. NW below 20) at the **end of a turn**, the player may attempt to raise it several points (up to level 27), by installing a **new government**, but this Action uses up one of your next actions and may weaken Parliament (See next §).

These two are the only actions that can be attempted in normal turns, i.e. outside the Interphase.

20.2 Parliament Mood & The Press

The Parliament is representative of the people, but this representation is more or less accurate depending on the regime type. Also, the degree of freedom of the press is an important factor on NW changes (in particular because of the impact of the press reports on war conduct).

20.2.1 National Representation

Each Major Power has its Parliament mood displayed below the flag in the top-left section of the main interface. As a rule, the Parliament has a real political function only in the "M" and "D" regimes. It acts more efficiently in a Democracy "D" than in a Constitutional Monarchy "M".

On the other hand, the Parliament has no real function in Autocracy "A" or Communism "C", but the Parliament mood is still used, because it represents the People's opinion.

20.2.2 Parliament's Mood

There are 5 levels for the Parliament's Mood. Form the least favorable to the most favorable to war :

- ❖ **Defeatism** (-2)
- ❖ **Pacifism** (-1)
- ❖ **War-Mongering** (French : Va t'en Guerre) (+0)

- ❖ **Hard-Liner** (French : Jusqu'au Boutisme) (+1)
- ❖ **Sacred Union** (French : Union Sacrée) (+2)

These five levels are shown as a different Parliament icon. With each level, there is an associated modifier (+2 to -2) that impacts directly on the success or failure of some political actions, and these bonuses / penalties modify several other tests, but most notably the NW Instability Test.

The Parliament mood also influences the NW during each Interphase.

NB Graphical Hint: on the Parliament display, the “bad areas” are on the left while the “good” are on the right. There is no hidden political message in that. It just had to be drawn some way.

During each Interphase, each Major Power checks its Parliament, which may change its mood).

20.2.3 The Press

The status of the press (either Free or Censored) is indicated below the flag of the nation, on the top-left section of the interface.

- ❖ At the start of the game, each Major Power installs censorship of the Press. This is automatic (Historical decision), the players have no choice.
- ❖ If a Revolution occurs, and the new regime is “D” or “M”, the freedom of the press is automatically reintroduced.

A Free Press lowers the loss divider and on the NW, thereby greatly increasing the disastrous aspect of taking numerous losses and having the Parliament and the People know about it (see below). This explains a bit more the historical decision...

Nevertheless, there are still a few advantages when the Press is free, such as for example the amount of variation of the NW during the Interphase.

20.3 National Will

National Will represents the Nation's effort and its belief in victory. In the Basic game, National Will (NW) is used only as a Main modifier for the morale check.

20.3.1 A Fluctuating Value

Each power has a NW value indicated on the top-left section of the interface. This value is fluctuating very often.

- ❖ NW variations are done at the end of each turn, beginning at the **end of September 1914**. Adjustments take place during the Final Phase of the turn. This mainly concerns the losses sustained and the military situation in 1914.
- ❖ All of the effects of August - pre-turn included - and September (unit losses, cities or fortresses taken) are counted together and applied at the end of September.
- ❖ Another (more important) set of adjustments is made during the Intephrase (see section 2 above)

20.3.2 NW Variations

National Will varies in different situations. Check section 2.5.1 above for details. In 1914, there are some special cases that need more explanation, as follows:

The Great Victory : +/- ? according to how the objectives of the War Plan have generated victories or defeats following the major battles fought. This is done the end of September 1914. This is described, for each power, in his War Plans description, if any.

NW and Morale Check: National Will acts as one of the Main modifiers to the morale check (the second being unit morale). This bonus / negative effect may vary from **+2 to -2** and affects all of a power's units. Most countries start with a **NW+2** in August 1914. Their units are particularly happy during morale checks. But this will not last...

The Instability Zone: NW may sometimes attain the “Instability Zone”, beginning from level 20 and lower. If this is the case, Social Tests are to be feared. However, in 1914, no Revolution may occur. It is necessary to ignore the Revolution Test. You pass directly to the Surrender Test (if it takes place, very rare).

20.3.3 Loss of the Capital in 1914

The loss of the capital on the first year of the war (1914) has a very negative extra impact on both the Parliament and National Will, and risks the provocation of a disastrous War Weariness Reaction.

When your capital is taken by the Enemy, here are the effects to be applied at the end of the turn (only), as well as the permanent effects.

For countries with ‘dual’ capitals, here is the list and applicable cities:

- ❖ Austria-Hungary : loss of Vienna or Budapest.
- ❖ Russia : loss of Petrograd and Moscow.

In **1914**, these end of turn effects are to be applied at the end of the **Nov-December** turn, even if the capital fell before.

Effects at the end of the turn :

Applied in the priority order below, during the NW Adjustment:

1. Adjustment of NW : apply the effects of all losses and lost cities, etc... on NW, per normal rules.
2. Parliament Effect : moves randomly, of either three levels (50% chance), two levels (40%) or one level (10%) towards Defeatism.
3. Weariness Test : 33% chance one will be made immediately. A penalty of **+10% per HQ destroyed** during the year just played is applied in addition to all the other bonuses / negative effects.
4. Instability Test : (if required) extra negative chance added, of **10%** on the 1st test, then **20%** on the second, and **30%** on the third. All the other bonuses or negative effects apply normally.
5. Social Tests : to be done next (strike, mutiny, revolt, revolution), if need be. Remember, in 1914, there is no Revolution, thus this test is ignored. If need be, the Surrender test is done with an extra negative modifier of 20%.
6. Patriotic Test : to be done last, with a negative modifier of **20%**.
7. New government (at player's choice) : bring the NW back to 27, immediately carrying out a test on the Parliament, 17% chance of losing one level.

