

X?. List of Political Actions

Calling Up Conscripts

This Action may be selected once per Interphase.

Purpose : Get additional RP. This action never really fails. Rolling 1D12 gives various levels of success (number of RP received).

Condition : Maximum 5 times per power for the whole war. Each time this action is used, check a box on the power's economical form, under the heading "new class".

Britain : not allowed until action **Conscription** is played.

Turkey : never allowed.

Success D12 Roll : **7+**

+? Parliament

+1 Britain, Germany, Italy

+2 Russia

-1 in 1917 or -2 in 1918

Consequence : Add this number to the power's current number of RP.

D12 ☐ 10 : add **8** RP

D12 ☐ 7 : add **5** RP

D12 ≤ 6 : add **2** RP (considered a failure for game purposes)

Russia, modify this number by **+2 RP** (no matter which result was rolled).

Effect on NW :

Success :NW +1 Failure : NW -1 (if D12 ≤ 6)

Assigning a General to an HQ

This Action may be selected once per Interphase.

Purpose : Assign a new general to an HQ.

Condition : An HQ must exist with no general currently attached.

Success D12 Roll : **7+**

+? Parliament

+1 M regime (Germany, Austria)

+2 A regime (Russia, Turkey)

Consequence : Select a random general from the generals' pool. You may put this general on any empty HQ. You choose which HQ after the general is drawn and revealed.

Effect on NW :

Success :NW +1 Failure : NW -1

Restore Order

This Action may be selected several times per Interphase.

Purpose : suppress a strike or a revolt.

Success Die Roll : **7+**

-1 Russia, Austria-Hungary or Revolution in progress

Consequence : one "Strike" (French : Greve) or "Revolt" counter is removed, after the power's economical income has been computed.

Effect on NW :

Success :NW +1 Failure : NW -1

Raise Wartime Economy

This Action may be selected twice per Interphase.

Purpose : Increase war production.

Success Die Roll : **7+**

- +?** Parliament
- +1** Germany, France, Britain
- 1** Russia, Turkey
- 1** if a second Adjustment is rolled for, after a successful first one.

Consequence : Civilian production is lowered by 1, after the power's economical income has been computed.

Effect on NW :

Success :NW -4 Failure : NW -1

War Loans

This Action may be selected once per Interphase.

Purpose : Get additional EP. This action never really fails. Rolling D12 indicates various levels of success (numbers of EP received).

Success Die Roll : **7+**

- +?** Parliament
- +1** Germany, France, Britain
- 1** Italy, Russia
- 2** Turkey
- 1** per additional loan during the same year (cumulative modifier)

Consequence :

D12 > 7 : success

D12 <= 6 : considered a failure (penalty on the NW)

	GER, A-H		
	RUS, ITA GB, FRA Turkey		
12+	30	40	15
10-11	25	30	15
7-9	20	25	15
5-6	10	15	5
2-4	5	10	0

Effect on NW :

Success :NW +1 Failure : NW -1 (if D12 \leq 6)

Strengthen Parliament

This Action may be selected once per Interphase.

Purpose : change the Parliament's mood.

Success Die Roll : **9+**

- ?** Parliament (opposite effect)
- +1** Germany, France, Britain

Consequence :

Parliament shifts one box to the right.

Effect on NW :

Success :NW +1 Failure : NW -1

Increase National Morale

This Action may be selected twice per Interphase. --> every turn

Purpose : Increase the National Will.

Success Die Roll : **9+**

+1 D regime

Effect on NW :

Success :NW +1 Failure : nothing

Military Cooperation

This Action may be selected once per Interphase.

Purpose : negate the -2 penalty for multinational military cooperation. If successful, the effect lasts for the next 3 turns. The HQs may supply one another.

Success Die Roll : **7+**

+1 M regime (Germany, Austria)

Effect on NW :

Success :NW +1 Failure : NW -1

Sacking a General

This Action may be selected once per Interphase.

Purpose : remove a general from an HQ.

Condition : the general was engaged in a battle, once during the last 3 turns.

Remark : some generals cannot be fired (e.g. the Kronprinz, the Duke of Aosta, etc) (See → Generals, at the end of booklet IV).

Success Roll : **special**

Roll a D6. If the result is the general's **sack** value (center value), the general is sacked. Otherwise, nothing happens. Add D6 modifiers :

-1 minor defeat (lost hex, but no enemy breakthrough)

-2 limited defeat (limited breakthrough)

-3 major defeat (major breakthrough)

Consequence : the general is out of the game, except for special cases (for example, Foch may reappear in the InterAllied GHQ).

Effect on NW :

Success :NW +1 Failure : NW -1

Expeditionary Force

This Action may be selected once per Interphase.

Purpose : This action allows a power to send an Army outside the power's normal theater(s) of operation.

Armies : this action affects only the following Armies : "**Süd**" (Germany), "**Orient**" (France), "**Zentr**" (Russia), "**Alpen**" (Austria).

