

PART 1 - GENERAL PRESENTATION

2. Understanding the Game

There are some key concepts and elements to grasp to fully understand this complete simulation of the 1914-1918 Great War.

You must lead your nation or alliance (Entente or Central Powers) to victory along the tortuous path of the First World War. To win, you must acquire the highest possible score in victory points without losing morale, i.e. without having your "National Will" fall below the lowest level. Or you may endeavour to have your opponents fall before you do!

Here is a brief summary of what elements you need to know to fulfil this mission, in the basic fields covered by the game: warfare, diplomacy, economics, administration and politics, technologies and military doctrines. More details are available in the various relevant sections that follow.

2.1 Key Concepts

Game Scale

World War One is a turn-based strategy game. Each game term is 1 or 2 months of real time, divided into phases (the most important of which is the Military phase).

The year 1914 is divided into 4 turns and a one-off pre-turn (Early August 1914, comprising only a few game phases). The years 1915 to 1918 each have 9 game turns.

Every three turns (i.e. each season), there is a planning phase (particularly useful for economics and politics).

The base military combat unit is the army corps.

Nations

Nations are the political and diplomatic basis of the game. They are represented in the game as close as possible to the available historical data. Nations are either neutral, or have sided with one of the two alliances that are opposed in the war: The Central Powers (Germany & Austria-Hungary) and the Entente (France, Great-Britain and Russia). Germany, Austria-Hungary, France and Great Britain (*but also Italy, Turkey, USA*) are referred to as Major Powers or Major Nations.

Game Turns Phases

Game turn phases are:

- ❖ Events (Initiative and Weather determination included) **
- ❖ Diplomacy and Technology ** *** from September 1914 onwards*
- ❖ Redeployments *** *** from January 1915 onwards*
- ❖ Reinforcements **
- ❖ Military Phase (Naval Actions included)
- ❖ Siege Tests (and NW adjustments**)

Military Phase

Each alliance plays alternatively, depending on who holds the **Initiative**. Obtaining Initiative allows alliances to: 1/ play first or second in a turn (your choice); 2/ attempt more easily to play a **Reaction** for one of its armies in the enemy's turn.

Play Order (in the Military phase) is the following:

➔ Important Preliminary Note: none of the activation steps below are required if the 'strict turn order' option is not selected.

- The side with Initiative will play its turn. The other side is passive, but some military actions are still possible (Interceptions, Reactions).
- The player with Initiative activates all its armies - one by one – on a given front.
- It will start by activating its Main Army on the concerned front. This army may move and can attack the enemy (the latter may intercept the moving units).
- When all stacks of the activated army have been moved, then all battles generated by these moves are now resolved, one after the other.
- When all battles are resolved, the active player may exploit its breakthroughs (with the units in the reserve of its activated HQ), where he won the battle.- Once this is done, the player will activate another army (of his choice) and play again with that army, and so on until all his armies have been activated.
- It is possible to attempt the activation of 2 armies together, by succeeding in a coordination test; done with the 2 generals currently on the 2 respective HQs (each general has a coordination value, the lower the better!). In case of failure, only one army will be activated at a time (the other one will be activated next). In case of success, the 2 armies are played together: they can move and fight together.
- The active alliance may move its GHQ once, at the same time as any one activated army.
- When the active alliance has completed all the activations of all its armies, it can then move all its **independent** stacks, i.e. those not under an army command. *For example, all units in the colonies in Africa.* Its military phase is now over.
- The opposing alliance (the one without Initiative) now plays its turn. It is now the active player and the alliance which just played (the one with Initiative) is now passive (except interceptions and reactions). Roles are now reversed.

The Calendar

A game year is made up of 9 turns, grouped into 3 seasons (each ending in a seasonal Interphase):

Winter
January-Feb
March-April
May
1st seasonal Interphase (Summer)

Summer
June
July
August **
2nd seasonal Interphase (Autumn)

Autumn
September
October
November-Dec
3rd seasonal Interphase (Winter)

Important Note – August 1914: ** Only August 1914 is divided into 2 turns: the special Pre-turn (the beginning of August) and August. This is to show the phases of mobilization and execution of initial war plans and the great intensity of the initial operations.

- ❖ In August, the Allies play first on the Western front, followed by Centrals act. On the Eastern front, it's the opposite.
- ❖ During September roll for initiative as normal.
- ❖ In 1914, there is no Autumn Interphase (at the end of August).