Permanent effects :

- Weariness Test : an extra penalty of 33% (to be applied afterwards).
- Mutiny Test : penalty aggravated to 33% instead of 17%.
- Surrender Test : an extra penalty of 33%.
- Patriotic Test : an extra penalty of 33%.

However, all these *effects are nullified as soon as the capital is retaken.*

20.4 War Weariness & Patriotic Reaction

When a major power stops his Grand Offensive (or lose its capital), it may sustain a counter-shock in terms of NW, if this did not cause the war to end. This is due to War Weariness

20.4.1 War Weariness

Beginning in 1916, War Weariness and general fatigue have consequences that become more and more worrisome. In 1916, the risk is low ; it becomes substantial beginning in 1917 and worse in 1918.

- ❖ If a player commences and fails a Grand Offensive, it does a War Weariness Test at the end of the turn, just before the social tests (NB: In the event of a mixed Offensive, the Commander in Chief of the main power does the test alone)
- ❖ A “major” defeat suffered in an enemy offensive also entails a War Weariness Test for the **Defender**.
- ❖ If a power loses its **capital**, it carries out a special War Weariness Test (see previous §).

20.4.2 The War Weariness Test

When a **War Weariness Test** takes place and is succeed, a list of reactions are implemented. The basic test receives some modifiers to its usual 33% chance of occurring, as follows:

-5%	Germany, Britain
+5%	Revolution
-5%	for Austria-Hungary (or France) on the Italian Front
-5%	Britain, France, Italy if the United States is in the war
+5%	All Central Powers if the United States is in the war
+5%	Grand Offensive failure (in attack) <u>or</u> Major Defeat (in defense)
+5%	Enemy counter-offensive in progress (Western Front)
+25%	no Grand offensive carried out during this year (See 53-D)
-10%	n 1916**
+5%	1918+

NB: note that:

- ❖ The above bonus of 10% in 1916** does not apply if your capital has been taken (Russia : Moscow + Petrograd).
- ❖ The Counter-offensive negative effect (Western Front) applies when the Enemy has launched an attack and has reconquered a region that was taken during the offensive.
- ❖ Or if the enemy launches and succeeds in a Grand Offensive (which stops the Offensive in progress in Fire doctrine).

Negative Effects

If the test “fails”, the power’s NW falls immediately into the Instability Zone and its Parliament mood deteriorates, as follows:

1st Effect : Parliament moves **1 level** towards Defeatism (towards the left).

→ **Important !** Beginning in **1918**, the internal situation collapses: the Parliament goes directly to the **Defeatism !**

2nd Effect : NW goes directly to **square 20** (upward movement to be ignored if its NW is already in the Instability Zone). Then the power loses a random 2-12 value of **NW**, followed by an extra Instability Test.

3rd Effect : Social Tests (strike, mutiny, etc...) take place immediately afterwards, with an extra negative effect of **10%** (with the exception of the surrender test).

4th Effect : Stosstruppen / Assault troops may neither be received or produced, until the **end** of the year in progress.

5th Effect : special case for the **Central Powers**. If Germany “fails” a test, all other Central Powers must suffer the following effects:

- ❖ **Austria-Hungary, Turkey** (or Italy) apply the preceding effects **1, 2 and 4 above**.
- ❖ The NW modifier for all of Central Powers’ allied minors goes directly to value “-1”.

Major Defeat

A “major” defeat also entails a War Weariness Test for the **Defender**. The Defender sustains a “**major defeat**” in defense, if he loses at least the following:

- Western Front : **1 national city**
- Eastern Front : **2 cities** (national or enemy)
- Everywhere : defeated in a major land battle

In **1918+**, the same as above or the loss of **1 national city** entails a major defeat (whatever the Front is).

Russia : only "Mother Russia" cities are "national" for this rule (none in Poland, Lithuania, and so on...)

Turkey : only Turkish cities in Anatolia apply.

20.4.2 Patriotic Reaction

When a major power is beaten in his country, following an Enemy Grand Offensive, it may benefit from a positive Patriotic Reaction.

Presentation

If the Defender is beaten inside **its country borders*** following an enemy **Grand Offensive**, or if he loses a **national city** or a **fortress** (even through a secondary offensive), he may benefit from a **Patriotic Reaction** Test.

- ❖ Russia* : the provinces of Poland, Lithuania and Latvia do not count (nor do Finland, Moldavia, Georgia, Armenia, Kars, Azerbaidjan, Kazhakstan).
- ❖ Turkey : only Turkish Anatolia counts.

The **Defender's** defeat may provoke a positive Patriotic Reaction. A test takes place at the **end of the turn** of the defeat, after NW adjustments and social tests.

The Test of Patriotic Reaction

The test has 33% chance of being successful, i.e. a **Patriotic Reaction** takes place. The modifiers that apply are:

- 10% Capital lost
- +? event

Positive Effects :

If the Patriotic Reaction succeeds, apply the following effects :

- ❖ The **NW** immediately moves up to **NW 35** !
- ❖ Parliament mood moves to the right, towards Sacred Union, of a random number of levels: **+2** (70% chance), **+3** (15%) or **+4** (15%)
- ❖ War production intensifies. The level of Civil Production decreases (D6) : even **2 squares** ; odd **1 square** (this, without effect on the NW).