Britain : this Action is not required. GB may send its Armies anywhere.

Success Die Roll : **8+**

+2 Parliament

+1 Germany

-1 Russia

Consequence : the selected Army must be sent to another theater of operation, that does not lie on the power's borders (See 47.C) before the **next Interphase**. It will remain there for **1 year** at least (9 game turns). Failing that, the power will lose NW -3 (end of turn).

Effect on NW :

Success :NW +1 Failure : NW -1

Free Fortresses Garrisons (Entente only)

This Action may be selected once per Interphase.

Purpose : free use of the garrison corps.

Remark : Germany may freely use garrison corps from the beginning of the game.

Success Die Roll : **8+**

+? Parliament

Consequence : the garrison corps may leave the garrisoned fortresses and be attached to any Armies (ignore rule 40-B).

Effect on NW :

Success :NW +1 Failure : NW -1

Conscription (Britain only)

This Action may be selected once per Interphase.

Purpose : increase the RP flow to the standard level.

Success : **9+**

-1 in 1914

+1 Italy at war against Entente

+2 in 1916+

Consequence :

Britain now gets a **10 RP** flow. She may build up to 5 corps per Interphase, instead of just 2.

Effect on NW :

Success :NW +1 Failure : NW -2

Promises to Italy

This Action must be selected by two powers.

Purpose : the governments promise some territories to Italy.

Condition : France and Britain must choose this Action together (Entente), or Germany and Austria must choose it (Centrals). The die is rolled once for both powers, and the result applies to the whole side.

Success Die Roll : **7+**

+1 if Italy's diplomatic level ☐ 0 (Entente)

-1 Centrals

Consequence : Entente or Centrals will get a modifier to their diplomatic die rolls.

Effect on NW :

Success :NW +1 Failure : NW -1

Promises to Romania (Entente only)

This Action must be chosen by France and Britain at the same time.

Purpose : the Allies recognize that Transylvania is a rightful war aim for Romania.

Success Die Roll : **7+**

+1 Przesmyl is besieged or controlled by Russia.

Consequence : bonus diplomatic die roll modifier for Entente.

Effect on NW :

Success :NW +1 Failure : NW -1

Peace Negotiations

This Action must be chosen by all powers on a given side (except Turkey).

Purpose : request that an enemy power enter peace negotiations.

Centrals ☐ Russia ; Entente ☐ Austria-Hungary.

Condition : only during the Winter Interphase (therefore, no more than once per year).

All friendly powers (except Turkey) must choose this Action together. The success die roll is the same for everybody.

Success Die Roll : **special** (it depends on the result of the negotiations)

Consequence : the government may enter sincere negotiations (diplomacy) or bluff with the foreign power to lower its NW (if it accepts to negotiate). (See rule § 105).

Effect on NW

Success/ Failure : special (it depends on the result of the negotiations)

New Supreme Commander (in GHQ)

This Action may be selected once per Interphase.

This Action is **required** if you were defeated during the last Grand Offensive (in defense ; or from 1916+, in attack).

Purpose : sack the current Supreme Commander, and replace him with a new Supreme Commander. The Generals eligible to be promoted to GHQ are special ones. Their counters are marked with "GHQ". Their sacking value is printed in Red.

"A" Regime (Russia, Turkey) : impossible, except as a result of a random event.

Success D12 Roll : **10+**

-? Parliament (opposite effect)

+1 free press (Revolution)

+2 during Winter 1916 ; +3 during Winter 1917+

+1 M regime (Germany, Austria)

+3 major enemy breakthrough (last 3 turns)

- ? Supreme Commander's sacking value (middle one)

+5 Defeat during the last Grand Offensive (friendly or enemy)

Consequence : choose a Supreme Commander among the available GHQ generals. Beware ! There are different generals on the front and reverse sides of the counters. The Supreme Commander is placed on the GHQ ; if he was assigned to another HQ, remove his counter from this HQ.

The former Supreme Commander is sacked (unless there is an exception (See → Generals, at the end of booklet IV)).

France : if Joffre is sacked, then general Foch is sacked too (in play or not) (Foch will come back with the InterAllied GHQ).

Effect on NW :

Success :NW +8 Failure : NW -2

EXCEPTIONAL ACTIONS

Blockade of Neutral Countries (Britain only)

This Action may be selected once per Interphase or may also occur via event.

Purpose : Britain strengthens her blockade, and puts in effect a more restrictive "Neutrals Blockade".

Condition : "Centrals Blockade" must already be in effect.

Success Die Roll : **8+**

+/-? Parliament

+1 Submarine warfare (+2 if All-Out)

Consequence : the Neutrals blockade is in effect. From now on, Centrals blockade die roll will get a **+2** modifier.

