

RANDOM EVENTS



GENERAL RANDOM EVENTS

There are a number of types of general random events. A single random event may include features of several types of event:

INCOME

Basic: The income of a major power is increased for the current turn by the indicated amount.

Turkish supply of chromite ore to Germany increased.
Turkey: 1
German national income: +1

Germany's income is increased by one; In addition, there is a +1 pro-Axis diplomatic modifier in Turkey.

SUPPORT

Basic: The support level of a major power is increased or decreased for the current turn by the indicated amount:

Libyan garrison revolts.
Italian support level: -1

The Italian support level is decreased by -1 for the rest of the turn.

Compound: The support level of two major powers are increased or decreased for the current turn by the indicated amount:

Mussolini visits Berlin.
Italian support level: +1
German support level: +1

The Italian and German support levels are increased by +1 for the rest of the turn.

Ancillary: The support level of a major power is increased or decreased for the current turn by the indicated amount in conjunction with other diplomatic or European Aggression Index effects:

Austrian Nazi leaders demand Anschluss.
Austria: 2
German support level: +1
EAI: +1

The German support level is increased by +1 for the rest of the turn. In addition, there is a +2 pro-Axis diplomatic modifier in Austria and the European Aggression Index is increased by +1 for the current turn.

EUROPEAN AGGRESSION INDEX

Basic: The European Aggression Index is increased or decreased for the current turn by the indicated amount. To save space, the European Aggression Index is abbreviated as "EAI":

Japan renounces Washington Naval Treaty.
EAI: +1

The European Aggression Index is increased by one.

Ancillary: The European Aggression Index is increased or decreased for the current turn by the indicated amount in conjunction with other diplomatic or support effects, as set out above.

RESEARCH

Doubling: Doubling events may occur for jets, air range, battleship design, rockets, economic preparation, radar or atomic research. Up to three research points assigned to the specified project by the Axis, Allies and Russia in previous turns are immediately doubled, before research points are assigned for the current turn.

This effect is applied separately to German, Italian, British and French battleship design.

Doubling effects which cannot be applied to the specified project because they exceed the maximum achievable result allow the reassignment of surplus research points to other projects in the same research category, including atomic research before general random events 72 or 144 have been drawn (15.24).

Higher octane airplane fuel produced.
Double value of previous investment in air range research, up to a maximum of three steps.

The first three research points previously invested in air range are doubled. This does not apply to research points assigned in the current turn. Doubled research points not needed to reach the air range result may be reassigned to one or more other air projects.

Light-weight steel alloys become available.
Double value of current investment in battleship design research, up to a maximum of three steps.

All previous investments in battleship design are doubled for each major power. This does not apply to research points assigned in the current turn, and the effect cannot take any major power's battleship design research past the twelfth step. Doubled research points not needed to reach the maximum battleship design result may be reassigned to one or more other naval projects for the same major power; research points may not be reassigned to a research project exclusive to an allied major power.

Atomic: Atomic research is permitted; any previous research is doubled:

Chemical reactions recognized as atomic fission.
Atomic research permitted; double value of previous investment in atomic research, up to a maximum of three steps.

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Normally this type of random event will simply permit atomic research, which is otherwise prohibited. However, if one of these random events has already occurred, or if other random events have permitted limited atomic research, the doubling component of the random event may come into play.

DIPLOMACY

Basic: Diplomacy in the target is modified in favor of the specified major power by the indicated amount:

Belgian cabinet considers French alliance.
Belgium: 1

The Allies receive a +1 modifier for diplomacy in Belgium, with France benefitting.

Compound: Diplomacy is modified in two targets:

Hungary threatens war over Transylvania.
Hungary: 1
Rumania: 1
EAI: +1

Germany receives a +1 modifier for diplomacy in Hungary; France receives a +1 modifier for diplomacy in Rumania.

Civil war event: Some events for Spain, Yugoslavia and Greece have no diplomatic effect other than to bring a civil war closer. These all increase the European Aggression Index as well:

Slovenian assembly dissolved.
Yugoslavia: 0
EAI: +1

A civil war counter is placed in Yugoslavia, but no one receives a diplomatic modifier in Yugoslavia. There is no diplomatic effect if a civil war has already broken out in Yugoslavia.