20.5 Political Actions

The Political Actions are the best way by which a government may influence its National Will. Victory and Defeat are assessed according to political criteria, such as reaching or not reaching the war aims, which kind of peace was obtained, the outcome of the conflict, the actual state of the country, etc.

The political rules place the players as the political heads of their countries, beyond strictly military matters, in order to obtain victory.

The Political Phase is based on the concept of National Will and on the player's political actions.

The Government's best way to influence NW is through Political Actions.

20.5.1 Political Actions Descriptions

Each power secretly selects during the Interphase which political actions it will attempt (up to its maximum allowance for the said Interphase). Then all political actions are revealed and checked simultaneously. There are two special cases:

- ❖ Turkey may attempt only one political action per turn.
- ❖ United States cannot attempt any political actions.

Morale and National Will

- Improve National Will Reinforce Parliament (so it supports your future political actions and government)
- Form a new government (improves National Will but increases political instability)
- Change political regime (drastically improves National Will, but also seriously increases political instability)
- Restore order (to suppress strikes, mutinies, rebellions)

War conduct and Economy

- Improve War Economy (reduces the level of Civilian production, makes new production sites available)
- Issue a War loan
- Call up conscripts (Great Britain must pass Conscription Laws first)
- Free fortress garrisons for field use
- Military Cooperation (allows troops of same alliance to fight together without penalties)
- Dismiss a leader (and its corollary, appoint new leader) *[NB: planned directly on the map]*
- Dismiss the Commander-in-Chief at the GHQ *[NB: planned directly on the map]*
- Blockade (and a more effective version, Neutrals Blockade)
- Submarine Warfare (and the more lethal Unrestricted Submarine Warfare)
- Organize Convoys (to counter submarine warfare)
- Form an Expeditionary Corps (to go and fight overseas)

Diplomacy

- Offer a sincere or bluffing peace
- Make promises to Italy (Trentin for the Central Powers, Tunisia for the Allies)
- Accept the Italian War goals or make use of D'Annunzio bellicose speeches!
- Make promises to Romania (Allies) or Recognize the Bulgarian war goals (Central Powers)
- Create the General Government of Poland (Polish troops for the Central Powers)
- Attempt a coup in Greece (to have her join your side)

Details of all actions above is in the Appendices.

20.6 Social Unrest & Troubles

In the Instability Zone of the NW or after certain events, Social Unrest may occur in a Power. These are: Strike, Mutiny, Revolt or Revolution (and Surrender).

20.6.1 Social Test Presentation

Social Tests are rolled at the **end of the turn**, after any Instability Tests, according to values depending on the level of the NW (the lower the NW, the higher the chance those tests are 'successful').

Social Tests are made in this order :

- 1 Strike
- 2 Mutiny
- 3 Revolt
- 4 Revolution
- 5 Surrender** (**if there has been no revolution).

If your capital is lost, reverse Revolution / Surrender test order (Russia or Austria : one lost capital is enough for this). Each social test is made separately, and the following effects apply:

- ❖ As a result of each test, the NW may change (one way or the other).
- ❖ On each test, there is 3% chance that you avoid all social trouble, and then 3% chance you have trouble anyway.
- ❖ In 1914, no Revolution may take place. Game proceeds directly to the Surrender test (if required).
- ❖ Britain: if Submarine Warfare generates a penalty to the test (when losses ≥ 100 EP), British intrinsic bonus of 10% on Social Tests no longer applies.

20.6.2 Strike

Beginning with **level 20** or less for the NW, a Strike appearance is checked. The base chance for a strike to occur is directly linked to the current NW level, the lower the NW the higher the 'chance. For instance, at level 20, the base chance of Strike is 3%, but at level 5 it jumps to 50% and even reaches 90% at level -6 or lower!

For this Strike 'call' test, the following bonus and penalties are applied to the base chance:

- +5%** Britain, France, Germany
- 5%** Russia, if Centrals have not attacked on the Russian Front in the last 3 turns
- 5%** if regime **C** is in play (no matter where) (both sides)
- 5%** Britain, if submarine losses ≥ 100 EP, or **-10%** if ≥ 150 EP
- +/- ?** Event

Effect on the NW

If the Strike call succeeds, a "Strike" marker is placed automatically on a **city** inside the victim power and the country loses **1-3** levels of NW. If the Strike call fails, there is no effect.

Each country may have only one "Strike" at a given time for a given turn. If a second Strike call succeeds in the same turn, no additional strike is placed.

Economic Effect

The Strike results in a "temporary" increase of **+1** in the level to Civil Production. The Power does not get the NW increase each Interphase that would otherwise result from the higher Civil Production, but it nevertheless suffers its effects.

Repression

To end the Strike, you must wait until a later Interphase and successfully perform the Political Action "Restore Order."

Example : France has a Civil Production of 5. In the Interphase, a Strike occurs. France calculates its economic income as if its Civil Production were 6 (not 5). In the next Interphase, France receives +2 NW (for its real Civil Production level of 5, not 6). France may then attempt to end the Strike (by a Political Action).