The Neutrals blockade has a penalty when dealing with the United States and some minor countries (Netherlands and Scandinavian countries) :

Netherlands, Denmark, Norway, Sweden : roll 1 D6 for each of them : [1-2] +1 level ; [3-4] +2 levels ; [5-6] +3 levels.

United States : their entry level raises two levels.

Effect on NW :

Success :NW +1 Failure : NW -1

Submarine Warfare (Germany only)

This Action may be selected twice per Interphase.

Purpose : reduce the supplies that Britain receives by sea trade. There are 2 levels of submarine warfare : the first one is "Restricted", and the other one is "All-Out" (with more destruction).

Condition : Germany must first choose Restricted submarine warfare. But she may choose this action a second time during the same Interphase, to adopt "All-Out" submarine warfare.

Success Die Roll :

7+ for Restricted Warfare

9+ for All-Out Warfare

+/-? Parliament

+1 Central Powers Blockade is in effect (**+2 Neutrals Blockade)**

+2 starting with 1917

Consequence : during the next Interphase, the U-boats cause losses according to the Submarine Warfare chart (See Strategic Game Aide).

When the submarine warfare is declared, the German U-boats set up directly in the trade box in the North Atlantic.

Submarine Warfare has a penalty when dealing with the United States and some minor countries (Netherlands and Scandinavian countries), which gets worse when switching to "All-Out" submarine warfare :

Netherlands, Denmark, Norway , Sweden :

- Restricted : -1 box each.

- All-Out : roll 1 D6 ; [1-2] -1 level; [3-4] -2 levels ; [5-6] -3 levels.

Greece), Portugal : 1 box each time.

United States : their level goes down 2 levels each time.

Effect on NW :

Success :NW +1 Failure : NW -1

Organize Convoys (Britain only)

This Action may be selected once per Interphase.

Purpose : lower the trade losses caused by German U-boats.

Condition : All-Out submarine warfare must already be in effect.

Success Die Roll : **10+**

-1 in 1915

+1 per 30 EP lost (submarine warfare) during the current Interphase.

+1 United States is at war

Consequence : Entente's trade areas now benefit from the protection of convoys (See Britain Game Aide).

Effect on NW :

Success :NW +1 Failure : NW -2

Change Political Regime (Russia only)

This Action may be used once per Interphase.

Purpose : change from "A" political regime to "M" regime.

Condition : not allowed during a Revolution.

Success Die Roll : 11+

+/-? Parliament

-1 Rasputin active

-1 Nicolas II at GHQ

Consequence :

- Russia becomes a Constitutional Monarchy, like Germany, and is no longer "czarist" (especially when dealing with the United States).

- Rasputin no longer influences the Czar's court. He is permanently removed from the game.

- The random events *Czar in GHQ* (#9) and *Rasputin* (#38) have alternative effects.

- The Russian -1 effect for NW entering the Unstable Zone is cancelled (provided all is quiet on the Eastern Front).

- *Workers Strike event* : Russia no longer gets a 1-2 chance of suffering a workers strike if a Western Power draws this event. Furthermore, Russia's NW loses only 1 to 3 points (roll 1D6 and halve the result) instead of 1 D12 if the Russian front is quiet.

- Penalty : Centrals get a +1 bonus to get a Separate peace with Russia (See 106.A).

If rolling for this event results in a failure : Russia automatically gets a **Workers Strike** and the **Parliament** goes down one box toward Defeatism.

Effect on NW :

Success :NW +5 Failure : NW -5

Polish General Government (Germany only)

This Action may be used once per Interphase.

Purpose : create a Polish client state.

Condition : the **4 Polish cities** (Warsaw, Lodz, Lublin and Brest-Litowsk) are conquered.

Success Die Roll : 9+

+/-? Parliament

+1 whole Russian Poland is occupied

-1 Nicolas II at GHQ

Consequence :

- Russia loses NW -2.

- Germany gets the "Polska" Polish Corps **6-6-4** for free.

- When the Polish unit is reduced, it is flipped back to the front side during the next reinforcement phase, with **no** RP spending.

- Remember : this corps may be used only on the Russian front.

Effect on NW :

Success :NW +1 Failure : NW -1

Recognition of Bulgaria's Rights (Allies only)

This Action may be selected once per Interphase.

Purpose : Bulgaria is no longer pro-Centrals.

Condition : this Action may be selected by France, Britain or Russia (any one Allied power is enough).

Success Die Roll : 7+

+/-? Parliament

Consequences :

Entente officially recognizes the rights to Bulgaria over "Macedonia" and "Thracia".

Bulgaria is no longer "pro-Centrals" when its diplomatic level is within -4 to +4. This Entente's penalty is cancelled.

In the other hand, there is a penalty with these following countries (roll a D6 for each one) :

Greece : +? boxes equal to D6

Turkey : +2 boxes on 3-6, otherwise nothing

Italy : **+1 box** on 4-6, otherwise nothing
NB : Serbia never reacts (already at war).

Effect on NW :

Success :NW +1 Failure : NW -1