Other Phases (from September 1914 Onwards)

Event Phase: every turn, each Major Power receives a **variable number of events**, that may be Public (immediate effect) or Secret (to be played later). Details of the event are explained in the event

information window. Some events will ask you to choose between different alternatives (effects are usually explained in the tooltips).

Diplomacy: every turn each alliance may attempt one diplomatic mission in a neutral country of its choice where it currently has a friendly Ambassador (non null value). A diplomatic test is made, using as a bonus the sum of all friendly Ambassadors values, less the sum of all opposing Ambassadors values (if any). The test result shows either No Effect or a change in the Diplomatic Level of the target country.

According the level thus reached, the neutral country may change its attitude and behaviour. Results are explained in the Diplomatic Information Window.

If the neutral country declares war, it may sometimes affect the other neutral nations with often adverse consequences (for example in the Balkans, or between Italy and Turkey).

Reinforcements: each alliance receives its reinforcements, as indicated in the Reinforcement window that appears at the beginning of this phase. Usually, reinforcements appear directly inside existing armies. New armies may also be built during the Planning phase (see Economy below).

Similarly, Out of Combat units are now back in play. Each country also receives RP (Recruits Points) and MUN (Munitions). 50% of RPs may be used immediately to replenish to full strength those corps that have been reduced in combat. The other half of the RPs should be kept for use during battles (you need to spend 1 RP for every morale test in a battle).

Related concepts:

Initiative: each alliance makes an Initiative test on each front, East and West, modified by the value of their best General-in-Chief (the one present on the front GHQ). The alliance which obtained the highest score receives the Initiative on that front.

Weather: weather may change depending on the climate zones, based on the geography of Europe, and the ongoing turn (bad weather is more frequent in winter turns). Combat is more difficult in poor weather, and movement and reconnaissance (both aerial and naval) is hampered.

Technology: technology is handled at the alliance level (i.e. Entente or Central Powers). Each **nation** chooses two technology projects (TECH). Every project chosen is then tested to determine if the project can be undertaken or not. Then, in case of success, each turn the projects currently under research are tested. If failed, the project progresses slowly (and its success percentage increases). If successful, that alliance gains the benefits of the TECH and its effects. The Technology Information window gives more details on these effects.

Naval: alliances may have their fleet sortie from ports on different missions (transport, raid, sea control, interceptions). German fleet sorties may be restricted by the intervention of the Kaiser.

The Fronts

There are 3 fronts in La Grande Guerre: two in Europe, Eastern and Western, and the third front being the rest of the world. The boundaries of the 2 fronts are indicated in the second special Military Map sub-mode (in Military Map mode, use the Tab key twice to see it)

Initiative

Here are the key elements:

- ❖ For each Front, Initiative is determined at the beginning of each turn. A random number [D12] is modified by the Initiative value of a GHQ.
- ❖ According to the front, the GHQ used are:
 - + Western Front: Germany / France or England.
 - + Eastern Front: Germany or Austria / Russia.
- ❖ The player with the highest result has Initiative for the turn. In the case of a tie, the side that did not have the Initiative on the previous turn gets it.

Exception: Initiative is predetermined in the 1st turn of the Scenarios. For example, in 1914, the GHQ Initiative values are:

Western Front:

- Joffre (France): 4
 - Moltke (Germany): 2

Eastern Front:

- Grand Duke (Russia): 3
 - Conrad (Austria-Hungary): 4

Advantages of Initiative

- ❖ For each front, the side with Initiative decides who plays first.
- ❖ Initiative allows a player to react without a negative effect to attempt a "Reaction" of an Army, during the opponent's turn.
- ❖ Not having Initiative gives a -2 penalty for Reaction.

2.2 The Map

The game map is a 2D representation of Europe. (NB: the map was rotated in order to show both the Western and Eastern fronts on a horizontal plane, and areas outside the main combat zones have been excluded).

The map is divided into regions or sea zones. Type of terrain is shown and influences movement, attrition and combat.

- ❖ Each region may hold one stack of friendly units.
- ❖ Some regions have a city, which displays production values, National Will, etc. They are of great importance.
- ❖ Other regions have a smaller town which is usually a railway station or the location of a fortress.
- ❖ Most regions are empty of significant city or town.

There are also "Off-map boxes" which are a representation of much larger group of areas, or even the whole territory of a nation, and they are connected with the European map.

Countries

The map is broken up into major powers (represented by the players) and minor countries. The borders of all these countries are marked in dark red, and can be seen when applying the Political [F3] or Diplomatic [F4] map filters.

Political ownership may differ from control as indicated in tooltips.