20.6.3 Mutiny

Beginning with **level 14** or less for the NW, a Mutiny is checked. The Mutiny Test determines whether it succeeds. This test is made in addition to (but after) the Strike Test. Base chance works exactly like for Strike, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 14. To the test chance, the following modifiers are applied:

- +/- ?** for the Parliament
- +10%** if a friendly** or enemy** Grand Offensive is in progress (**in which the Power participates)
- 10%** failure of a friendly Grand Offensive** (in the same year ; ignore this modifier if a Mutiny has already succeeded since then)
- 5%** if a national city is controlled by the enemy (-2 if the capital)
- +5%** if you control a city of an enemy Major Power
- +5%** Germany, Britain, United States
- 5%** Russia, Austria-Hungary, Turkey
- 5%** if regime **C** is in play (no matter where) (both sides)
- 5%** Britain, if submarine losses ≥ 100 EP, or **-10%** if ≥ 150 EP

+/- ? event

Effect on the NW

If the Mutiny succeeds, the power randomly loses **1-6** points of **NW**. But if the Mutiny fails, the effect is reversed : the power gains **1-6** points of **NW**.

Political Effect (if Mutiny successful)

Parliament : 50% chance that Parliament shifts **one level** toward Defeatism (to the left). Otherwise, there is no effect.

Military Effects (if Mutiny successful)

The Power loses all **offensive capability** for 2 to 4 turns. No attacks allowed. In addition:

All corps have a **-1** penalty on **Morale Checks** for the duration.

Each Army suffers random **losses, 1-6** for each Army, modified as follows:

- 1 per defensive star if there is a general at army's HQ (except Petain and Kornilov -3 each)
- 1 if the Army has not fought (in attack or defense) since the last Interphase
- 1 Germany, Britain, United States
- +1 Austria-Hungary, Turkey

Losses are inflicted on intact corps first. If the number of losses exceeds the number of units, 2 steps are lost for each excess corps (but any remainder is ignored thereafter).

If a reduced corps is chosen (or a corps suffers 2 losses), it must pass an immediate special Morale Check immediately. This, without RP loss. This is made with a (unique) penalty of **-1**, ignoring all other modifiers.

If the Mutiny happens at the Game turn end (or the Interphase), any Out of Combat units will come back in 2 turns (not the next turn).

The commander-in-chief at **GHQ** is **dismissed** and replaced randomly with another available general (chosen by the player). No bonus to NW is gained. Exceptions : the Tsar, Enver Pasha, Petain, Kornilov, and Kronprinz always remain in place at GHQ (they cannot be dismissed).

End of the Mutiny

The mutiny lasts from **2 to 4** turns, determined randomly. Afterward, it's automatically over.

Example : in May 1917, a Mutiny occurs in the French Army. The French player is informed the mutiny will last 3 turns in total. The Mutiny lasts 2 more turns (June and July). In August, the French Army will once again be capable of offensive combat.

20.6.4 Revolt

Beginning with **level 4** or less for the NW, a Revolt is checked. The Revolt Test determines whether it succeeds. This roll is made in addition to (but after) the Strike and Mutiny rolls. Base chance works exactly like for Strike or Mutiny, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:

- +/- ? Parliament
- +5% England, France, Germany
- 5% Russia, if Centrals have not attacked on the Russian Front in the last 3 turns
- 5% England, if submarine losses ≥ 100 EP, or -2 if ≥ 150 EP
- 5% if regime **C** is in play (no matter where)
- +/- ? event

Effect on the NW

If the Revolt succeeds, a Revolt marker is placed on a city with a Production Site. Then, the Power loses randomly **1-6** points of **NW**. If the Revolt fails, the effect is reversed : the power gains **1-6** points of **NW**.

Each country may have only one "Revolt" at a time. If a second Revolt succeeds, no additional is placed.

Political Effect (if Mutiny successful)

Parliament : 50% chance that Parliament shifts **one level** toward Defeatism (to the left). Otherwise, there is no effect.

Economic Effect (if Revolt successful)

Like a Strike, the Revolt results in a "temporary" increase of **+1** level to Civil Production. In addition, the target city produces nothing (no EP) and all its manufacturing sites become inactive. Beware that effects of a Strike and a Revolt may be added together.

Repression

To subdue the Revolt, you must wait until a later Interphase and successfully perform the Political Action "Restore order."

20.7 Surrender

Beginning with **level -2** or less on the NW track, if no Revolution has just taken place (see next section), Surrender is possible. The Surrender Test determines whether it occurs. Base chance works exactly like for Strike, Mutiny or Revolt, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:

- +/- ? Parliament
- +5% Britain, France, Germany
- 5% Russia, if Centrals have not attacked on the Russian Front in the last 3 turns
- 10% England, if submarine losses ≥ 100 EP, or -20% if ≥ 150 EP
- 5% if regime **C** is in play (no matter where)
- 5% 1916
- 10% 1917
- 15% 1918+
- +/- ? event

Effect

If the test is successful, that Power surrenders unconditionally immediately. See **rule 20.7.1 below**.
If the Power does not surrender, there is no effect. NW does not change.

20.8 Revolution

No Revolution is possible in 1914 (go directly to the Surrender Test, if there is one). If your capital is lost, reverse Revolution / Surrender Test order (Russia or Austria : one lost capital).

Beginning with **level 4** or less on the NW track, AND if a Revolt has just taken place, a Revolution becomes possible. The Revolution Test determines whether it happens. This roll is only made after a successful Revolt Test. Note that the United States is immune to Revolution, and does not roll.

Base chance works exactly like for Strike, Mutiny or Revolt, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:

- +/- ? Parliament
- +5% England, France, Germany
- 5% Russia, if Centrals have not attacked on the Russian Front in the last 3 turns
- 5% England, if submarine losses ≥ 100 EP, or -2 if ≥ 150 EP
- 5% if regime **C** is in play (no matter where)
- +/- ? event

Effect :

- ❖ If a Revolution occurs, apply **20.7.1 below**. A new political regime is put into place, the effects of revolution then apply to it, etc...

