

EUROPE IN TURMOIL

THE INTERBELLUM YEARS 1920-1939

game design by Kris Van Beurden



Compass Games
New Directions in Gaming

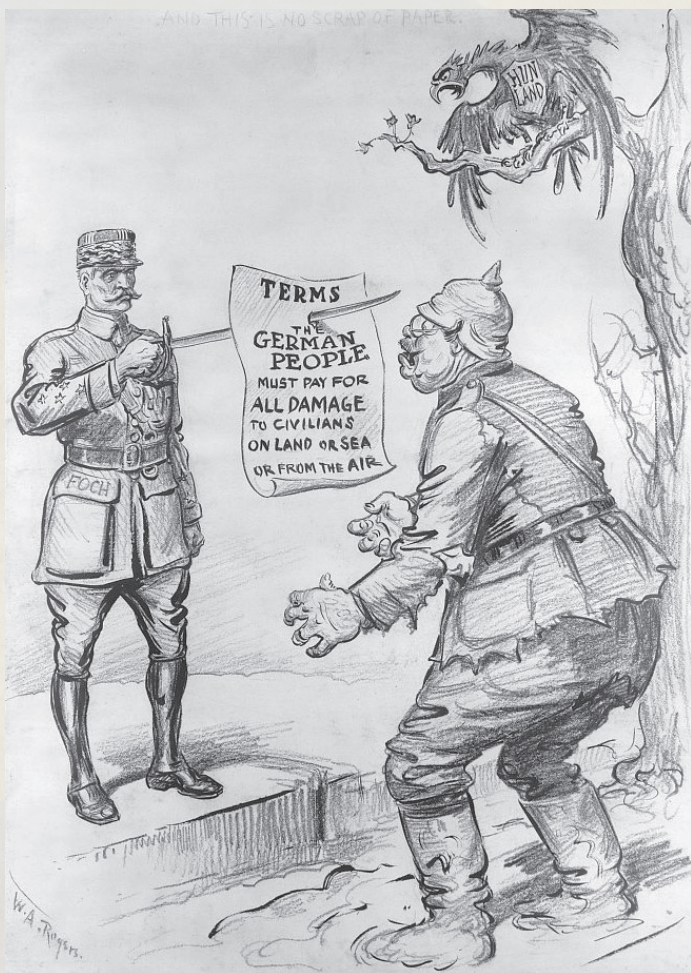
EUROPE IN TURMOIL II

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1.0 INTRODUCTION

The Great War is over. The Versailles treaty has been signed and ratified, and life in Europe is slowly normalizing. While some states encounter economic difficulties, overall prosperity is up. The civilized world enters the Roaring Twenties. The League of Nations, although not joined by the United States, ensures collective security and eventually even admits the losers of the War and the Soviet outcasts. Eternal peace seems within reach. Until the pieces start falling down, and tensions that were only overgrown and not buried pop up again.



The Stock Exchange collapse of 1929 sets off a worldwide Depression, and soon nationalism, protectionism, and anti-Semitism are once again the populist recipes for right-wing extremism. At the other side of the political aisle, Communist Russia is divided between Stalinists trying to protect isolated Russia and Internationalists itching to spread the Revolution throughout the Capitalist world. Europe is, once again, In Turmoil.