Terrain

Each region on the map represents a specific type of terrain, as summarized in the following chart

Terrain

Plain (Light tan).

Plains terrain represents open and cultivated areas, usually around cities and settled areas.

Forest (green).

Forest is a terrain covered with trees where open ranges are almost nonexistent or very limited.

Jungle (same as forest, in Offmap Boxes only)

Jungle is a terrain covered with exotic trees where open ranges are almost nonexistent or very limited.

Swamp (bluish with a marsh symbol).

Swamp terrain represent those soft ground, water covered marshy areas.

Movement Cost

No impact on standard movement (except in Rain, where the MP cost increases by +1 MP).

Slows down movement (2 PM, 3 PM for cavalry).

Movement is very difficult (2 PM, 3 PM for cavalry).

Combat Effects

No impact on combat.

Defender: +1 defense value all combat rounds.

Defender: +1 defense value all combat rounds.

Flooded Plain (bluish with a marsh symbol). Flooded plain is a normal plain until flooded, in which case it acts like swamps. This happens in the game either via event or when the weather is rain.	Plain or Swamp movement effect according to situation	Defender: +1 defense value all combat rounds when flooded.
Desert (yellow, with dunes). Desert terrain represents arid areas. It does not slow down movement (cost is 1 PM) nor affect combat, but the worst effect is on supply, which is strongly reduced.	No effect on movement.	No effect on combat.
Hills (light brown with a hill symbol) Hills terrain represents slightly broken terrain areas usually not far from higher mountain ranges.	Slows down movement (+1 PM every three regions).	No effect on combat.
Mountain (brown with a mountain symbol). Mountain is the terrain of dense forests and mountain ranges.	Slows down movement (2 PM, 3 PM for Cavalry).	Defenders: a +2 defense value bonus modifier on first battle round, and a +1 on all subsequent ones. Mountain Troops are more at ease there, as they have a permanent +3 defense value bonus, and even receive a +2 bonus when attacking in mountains.
High Mountain (dark brown with a mountain symbol). High Mountain is the terrain of very high mountain ranges.	No unit except Mountain Troops may enter these (cost is 3 PM).	Combat there is handled as in mountains.
Landing Beach (yellow edge on shoreline). A beach indicates that a naval landing (invasion) is possible. A beach does not indicate terrain. The other terrain of the region is used.	As per other terrain in region, but landing units use up all their movement potential upon the initial landing.	As per the other terrain in the region.
Town	No effect on movement.	No effect on combat.
Major City	No effect on movement.	Defender: +1 defense value all combat rounds.
Harbor (minor port) A minor port allows safe haven for naval units as well as limited repair facilities.	It also speeds up embarking or debarking of ship-transported land units.	
Major Port A major port allows safe haven for naval units as well as repair facilities, greatly enhanced if shipyards are present.	It also speeds up embarking or debarking of ship-transported land units.	
Minor River, Canals A minor river is not an obstacle to movement given the game scale. Canals (like Suez) are treated as minor rivers.	No obstacle to movement (given the game scale), except during rain (+1 MP except at friendly cities).	Defender: +1 bonus modifier to defense value on the first round of battle (only).

Major River

A major river is a serious obstacle to movement outside bridges.

Movement: +1 MP except at friendly cities.

Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones

Large River

A large river is the same as a major river, but riskier to cross.

Risk of losing troops when crossing it (50% chance of losing 1 step on 2 lowest morale units) outside friendly city location.

Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones

Impassable

(Lake, Mountain Crests)

Lakes are shallow waters. Crests are the highest sections of mountain ranges.

In this game, they cannot be crossed or entered.

No combat there.

Coastal Sea Zone

Sea represents those coastal waters bordering the coastlines.

They are the same as open ocean waters, but count much less for fleet movement costs.

May hold naval minefields.

Ocean

Ocean terrain is present in all large non-coastal sea areas.

Movement by land units is forbidden except through naval transport.

Terrain applies to the entire region in which it is contained, regardless of any other symbols present (cities, ports, borders, etc.).

Rivers and natural obstacles

There are several types:

Rivers and Canals are represented by thick, blue, curved lines drawn along the regions sides. There are major and minor rivers. Rivers and canals have an effect of on movement and combat.

Major Cities

(Major) Cities are identified on the map with a name, a particular symbol, and 2 numbers:

- production (in red box)
- and military recruitment (in blue box), if the city is isolated.

Each city also has a numerical value for National Will (NW), indicated in the center of a yellow circle after its name.