- ❖ If Revolution does not occur, NW does not change. A Surrender Test is then done (if the NW square so indicates).

20.8.1 First Russian Revolution (Complex & Full Description)

Revolutions may occur in any major power (except the United States) during the game, although it is usually rare. Some powers are more immune to this event, and others are more prone to it. A Revolution Test is executed when the NW is very low.

General Principles

A Revolution may occur in any country, but **since Russia is most at risk** (because of its penalties for Social Tests), the rules below are written for this case. They still apply for any country. Remember, no Revolution may occur in 1914.

A Revolution may occur at the end of the turn, during the social checks, when the NW is very low.

- ❖ If the Revolution erupts, a new political regime (A, M, D or C) is installed (select randomly).
- ❖ The Revolution has random chaotic effects, more or less serious depending on the new political regime. These effects have a limited duration (in the end, the Revolution stabilizes itself).
- ❖ In addition, other Revolutions may occur: a power currently in Revolution may be subject to other subsequent Revolutions. These follow-on Revolutions may be triggered in the same way as the first, or when the opponent plays a special event.

New Political Regime

When the Revolution erupts, the player must check **Czar Nicolas II's reaction**, with a **-2** bonus if Rasputin is in play :

two possibilities exist :

2-5 : regime **M** (constitutional Monarchy), Nicolas II remains the Czar.

6-12 : Nicolas II abdicates (and Rasputin is removed from the game).

If the Czar abdicates, the player rolls another D12 for the new regime :

2-3 : regime **A** (Army), general Kornilov installs a dictatorship. He is appointed directly at the Russian GHQ.

4-5 : regime **M** (Constitutional Monarchy), Michel IV accepts to be crowned the new Czar.

6-11 : regime **D** (Democracy), the Republic is installed.

12 : regime **C** (Communism), the Bolsheviks grab power. .

Immediate Effects of the Revolution

The Revolution has immediate effects. These effects depend on the new political regime. See **List of Political Regimes** below and apply the effects that correspond to the new regime.

Revolution Random Effects

These effects apply each turn, starting with the following one.

Apply these consequences as long as the Revolution is not "stabilized" :

Parliament : the Parliament mood fluctuates. Roll 1 D6 **at the beginning of each turn** :

1 Defeatism, **2-3** Pacifism, **4-5** Warmongering, **6** Hard-Liner.

with a **-1** D6 modifier if a new Government has been installed during the previous turn (except new Revolution or Putsch).

Penalty : the Revolution gives a permanent **-1** penalty on certain tests.

- this penalty applies to the **Instability Test**, as well to all **Social Tests** : strike, mutiny, revolt, Revolution and capitulation.

- for the Instability Test, the -1 penalty cancels and replaces the Russia modifier.

- the -1 penalty does not apply if Centrals attack on the Russian Front during the same turn. Except, of course, if the Russian is the first to attack.

NW Instability : Instability is checked **each turn**. There are two cases :

the NW is out of the Instability Zone : the check is made but modified by the -1 Revolution effect, all other modifiers are ignored. If the NW falls, but stays out of the Instability Zone, there is no 2nd / 3rd check.

the NW is within the Instability Zone : the check is executed normally, with all modifiers, including the -1 Revolution modifier. A 2nd, and maybe even a 3rd, check may occur (no matter the current year).

Military : all morale checks suffer a -1 penalty.

Desertions : roll 1D12, and the result is the number of losses. These losses are split as the Russian wants, with **1 loss** per Army. If a loss applies to a reduced corps, an immediate special morale check is executed. This check has a -1 penalty (only), all other modifiers are ignored. These morale checks, when being applied to reduced units, spend no RP.

Economy : (during the Interphase)

- the power may produce only MUN and corps (no tanks, aviations, BB...). It may buy AMB, and pays for technology...

- no NW gain for the Civilian production level.

War Weariness : **+1** penalty to the War Weariness Test.

Political Regime : each regime has special effects. See below.

Free 'Revolutionary' Press

The press is granted full freedom if the new regime is D or M. But combat losses have a more profound effect. The loss **divider** is reduced by 1.

For example, in 1917 Russia has a Revolution, and her press is freed (regime D). The divider now is NW - 1 / 6 losses (instead of / 7).

Stabilization of the Revolution?

At the end of the **3rd Interphase** that follows the Revolution (that is, 1 year later), the situation is reassessed. A test is made to determine whether the effects of the Revolution settle down or continue until the **next Interphase**.

There is no stabilization test for regimes A and C (for A, the check automatically **succeeds** at the end of the 2nd Interphase, for C stabilization is not possible).

Stabilization Check (D12) : **9+**

+/-? Parliament

+1 regime D, Kerenski

+/-? event

If the stabilization test **succeeds** :

- Stop the Revolution's **random effects** (rule D. above no longer applies).

- If the regime is **D** or **M**, democratic elections occur. Roll 1D6, and the Parliament becomes :
[1] Pacifist, [2-3] Warmonger, [4-5] Hard-Liner, [6] Union Sacree.

- If the regime is **A** : no election, no change on the Parliament.

- The risks of a new Revolution are lowered : **+2** bonus to any future Revolution Test (cancelled if this check triggers a new Revolution).

- From now on, Russia has a **+0** modifier to her Instability Test and to all Social Tests (cancel the -1 penalty).