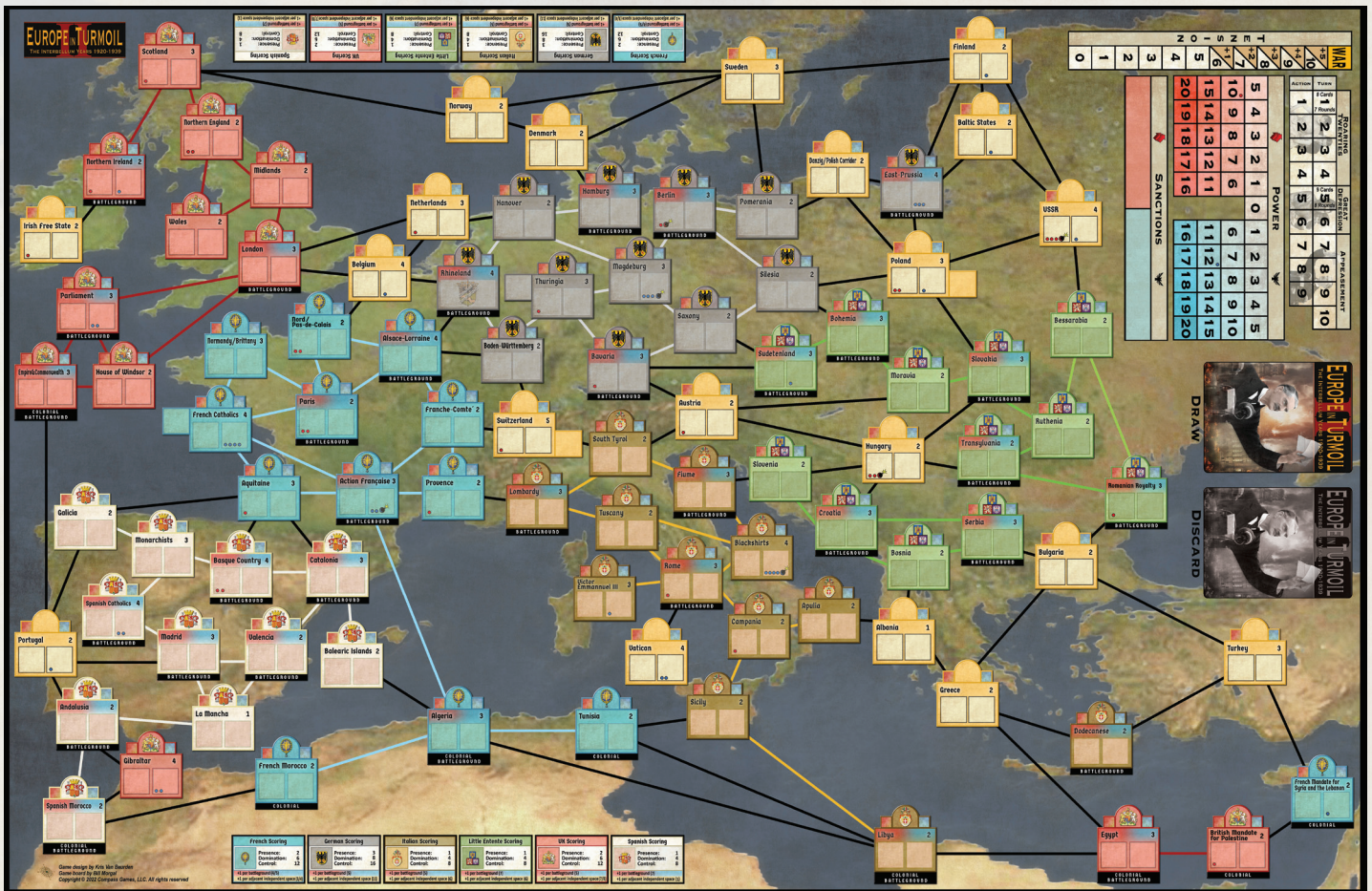
In *Europe in Turmoil II: The Interbellum Years*, players represent the forces of the Left Wing (LW) and Right Wing (RW) political orientations. While vying with each other for domination over the European political landscape, they face not only opposing forces but also the Extremists on their own side. While harnessing the powers of extremisms can be rewarding in the short run, in the long run that collaboration may prove the downfall of moderates.

2.0 COMPONENTS

Europe in Turmoil II: The Interbellum Years contains the following:

- 4 countersheets
- This rules booklet
- 22" x 34" map
- Event Chart
- Rearmament Chart
- Player Aid
- 110 Strategy cards
- 2 six-sided dice
- 15 Blue Cubes
- 15 Red Cubes

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2.1 Game Map

2.1.1 The map is divided into six Scoring Regions (France, United Kingdom, Germany, Spain, Italy, and the Little Entente) and several Independent Scoring countries which are not part of a Scoring Region (e.g. Belgium, Portugal, Sweden...). Spaces belonging to the same Scoring Region have the same background color and the same border shading, and each has the same national emblem on the top. All spaces that do not belong to a scoring region (i.e. Independent countries) share the same background color.