Minor country dispute: The contending alliances must support one side or the other in a regional dispute:

Bulgaria and Rumania contest Dobruja region.
The Axis must support one side;
Russia or the Allies the other.
EAI: +1

Germany or Italy must place a diplomatic counter worth at least one or, for Rumania only, the anti-Comintern counter, in either Bulgaria or Rumania during its initial placement; Russia, or one of Britain or France, must then place a diplomatic counter worth at least one in whichever of Bulgaria or Rumania doesn't contain an Axis counter.

The Axis, and Russia or the Allies, may only place a diplomatic counter in one of the two minor countries: after Germany or Italy places a diplomatic counter in one minor country, the other Axis major power may not place a diplomatic counter in the other minor country; and neither Russia nor the Allies may place a diplomatic counter in the minor country supported by the Axis, regardless of which of Russia or the Allies supports the remaining minor country. Covert operations, subversion and military counters in a civil war country are still allowed.

Russia may not support a minor country if it is prohibited from diplomacy by a purge effect (24.61A) or if the minor country is not an eligible Russian diplomatic target (24.61B, C).

If one of the minor countries has been occupied by the Axis, the Axis are considered to have supported the occupied country without being required to place a diplomatic counter in it; the Axis may not place a diplomatic counter in the other country and Russia or the Allies must place a diplomatic counter in it.

If both minor countries have been occupied by the Axis, only the EAI effect of the event applies.

A random event of this type counts as a civil war event for one or both of Greece and Yugoslavia if they were involved in the dispute.



NATIONAL RANDOM EVENTS

There are a number of types of national random events. A single random event may include features of several types of event. Secret random events are printed on a grey background.

INCOME

Basic: The income of a major power for the current turn is increased or decreased by the indicated amount:

 Inflation held in check.
German national income: +1

Germany's income is increased by one.

Tile draw: The number of income tiles drawn by a major power in the current turn is increased or decreased by the indicated amount:

 Wave of strikes hits French industry.
France draws no random tiles

France does not draw any income tiles.

SUPPORT

Basic: The support level of a major power is increased or decreased for the current turn by the indicated amount:

 Pacifist candidate wins key by-election.
British support level: -1

The British support level is decreased by -1 for the rest of the turn.

Ancillary: The support level of a major power is increased or decreased for the current turn by the indicated amount in conjunction with other diplomatic or European Aggression Index effects:

 Brazilian government endorses corporate state model.
Italian support level: +1 EAI: +1

The Italian support level is increased by +1 for the rest of the turn and the European Aggression Index is increased by +1 for the current turn.

Conditional support events: Secret support events with effects that are conditional on the game situation may be played at any time (10.41B). If circumstances change later in the turn after the event is played, the effects of the event are increased or decreased accordingly.

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Conditional (research results): The support level of a major power is decreased by the stated amount. This adverse result is offset by +1 for each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +3. Intelligence results must have been revealed to count.

German and Italian research results include joint Axis projects; British and French research results include joint Allied projects. Thus an air range research result would count for both the German and Italian event.

A second or third research result in the same project and 10-step research results all count as one result.



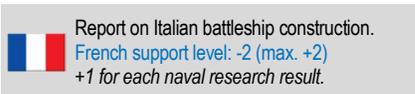
Hitler endorses army expansion.
German support level: -3 (max. +3)
+1 for each military research result.

Germany's support level is decreased by -3, but this is offset for each German or joint Axis military research result (German armor, rockets, specialized units, West Wall and economic preparation), to a maximum +3 German support increase.



Douhetists discuss air appropriations.
Italian support level: -1 (max. +1)
+1 for each air research result.

Italy's support level is decreased by -1, but this is offset for each joint Axis air research result (air range and air transport), to a maximum +1 Italian support increase.



Report on Italian battleship construction.
French support level: -2 (max. +2)
+1 for each naval research result.

France's support level is decreased by -2, but this is offset for each purely France and joint Allied naval research result (French battleship design, ASW research and light ships), to a maximum +2 French support increase.

Conditional (research progress): The Russian support is decreased by -3; this adverse result is offset by +1 for each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +3.



Armor development studied.
Russian support level: -3 (max. +3)
+1 for each level of armor research.

Russia's support level is decreased by -3, but this is offset for each level of Russian armor research, to a maximum +3 Russian support increase.