If the stabilization test **fails** :

- All the Revolution's effects apply until the next Interphase (3 turns later).

- A **new test** will occur during the next Interphase (and so on).

List of Political Regimes

Monarchic Regime "M" - Nicolas II

No special advantage.

Nicolas II did not abdicate or the new Czar is Michel IV. The Revolution's **immediate effects** : Rasputin is shot.

Parliament : its new mood is "**Warmongering**" this turn. Random variations the following turns.

NW : goes up to **27**.

Press : free.

Economy : the Civilian production moves up by 2 (in fact a penalty).

GHQ : the supreme commander (Czar or Grand-Duke) is revoked.

Democratic Regime "D" - Kerenski (historical in February 1917)

Main advantage: Kerenski reduces the social risks, and gives bonuses to a Grand Offensive, and some secondary advantages to Entente.

Kerenski may be installed in two ways :

- randomly during a Revolution check;
- or if Entente attempts a "Blue" putsch (playing the "Kerenski" event) to trigger a new Revolution.

Revolution's **immediate effects** : Polivanov (if minister) is fired, and Rasputin is shot.

Parliament : its new mood is "**Hard-liner**" (+1 box) this turn. Then, random variation each turn.

NW : goes up to **27**.

Press : free.

Economy : the Civilian production moves up by 2 (a penalty).

GHQ : the supreme commander is revoked (Czar or Grand-Duke).

Other effects (Specific to Kerenski) :

Social Tests : Kerenski gives a **+10%** bonus to all Tests (strike, mutiny, etc), which cancels the **-10%** penalty due to the Revolution.

Action "Restore Order" : **+1** bonus to the D12 for this Political Action.

Patriotism : **+1** bonus to the Patriotic Reaction Test, as well as to the National Resurgence Test (when a city or fortress is taken) (See 44.D).

Stabilization : **+1** bonus to the Stabilization Test.

The Kerenski event is no longer effective.

Military Dictatorship Regime "A" - Kornilov

Main advantage (Entente): Kornilov will put an end to the Revolution, and continue to fight on the Allies side.

Kornilov grabs power and installs a military dictatorship. Russia continues the war. Kornilov may obtain power in two ways :

- randomly, during a Revolution Test (result 2-3) ;
- or if Entente player plays the "Politics" event, and attempts a "White" putsch to take power.

Revolution's **immediate effects** : Rasputin is shot.

Parliament : its new mood is "**Warmongering**" this turn. Then, random variation each turn, with a **+10%** bonus.

NW : goes up to **35**.

Press : censored.

Economy : the war economy is in effect ; the Civilian production decreases by 2 (but no lower than 0).

Other effects (Specific to Kornilov) :

Revolution : apply the effects of the Revolution up to the **2nd Interphase** following the putsch. Then the Revolution is automatically stabilized.

Penalty : Centrals have a **+2** bonus to settle a Separate peace with Russia (See 106.A).

Communist Regime "C" - Lenin

Main advantage (Central Powers): the Bolshevik Russia's NW is collapsing quickly. Lenin will eventually sue for peace and capitulate.

Lenin may obtain power in two ways :

- randomly according to the Revolution Test (result 12+) ;
- or if Centrals player plays the political event "Lenin" (#37) and attempts a "Red" putsch to trigger a new Revolution.

Revolution's **immediate effects** : Polivanov (if minister) is fired, and Rasputin is shot.

Parliament : its new mood is "**Defeatism**" and does not move. There are no more random variations.

NW : goes up to **27**.

Press : censored.

Economy : the Civilian production moves up by 2 (penalty).

GHQ : the supreme commander is revoked. He is replaced by another GHQ general (Brusilov or Alexeiev, or failing that, nobody).

Diplomacy : remove all Russian AMB.

Other effects (Specific to Lenin) :

World Revolution : **all Social Tests** for **both sides' powers** get an additional **-10%** penalty (communist propaganda) (permanent effect).

Diplomacy : Russia no longer gets any AMB.

Instability :

- the **Instability Zone** comprises the whole NW track (for this power).
- the **Instability Test** is resolved with a total **-3** effect. Do not use the other modifiers (except events).
- if the 1st Instability Test lowers the NW, a 2nd Test occurs, then a 3rd Test (if NW lowers again), no matter what the current year may be.

Social Tests : all Social Tests use a total **-3** effect. Do not use the other modifiers (except events). This penalty also applies to the Surrender Test.

No new government may be installed in the **C** regime.

Revolution : ignore any Revolution Test. Go directly from the Revolt Test to the Surrender Test (if these checks are required).

Interphase :

- when the C regime is in effect, the Interphase is much simplified : no NW adjustment subphase, no political actions, no production...
- MUN flow = **0**
- RP flow = **9 RP** (reduced by half)

Stabilization : the Revolution cannot be stabilized.

Patriotism : no Patriot Reaction if Centrals attack Russian territory.

Surrender : the Surrender Test is resolved with a **-3 D12** penalty. If the result is an unconditional surrender, while in "C" regime, **no war indemnity** is given to Centrals.

Victory Penalty : no matter which side prevailed militarily, the mere existence of a "C" regime inflicts a **-3 VP** penalty per C regime in the game.

The Lenin event (if not already played) now becomes "Propaganda" if played against Bolshevik Russia.

20.8.2 Successive Russian Revolutions

Revolutionary Russia may be the victim of many Revolutions, which can change the regime again.