2.1.2 Each space on the map represents either a country (e.g. Belgium) or a sub-group of people within a country (e.g. the Spanish Catholics, the Sudeten Germans in the Sudetenland space within the Little Entente Scoring Region).

2.1.3 Spaces are connected to one another via lines on the map; a space is considered adjacent to all other spaces to which it is connected.

Note: Not all spaces from the same Scoring Region are necessarily connected. The following is an -exhaustive-list of such exclaves: French Mandate for Syria and the Lebanon (France), Egypt, Gibraltar, and British Mandate for Palestine (United Kingdom), East-Prussia (Germany), and Dodecanese (Italy).

2.1.4 Each space has a Stability number representing that space's overall stability, independence and power. This number determines how much Support is necessary to control the space and also represents the space's resistance to Support Checks. Each space on the map is either uncontrolled or controlled by the side whose Support Points exceed their opponent's Support Points in that space by at least the space's Stability Number.

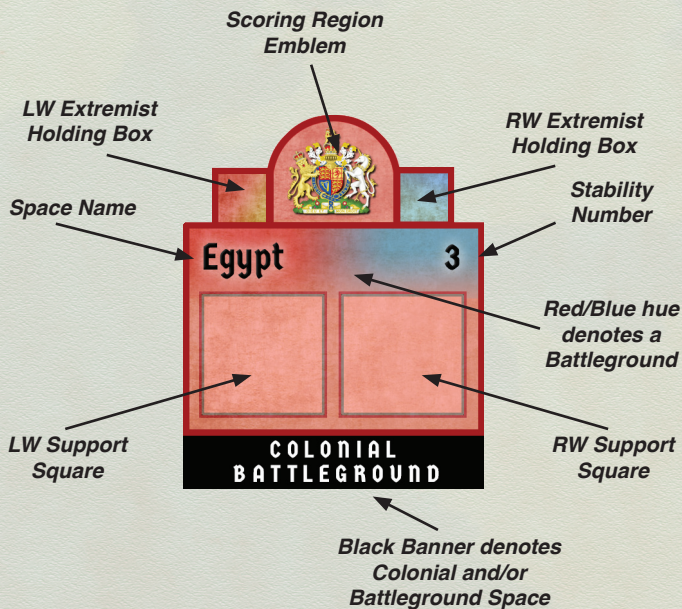


Example: The East-Prussia space has a Stability number of four. The Left Wing player controls this space if there is four more Left Wing Support in the space than Right Wing Support (e.g. 4 and 0, 5 and 1 etc.).

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Abbreviations found in Rulebook:

- LW = Left Wing
- RW = Right Wing
- OP = Operation Point
- SP = Support Point
- LE = Little Entente
- UK = United Kingdom
- USSR = Union of Soviet Socialist Republics



Non-Colonial Space / Non-Battleground Space



Battleground Space

- ### At Start Symbols
- Right Wing Support
 - Left Wing Support
 - ★ Right Wing Extremist
 - ★ Left Wing Extremist



Colonial Space

The symbols mean 2 RW SP should be placed in the RW Support Square and 1 Extremist should be placed in the RW Extremist Holding Box during setup.

2.1.5 Battleground Spaces have a special, colored background and are marked as a battleground in the bottom banner. All other spaces in Scoring Regions are called non-Battleground spaces.

2.1.6 Colonial Spaces have the word Colonial in the bottom banner. All other spaces are called non-Colonial spaces.

2.2 Strategy Cards

2.2.1 There are 110 Strategy cards used in the game. Each EVENT card contains an Operation Point value, an Event Title and an Event Description. Some cards are labeled SCORING, which must be played at some time during the turn they are drawn.