Conditional (economic): The support level of a major power is increased by +1 for each trade pact that major power's alliance has in the specified region, to a maximum increase of +3. Trade pacts with Poland, Spain, Turkey and Russia are worth +2.

As set out in rule 4.16 and in the mapboard insert, the regions are:

- **Scandinavia:** Finland, Norway, Sweden.
- **Eastern Europe:** Poland, Rumania, Russia.
- **Western Europe:** Belgium, Ireland, Rhineland, Spain.
- **Central Europe:** Austria, Czechoslovakia, Hungary.
- **Balkans:** Albania, Bulgaria, Greece, Turkey, Yugoslavia.



Agricultural imports fostered.
Italian support level: + (max. +3)
+1 for each trade pact in Eastern Europe.

Italy's support level is increased by +1 for a German or Italian Rumanian trade pact, +2 for a German or Italian Polish trade pact and +2 for a German or Italian Russian trade pact, to a maximum of +3.

Conditional (European Aggression Index): The support level of a major power is modified by the EAI, to a maximum increase of +3 and a maximum decrease of -3. If the EAI is 0, there is no effect.



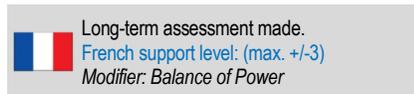
Expansionism hot topic in Rome.
Italian support level: (max. +/3)
Modifier: European Aggression Index.

Conditional (Economic Climate): The support level of a major power is modified by the inverse of the Economic Climate: a favorable (+) Economic Climate reduces the major power's support level; an adverse (-) Economic Climate increases the major power's support level. In both cases the support modifier is equivalent to the positive or negative value of the Economic Climate; to a maximum increase of +3 and a maximum decrease of -3. If the Economic Climate is 0, there is no effect.



Free trade - tariff debate rages.
British support level: (max. +/3)
Modifier: inverse of Economic Climate.

Conditional (Balance of Power): The support level of a major power is modified by the Axis-Allied Balance of Power: an Axis advantage in the Balance of Power increases the German or Italian support levels and decreases the British or French support levels; an Allied advantage in the Balance of Power decreases the German and Italian support levels and increases the British and French support levels. In both cases the support modifier is equivalent to the positive or negative value of the Balance of Power; to a maximum increase of +3 and a maximum decrease of -3. If the Balance of Power is 0, there is no effect.



Long-term assessment made.
French support level: (max. +/3)
Modifier: Balance of Power

FACTORY CONVERSION

Basic: The cost of factory conversion for the current turn is increased or decreased by the specified amount:



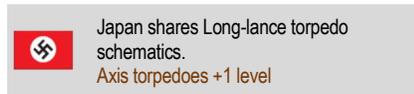
Industrialists confer with government.
Factory conversion cost -2

Germany may convert an idle factory to civilian use or mobilize at a cost of two points less than it would otherwise pay.

RESEARCH

National research random events are implemented either before or after research points are assigned, at the drawing player's option:

Basic: A specified research project advances one level (two steps):



Japan shares Long-lance torpedo schematics.
Axis torpedoes +1 level

Axis torpedo research advances one level. This result is implemented either before or after the Axis player assigned research points, at the Axis player's option.

Flexible: One of several research projects advance one level (two steps), as specified by the random event:



Italian Secret Service expands operations.
Any Axis intelligence project +1 level

One Axis intelligence project, as chosen by the Axis player, advances one level.

Double: Two specified research projects each advance one step:

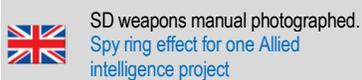


Deuxième Bureau given carte blanche.
Any two French intelligence projects
+1 step each

Any two French intelligence projects each advance one step, as selected by the Allied player.

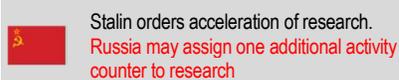
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Espionage effect: A one-turn espionage effect applies to the specified research category of the major power that drew the random event:



For the current turn, the Allies may allocate an extra research point to one intelligence project, at no cost, just as though they had a spy ring in Axis intelligence. If they already did, the effect would be the same as two spy rings - a project could conceivably advance three steps in a single turn.