Presentation

When the Revolution has begun, Russia is more unstable than before, and another Revolution may happen :

- either triggered by a low NW and a Revolution check that results in another revolution..). A new political regime is determined.
- or triggered by a player, playing some random event :

- ❖ Entente may attempt a "White coup" to install a military dictatorship ("A" regime) and quickly put an end to the Revolution. The Allied player has to play the "Political" event with the Kornilov option.
- ❖ The Central Powers may attempt a "Red coup", by playing the "Lenin" event, to attempt to install regime "C". If successful (new Revolution), the Bolsheviks take power.
- ❖ Entente may trigger a "Blue" insurrection, by playing the "Kerenski" event, to attempt to install a "D" regime. It may be his interest to do so if the present regime is M or (especially) C.
- ❖ All this results in the high unpredictability of a Revolution. It may result in widely different outcomes. The historical pattern of the Bolsheviks taking power is but one of the several hypotheses provided by the game.

New Political Regime

If the Revolution is triggered by low NW (not a player's action), Nicolas II automatically abdicates (if still czar). A **+20%** penalty is applied if the opponent plays the "Lenin" event, otherwise the chances are:

- 15%:** regime **A** (Army), General Kornilov installs a dictatorship. His supreme commander counter is placed on the Russian GHQ.
- 25%:** regime **M** (Constitutional Monarchy), Grand-Duke Michel accepts to be crowned the new Czar.
- 50%:** regime **D** (Democracy), the Republic is proclaimed. The Kerenski counter is automatically placed in Petrograd.
- 10%:** regime **C** (Communism), the Bolsheviks take power. The Lenin counter is automatically placed in Petrograd.

Special: Central Powers may play the "Lenin" event to inflict a **+20%** penalty to this Test. If the result is not the "C" regime, Centrals reclaim the event, to play it again later !

The "White" Coup

Kornilov represents the counter-Revolutionary and militaristic reaction (to install a dictatorship). There is no Kornilov event counter, but Kornilov appears as an option to the "Political" event (#49).

The **Allied player** may trigger a direct coup by playing this event, and choosing the "Kornilov" option.

The coup is **impossible** if :

- this event fails.
- the political regime is "M" or "A".
- Centrals attack on the Russian Front during the same turn.
- a Russian Grand Offensive is underway (or has just ended).
- a Russian mutiny occurred this turn.

A direct coup check is made at the end of the turn, after the NW adjustments and the social checks.

If Russia carries out a Grand Offensive, Kornilov gets a bonus for his coup (success or defeat !).

The coup succeeds if the result is **12+**.

- +1** per game turn since the last Revolution, max. **+3**
- +1** Russian Grand Offensive failure or **+2** if success
- +2** Kornilov at GHQ
- 2** the Revolution is stabilized
- 4** Lenin event (or Lenin currently holding the power)
- +/-?** other event

If the **Coup succeeds**, Kornilov grabs power. Put his counter in Petrograd (reverse side of the Rasputin counter) instead of Kerenski or Lenin (depending on the current head of state). This personality is eliminated for the remainder of the game. Apply the effects of the coup (See below).

If the **coup fails** :

- NW is lowered by 1 D6.
- a mutiny erupts in the Army (See below).
- Kornilov is removed from the game. This general may no longer appear, until the end of the game.
- if Central Powers player used his Lenin event, he takes back his event, and he will be able to play it again later.
- a **-1** penalty for any Red or Blue insurgency, and to any Loyalty Test (See below).
- another White coup is possible after the next Interphase. All modifiers will be recomputed from zero (after this Interphase), but Kornilov will no longer be present.

"Red" Insurrection

Impossible if Lenin has been eliminated from the game.

Central Powers may attempt to trigger a Bolshevik Revolution, by playing the "**Lenin**" event (#37). Yet, there are 2 requisites to trigger this insurrection :

- a Revolution has already occurred ;
- Centrals do not attack on the Russian Front this turn.

The insurrection is played in several steps, in a precise order. The purpose of these rules is to obtain a huge loss of NW, so the Revolution Test will succeed (hopefully).

Army Loyalty : a first test is resolved to reveal the Army's Loyalty to the government, when confronting the insurrection (roll 1 D6). The result will be a bonus to the **Instability Test**.

[1] not loyal ; [2-4] bonus +1 ; [5-6+] bonus +2

D6 modifiers :

- +1 regime M
- +1 Revolution is stabilized
- +1/-2 success / failure of a Russian Grand Offensive or Major defeat
- 1 failure of a White coup

The Army is "loyal" on a 2+ result.

Instability Test : is then resolved, even if the NW marker is outside the Instability Zone. The NW variation is "D12 - 7 +/- modifiers", with the only following modifiers:

- 1 Revolution (except if stabilized)
- +/- ? Parliament
- +? Army Loyalty (0 to +2)
- +/-? event

If there is a NW loss, a 2nd test is resolved, with an additional **-2** penalty. If there is still another loss, execute a 3rd test with a **-3** penalty.

Social Tests : execute the tests in the usual order (workers strike, mutiny, revolt, Revolution) with the following modifiers only

Workers strike :

- 1 Lenin is played
- +1 Kerenski holds power (regime D)
- +? Army Loyalty (0 to +2)
- 1 Revolution (except if stabilized)
- 1 failure of a White coup
- 1 regime C in play (anywhere)
- +/-? event

Mutiny : same as workers strike, adding the following

- +/? Parliament
- 2 failure of a Russian Grand Offensive or Major defeat

Revolt and Revolution : same as workers strike, adding the following

- +/? Parliament

If the Revolution Test is successful : the **Bolshevik Revolution** erupts, Lenin grabs power. Lenin appears in Petrograd, replacing Kerenski or Kornilov. Whoever was in power is eliminated until the end of the game. Apply the immediate random effects of the new Revolution.