The names of country capitals are identified by a larger than usual national flag in that region.

“Objective” cities are identified by a star next to their name, and are highlighted with the Strategic Map Filter [F2].

Towns

Towns are urban localities, without a direct effect on the game (movement, combat, etc.), except for several that have National Will (NW) (ex. Verdun) because of critical strategic or symbolic importance. They are used essentially for supply, the placement of units in scenarios, and for movement by rail. They do not show production or recruitment numbers.

Railroads: are shown on the map by 'track' symbols, with the tooltip displaying maximum transportation of military units per turn (for game purposes, only major rail-lines are shown).

Ports

Major or minor ports are shown with the symbol of an anchor.

- major port : anchor on a red background ;
- minor port : anchor on a blue background.

This differentiation has an effect on the stacking of naval units, naval repair and on supply ability.

Other Map Markings

Names of countries and provinces.

Placement sites for existing Fortresses in 1914.

The Main industrial sites (and their type) or shipyards.

Country flags in regions indicate current controller of region.

Boundaries for the 5 Weather Zones, with a specific weather symbol (Mediterranean, Temperate, Continental, Harsh, and Desert climates) may be seen in Military Map [F1] by cycling through map types with the [Tab] key.

2.3 Victory

Victory in small scenarios of *World War One: La Grande Guerre 14-18* is determined at the conclusion of each such scenario by comparing **Victory Point** totals. The side (Entente or Central Powers) with the most Victory Points (VP) is declared the winner. Relative differences between Victory Point totals can be used as a measure of how well a player performed in comparison to his opponent. Scenarios can be brought to an immediate conclusion if conditions for **Automatic Victory** or **Automatic Defeat** are met. A scenario can also immediately end if conditions for **Sudden Death** are met.

How to Win in the Grand Campaign?

The **World War One** can be won in one of the two following ways:

Victory in 1914. Historically, the first months were a stalemate on both the Eastern and Western fronts... but what can you achieve?

In 1914, victory is achieved by military means on the field of battle, by the capture of the opponent's capital. Trench warfare has not yet started and battles, moves and countermoves are raging all over Europe. You can win and thus obtain partial victory by end of 1914, or you can decide to pursue the war in the hope of a more decisive victory later.

Victory in 1915 onwards. Trench warfare has settled in and may last for years. From 1915 onwards, victory becomes a political one: you must force capitulation of the opposing side.

As the war drags on, war weariness and human losses will bear a heavier and heavier toll on the National Will (NW) of each country, until they reach a critical threshold. Serious social troubles will erupt, and the more the NW drops, the more they will become dangerous (Strikes, then Mutinies, Revolution and finally Capitulation).

To avoid the worst and limit the risks, each country must react and try to improve its NW, through Political Actions and military victory on the battlefield (including conquest of enemy capital, important but no longer decisive).

But all the above, and the length of the war, will weaken the national government, which in turns affects NW. Therefore the goal is to force the opponent to become politically fragile in order to decrease its NW and send him beyond the critical thresholds before the same occurs to you!

To win:

- Central Powers: France and Russia must surrender.
- Entente : Germany must surrender.

You may even surrender by yourself to avoid an even more infamous defeat (under the worst terms).

At the end of the war, the "quality" of your victory will be evaluated.

Important Note: In order to gain credit for a captured Objective or Strategic city, a player must garrison the location with a land unit (i.e. no HQ, Air or Naval)

2.4 Scenario Objectives

Each scenario in *World War One: La Grande Guerre 14-18* has a specific list of **Objectives** representing important cities and goals that players attempt to own or achieve throughout the course of play. Objectives may be viewed on the map using the Strategic Map Mode [F2]

Objective Cities Players start scenarios with one or more Objective cities already in their possession; the rest must be taken from the enemy before the scenario's end. On the map, each Objective city shows its value in National Will points. National Will Points gained or lost as a result of Objective cities changing hands is calculated every time it occurs.

2.5 National Will

National Will (NW) is the key ingredient in winning or losing the game. There is a National Will value for every major nation in the game. Minor nations have no National Will values.

National Will is used to represent the willingness of the civilian population (and its military forces) of major Powers to 'continue the fight'. Having a high **National Will** total indicates that a populace is more inclined to support the war effort; a low National Will total is an indication that the people are close to giving up. In game terms, a high National Will may trigger an Automatic Victory while conversely a low National Will may trigger troubles, revolution and ultimately defeat. National Will is also used to modify unit morale in battle, the production of war materials and units, political decisions.