Additional research expenditure: An additional activity counter may be assigned to research:



Russia may assign an additional activity counter to research, regardless of purge effects. This type of random event may allow the Axis or Allies to assign a third activity counter to research, if they are already permitted to assign a second because of the number of German or British civilian factories.

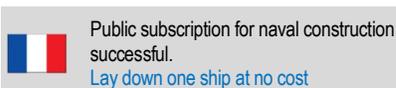
CONSTRUCTION

Additional construction: Construction of an additional unit permitted at no tile point or activity counter cost:



France may activate a unit without paying any tile points or using an activity counter, and without regard to the normal construction limits; France could therefore even build two units of the same type, without paying tile points or using an activity counter to build the second unit.

Free naval construction: A new ship may be laid down at no cost:



France may lay down a ship at no cost. This construction is subject to all the normal limits (shipbuilding points and shipyard capacity must be available; the size of battleship built is limited by French battleship design research results). France also must pay to continue construction in future turns.

Acceleration (general): All ships that are under construction, including ships laid down in the turn in which the random event is drawn, are accelerated one space at no cost:



All British ships currently under construction are accelerated one space at no cost before or after Britain's naval construction, at the British player's discretion. Different ships may be accelerated at different times, either before or after being advanced, to maximize the effect of the random event. Acceleration may not advance a ship to the next row, although it may permit normal construction to do so ahead of schedule.

Acceleration (specific): One ship that is under construction is accelerated two spaces at no cost:



One French ship currently under construction is accelerated two spaces at

no cost before or after France's naval construction, at the French player's discretion.

DIPLOMACY

Basic: Diplomacy in the target is modified in favor of the specified major power by the indicated amount. A diplomatic random event that has no effect, either because the target minor country has been conquered or because the target minor country already has four flags and the random event was not required to preserve the flags, is treated as a secret support event for the major power that drew the random event. A public general diplomatic random event may also operate in this manner.



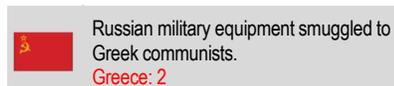
The Allies receive a +1 modifier for diplomacy in Hungary, with Britain benefitting.

Flexible: A diplomatic modifier may be applied to one of several possible targets, as selected by the major power that drew the random event. Any of the listed targets may be selected, regardless of its status:



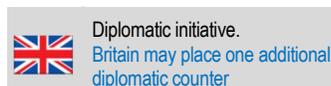
After all other random events are revealed, and before the strength of any diplomatic counters is revealed, Italy may trigger a diplomatic random event with a value of one in Albania, Bulgaria, Greece, Turkey or Yugoslavia. Italy may select a conquest to increase its support level, even if other targets are available. It is not possible for more than one major power to have this type of random event for the same minor country.

Civil war: Diplomatic random events in Greece, Spain and Yugoslavia bring civil wars closer to breaking out in those countries (25.31) and, once a civil war breaks out, closer to ending (25.61A):



Russia receives a +2 modifier for diplomacy in Greece; a civil war counter is placed in Greece to indicate that another Greek random event has occurred. If five random events have occurred in Greece and a civil war has already broken out, one civil war counter is removed.

Additional diplomatic counter: One additional diplomatic counter may be placed by the major power that drew the random event:



Britain may place one additional counter, at the normal cost, in excess of its normal limit, subject to the restriction that no more than one diplomatic counter from the same alliance may be placed in the same target. Additional Axis diplomatic counters are placed during initial placement. This type of random event allows Russia to place a diplomatic counter if otherwise prohibited from doing so by purge effects.

Russian diplomacy: Russia may place a diplomatic counter in an otherwise prohibited target.



Russia may place a diplomatic counter in one of Austria, Czechoslovakia or Hungary, even if such a placement would normally be prohibited by geographical restrictions or purge effects. The diplomatic counter placed counts against Russia's normal diplomatic counter limit - this random event does not allow Russia to place an extra diplomatic counter.

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Russian subversion: Russia may play a subversion result in one of the minor countries bordering Russia.



Russians disrupt hostile coalition.
Free subversion result in Finland, Poland,
Rumania or Turkey.

Russia may modify diplomacy in one of Finland, Poland, Rumania or Turkey at the end of the diplomatic phase, when subversion is announced. No subversion result is recorded on the Russian research record sheet and the random event is kept secret until the end of the diplomatic phase.