If no Revolution occurs, the **insurrection fails**. The Lenin event is placed into the event pool (not put aside). It may be drawn again and played. The Russian NW goes up to 27.

No Surrender Test is resolved during a Red insurrection.

"Blue" Insurrection

Not possible if Kerenski has been eliminated from the game.

Entente may attempt to trigger a republican Revolution by playing the "**Kerenski**" event.

This insurrection is played like the Red insurrection, with the following differences :

- Loyalty : -2 D6 bonus in a "C" regime
- riot : D6 for a "A" or "C" regime, or D12 for a "M" regime (disregard Loyalty)
- Instability Test : add +3 in "C" regime
- Social Tests : add +2 in "C" regime

Worker Strikes : the modifiers are altered so

- +2 in "C" regime
- 1 Revolution (except "C" regime)
- 1 free press
- +/? Army Loyalty (0 to +2)
- +/-? event

Mutiny : same thing, with these additions

- 2 failure of a Russian Grand Offensive or Major defeat

Revolt and Revolution : as workers strike, and add :

- +1 censored press (cancel the -1 penalty for free press)
- 1 if a Mutiny has just erupted

Success : same as Red insurrection, the Kerenski character is placed in Petrograd.

Failure : same as Red insurrection failure.

20.8.3 Revolution elsewhere in Europe

Revolution may erupt in any other country, although it is less probable. The principle and the effects are similar to the Russian Revolution. If the Revolution appears in a Central Power, reverse the roles of the Allied and Centrals players in the various checks, the White putsch, the Red insurrection, etc.

The Revolution

All European powers may be subject to a Revolution. The United States is immune..

Apply the Russian Revolution procedure above, as well as the immediate and random effects. However, each power has its specific rules for checking for a new political regime..

Characters

The "Russian" Revolutionary leaders Kerenski, Kornilov and Lenin may be played, even if the Revolution happens elsewhere.

In this case, consider that these characters have a different name, such as Rosa Luxembourg, Bela Kun, Horty, Mussolini, etc.

Each character represents a Revolutionary or counter-Revolutionary faction, which would have been very active in a Revolution.

Instability Tests

As long as the Revolution is not stabilized, cancel the power's modifier. It is replaced by the -1 Revolution penalty.

German Revolution

Roll 1D12 : on a **9+** result, the Kaiser abdicates. Else, the Kaiser stays at the head of Germany, and the regime becomes "D".

If the Kaiser abdicates, roll another D12 to determine which type of regime is installed :

2-8 : regime A, a German general installs a dictatorship.

9-11 : regime D, the Republic is proclaimed.

12 : regime C, the spartakists grab the power.

Ludendorff is the German Kornilov ; Max de Bade is Kerenski ; Rosa Luxembourg is Lenin.

Austro-Hungarian Revolution

Roll 1D12 : on a **8+** result, the emperor abdicates. Otherwise, the emperor keeps the power and the regime becomes D.

If the emperor abdicates, or if a 2nd Revolution erupts later, the Double-Monarchy collapses. Austria and Hungary split. Both surrender unconditionally immediately (See 108.C).

English Revolution

Roll 1D12 : on a **8+** result, the king abdicates. Otherwise, the king stays at the head of the nation. The regime is still "D", but the Parliament turns to "Defeatism".

If the king abdicates, roll another D12 to determine the new regime :

2-4 : regime A, an English general installs a dictatorship.

5-7 : regime D, Edward VIII receives the crown.

8-9 : regime D, the Republic is proclaimed.

10+ : regime C, the Reds grab power.

Haig is the English Kornilov ; Churchill is Kerenski ; MacDonald is Lenin.

French Revolution

The Third Republic is automatically abolished. Roll 1D12 to determine the new regime :

2-5 : regime A, a French general installs a dictatorship.

6-8 : regime D, the Fourth Republic is installed.

9+ : regime C, the Reds grab power.

Pétain is the French Kornilov ; Briand is Kerenski ; Longuet is Lenin.

Italian Revolution

Roll 1D12 : on a **5+** result, the king abdicates. Otherwise, he stays on his throne, the regime is still "D", but the Parliament turns to "Defeatism".

If the king abdicates, roll another D12 to determine the new regime :

2-5 : regime A, an Italian general installs a dictatorship.

6 : regime D, Humbert II accepts to be crowned the new king.

7-8 : regime D, the Republic is proclaimed.

9+ : regime C, the Reds grab power.

Diaz is the Italian Kornilov ; Gioletti is Kerenski ; Mussolini is Lenin.

Turkish Revolution

Roll 1D12 : on a **7+** result, the sultan abdicates. Otherwise, he stays in place and the regime becomes M.

If the sultan abdicates, roll another D12 to determine the new regime :

2-6 : regime A, a Turk general installs a dictatorship.

7-8 : regime M, Mehemet V is the new Ottoman sultan.

9+ : regime D, the Republic is proclaimed.

The regime "C" may never appear in Turkey. Kemal is the Turk Kornilov ; Cemal pacha is Kerenski.

Note : the names of the Revolutionary characters are provisional, and should not be considered as the result of an in-depth historical study. There was no Revolution outside Russia, so there may be no historical confirmation of these speculations.