Winning a scenario by reaching the Automatic Victory threshold should be viewed as a Major Victory whereas winning by virtue of having more Victory Points is a Minor Victory.

NATIONAL WILL MODIFIERS	EFFECT ON NW
Capture of Objective regions/cities	Increases NW according to value set by scenario
Loss of Objective regions/cities	Reduces NW according to value set by scenario
Winning a Battle	Increases NW according to # of enemy units destroyed
Losing a Battle	Reduces NW according to # of friendly units lost
War Resilience	Increases NW if side retains its capital city
War Weariness	Reduces NW according to scenario

2.5.1 Details of National Will Rules

Here are all the rules dealing with National Will, presented as an integrated whole. These rules appear first because the NW is the most important aspect of the game. Victory or defeat will depend, above all, on the NW of each power.

Sequence at the end of each TURN

Except May, August, and Nov-December (See the Interphase sequence)

- 1. Adjust NW**
- 2. Instability Test**
- 3. Social Unrest Test**
- 4. New Government?**

Range NW varies from +40 (highest) to -7 (lowest). Each Major Power has its own NW value and tally. NW has influence, bonus and penalties as follows:

- **NW Bonus:** +2 to -2 modifier that applies to morale checks.
- **Political Actions:** a number of Political Actions that the Major Power may undertake in each Interphase (usually 1 to 8).

Instability Zone: beginning with **NW 20 (and lower)**, other information linked to NW appears:

- **Strike:** a Strike Test is rolled with level 20 downwards.
- **Mutiny:** similarly, beginning with level 14 downwards.
- **Revolt** and **Revolution** tests: similarly, beginning with level 4 downwards.
- **Surrender:** same as above, beginning with level -2 downwards.

Calculating National Will Each major nation is given a National Will total at the start of each scenario, then this value changes during the course of the game, as follows:

Immediate NW Adjustments (Not End of Turn)

The following situations have immediate NW effects.

1. Naval

- +/- ? Naval battle, according to the loss chart.
- 2 per English city or town bombarded in naval raids (England only)

2. Diplomacy (beginning October 1914)

- +3 a Major Power enters the war on the same side.
- +1 a minor country enters the war on the same side.
- +6 /-4 a Major Power (enemy/ friendly) surrenders (only +4/-2 if it becomes communist).
- +2 /-1 a minor country (enemy / friendly) surrenders.
- +1 for each 2 new American corps landed in Europe (France, Britain, Italy).

3. Events

- +/- ? as described for each event.

Adjustments to NW at End of Turn

At the end of each turn, adjust the NW of all Major Powers. This is primarily based on fighting losses and the military situation.

1. Losses

If a Major Power suffers 4 or more losses during the turn, its NW changes (otherwise no effect, i.e. a Power that suffers only 1 to 3 losses does not lose any NW).

It works as follows: the concerned power adds up its total number of losses suffered, and divides it by the **number** given by the table below. The result is deducted from its NW (fractional losses rounded **up**).

	1915-16	1917+
Russia	8	7
Germany	7	6
All Others	6	5

The count of losses begins at 0 again for the next turn.

Exception: Russian losses on the Armenian Front do not count. Only their losses on the Russian and Balkan Fronts count.

2. Great Victory

- +/-3 if an HQ has been isolated and destroyed (or surrenders in a siege), in October 1914 or later (+3 if you do it, -3 if it is done to you).

3. Conquests

The gain is different for conquests against an enemy Major Power or against a minor country.

Enemy Major Power

- +8 enemy capital
- +2 enemy objective city (with a star symbol)
- +1 other enemy city conquered (without objective, square symbol)

- +1 enemy fortress conquered (in addition to the city if there is one)
- +1 conquest of a colony (Africa or Asia)
- ? NW value of city or town(+1 when it is retaken, +4 if it is the capital)
- 1 lost national fortress (See National Resurgence) (cumulative city / town + fortress)
- 1 lost enemy city (-4 if it is the capital)

Enemy minor country

- +1 capital or fortress conquered (+0 for other cities of the minor)
(NB:minor capital + fortress are not cumulative)

Plus, beginning in 1915 – French Front Only

- +1 per region conquered on the French Front, except regions giving NW as described above, and except NW gains on the turn a Grand Offensive is victorious on the front.
- 1 similarly, per region lost.

4. Aces (air warfare)

- +1 a pilot achieves the status of Ace.
- +1 / -1 an Ace (enemy / your nation) is eliminated.