2.2.2 Each card has a symbol to indicate which side is associated with its Event, as follows:



Cards with a Black Eagle are associated with the Right-Wing side



Cards with triple Red Arrows are associated with the Left-Wing side



All other cards are not associated with either side (and have a symbol that is an amalgamation of the two symbols above).

See 5.2 for the effect of playing cards whose Events are associated with your opponent.

2.2.3 Cards may be played in one of two ways, as Events or Operations.

2.2.4 Many cards have an asterisk following their Event title. When these cards are played as Events, they are permanently removed from the game.

2.2.5 Cards that have their Event title underlined have ongoing effects and are displayed face-up on the side of the game board until their effects are cancelled (or the game ends).

Note: Players may also indicate the play of underlined Events with the card reminder markers. Most card reminder markers have a specific space on the Game Board, Rearmament Chart, or Event Status Chart reserved for their use.

2.2.6 Cards that have their Event title written in red are prerequisite cards for follow-up Cards. They are also always underlined, to clarify their ongoing effect.

Note: Each of these cards has a place on the Event Chart to more easily see which cards they enable.

2.2.7 Cards that are discarded (not permanently removed from the game) are placed in a face up pile adjacent to the draw pile (see also 5.2, second and third bullet points).

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Faction Symbol
Denotes the event is associated with the RW faction, the LW faction, or either faction (see 2.2.2).

Operation Point

Event Title

- An asterisk indicates the card is removed from the game when the event ends.
- An underlined title indicates an ongoing event.
- Titles in red indicate the card is a prerequisite for a later card.

Card Number

Strategy Card

Era Banner
The Era the card enters the game:

- Roaring Twenties
- Great Depression
- Appeasement

Event Picture

Picture Text

Event Text

Marker Text
If the event has an associated marker that is used on the Game Map and/or Event Chart, instructions on its placement are shown here.

2.3 Markers

2.3.1 The struggle for the political center across the board is tracked by Support Point markers. The number on a Support Point marker denotes the number of Support Points (SPs) it represents. If a player controls a space (see 2.1.4), their Support Point marker should be placed darker side face up to denote this. If not, place the lighter side face up.



2.3.2 Extreme factions (and/or military/paramilitary organizations) are represented by Extremist Cubes. LW extremist cubes are red. RW extremist cubes are blue. Extremists are (usually) placed through Strategy Card Event text or as the result of Support Checks. Extremist cubes are to be placed in the appropriate holding box (one per side) as shown in the diagram on page 2.

Extremist cubes are limited by the countermix. If the countermix is exhausted, the owner may relocate an extremist cube already on the board instead of placing one.

Example: All Right Wing extremist cubes are on the board when the Right Wing player plays Mein Kampf. They may place zero, one, two or three extremist cubes, taking any extremists placed from other spaces on the board.

2.3.3 The game includes various other markers to assist play:



The Action Round marker is used to track how many actions each player has taken in the current turn, and the Turn marker is used to track the current turn.

The Power marker is used to track the current Power total.

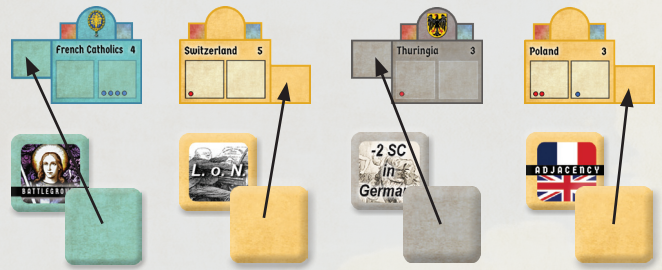
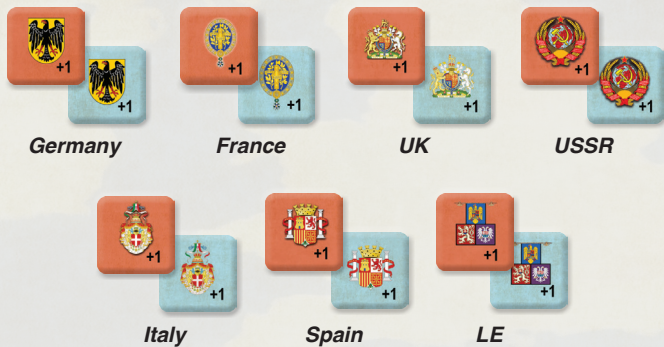
Sanction markers are used to track each side's current Sanctions.