5. The Russian Bear

Russia may ignore its losses in 1 attack per turn on the Russian Front when adjusting its NW as above. This attack must be a "secondary" battle.

Russia may also ignore all losses on the Armenian Front (Turkish border), whether attacking or defending, when adjusting its NW.

2.5.2 NW effects

The main effects of NW level are summarized below. Each relevant rule section will give more details on the exact consequences.

- ❖ National Will and Unit Morale National Will affects unit morale (reflecting the fact that military forces with high morale are generally more combat-efficient).
- ❖ National Will and Production National Will affects War production.
- ❖ National Morale and Politics National Will affects Politics.

2.5.3 National Resurgence & Patriotic Reaction

Whenever a city or fortress of a Major Power is taken by the enemy, there is a 33% chance of "National Resurgence". The Power gains NW instead of losing it. The enemy's NW gain, however, is unchanged. A power may not make a National Resurgence test if its capital has been taken by the enemy (for example Budapest for Austria-Hungary, or Paris for France). Merely besieging it is not sufficient.

The Patriotic Reaction (rare)

Beginning in 1915, if a Major Power is beaten in its homeland, after an enemy Grand Offensive, or if it loses a national city or a fortress (even by a secondary offensive), undergoes a Patriotic Reaction Test. There is only 1 test, even if the Major Power loses several cities, fortresses or regions in the same turn. A Patriotic Reaction has very positive effects on its NW, its Parliament, and its war economy.

Example: October 1917, Central Powers launch and succeed in a Grand Offensive at Caporetto. They reach the Piave river. Italy is defeated at home, and tests for a Patriotic test (at the end of the turn).

- ❖ *If the test is successful, the Patriotic Reaction is implemented! The Italian NW immediately moves up to NW 35.*
- ❖ *Another random test is made, and if it is successful the Italian Parliament moves 2 levels towards the right. It is now at Sacred Union !*
- ❖ *Finally, a last test is made the Italian Civil Production lowers by 1 (without effect on the NW).*

2.5.4 War Weariness

Beginning in 1916, if a Power attempts a Grand Offensive and fails, it must undergo a War Weariness test, with very negative modifier on its NW and on its Parliament. In 1918+, the modifiers are worse.

2.5.5 The Instability Zone of the NW

Beginning with NW value 20 (and lower), NW enters the "Instability Zone". If the NW is in the Instability Zone (NW < 20) at the end of a turn, an Instability Test is done, and the NW can move down even more rapidly and radically (effects are sometimes cumulative).

Instability Tests

If the NW is in the Instability Zone, a test is made and NW is immediately adjusted (based on [D12] -7 + modifiers).

Modifiers:

- + / ? Parliament
- +1 England, France, Germany, United States
- +1 Grand Offensive in progress (on its front, friendly or enemy)
- 1 Russia, beginning in 1915, if the Russian Front is calm (no attack by Central Powers this turn and no Russian Grand Offensive is in progress) and if Russia has lost at least 2 cities (Polish cities count).
- 2 if a 2nd roll is being done* (-3 if 3rd roll**) (*1916+ ; **1917+)
- 1 Centrals in 1918+, if the Neutral Blockade is in effect (no matter when it formed)
- 1 England, if its losses to submarines > 100 EP, or -2 if > 150 EP
- +/- ? if / per event

The longer the war lasts, the more unpredictable are the results of Instability. From 1916 onwards, an additional test may be generated.

- ❖ In 1916: if the first test gives a net negative result, a second test similar to the first is immediately made with an additional penalty of -2.
- ❖ In 1917+: same as above, and if the second test gives a net negative result again, then a third test is immediately made, with an additional penalty of -3.

Social Tests

Possible tests for strike, mutiny, revolt, etc... are made now, if the NW is still in the Instability Zone.

2.5.6 Naming a New Government

If the NW ends the turn in the Instability Zone, the player may be able to improve his NW (directly up to level 27) by staging a coup or reshuffling ministers and portfolios, i.e. naming a "New Government". This carries a risk: it may weaken the Parliament. These two effects, one on the NW, the other on the Parliament, are applied immediately:

1st Effect: on the NW (positive)

- ❖ The NW rises out of the Instability Zone, and is set directly to **NW = 27**.
- ❖ The NW rises one level less for each new Government named in the same year (beginning with the second).

For example, the third new Government in one year only increases the NW to 25 (and not to 27).

2nd Effect: on the Parliament (negative)

Parliament: There is a 50% chance that the Parliament moves one level toward Defeatism (left).