The Left Wing and Right Wing Moderation markers are used to track the current Left and Right Wing Moderation (see 8.0).

The Tension marker is used to track the current Tension (see 9.0).

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The Rearmament Progress markers are used to track each nation's progress on the Rearmament Chart. There are seven Rearmament Progress markers (one per Scoring Region plus USSR).



Place the Canonization of Joan of Arc, Germany Admitted to League of Nations, Weimar Republic, and Guarantees to Poland markers (each on their blank side) in respectively the French Catholics, Switzerland, Thuringia, and Poland spaces.



Place the Rhineland Demilitarized marker in the center of the Rhineland space.

3.0 GAME SETUP

3.1 Marker Setup



Place all the Rearmament Progress markers on the leftmost space of their respective Rearmament Tracks in the space containing their national banner (UK, France, USSR, and Little Entente Left Wing side up, Germany, Italy, and Spain Right Wing side up).



Place the Ten Year Rule marker on its space on the UK Rearmament Track, on its +0 side.



Place the Special Emergency Intervention, Dive Bomber Doctrine, Rapid Army Expansion, and the Naval Buildup markers on their spaces on respectively the Spanish, German, and Italian Rearmament Tracks.



Place the Left Wing Rearmament and Right Wing Rearmament markers on their spaces at the right of the Rearmament play aid, on their "Available" sides.



Place the Turn marker on the first space of the Turn Record Track. Place the Action Round marker on the first space of the Action Round track, Right Wing side face up.



Place the Tension marker on the "1" space of the Tension Track.



Finally, place the Power marker on the Power Track on the zero space and place the Right Wing and Left Wing Moderation markers on RW12 and LW10 Power respectively (both with the Moderate side facing up).

3.2 RW Mandatory SP Setup

The RW player places Support Points as indicated on the map (Northern Ireland 1, Parliament 2, Belgium 1, Magdeburg 3, East-Prussia 3, Finland 1, Baltic States 1, USSR 1, Poland 1, Sudetenland 1, French Mandate for Syria and the Lebanon 1, Blackshirts 4, Victor Emmanuel III 1, Vatican 2, Action Française 2, French Catholics 4, Spanish Catholics 2, Gibraltar 2, Portugal 1).

3.3 LW Mandatory SP Setup

The LW player places Support Points as indicated on the map (Irish Free State 1, Northern Ireland 1, Scotland 1, North England 2, Netherlands 1, USSR 3, Poland 2, Bavaria 1, Berlin 1, Thuringia 1, Romanian Royalty 1, Austria 1, Hungary 2, British Mandate for Palestine 1, Campania 1, Rome 1, Provence 1, Nord/Pas-de-Calais 2, Paris 2, Aquitaine 1, Basque Country 2, Switzerland 1).

3.4 RW Mandatory Extremist Setup

The RW player places Extremists in the following spaces: Action Française, Magdeburg, and Blackshirts (as indicated on the map).

3.5 LW Mandatory Extremist Setup

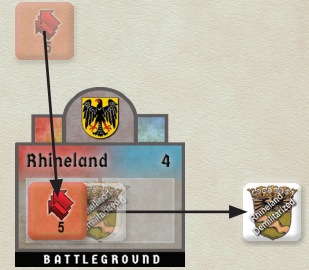
The LW player places Extremists in the following spaces: USSR, Hungary, and Berlin (as indicated on the map).

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Rhineland and the Rhineland Demilitarized Marker



The Signing of the Treaty of Versailles by William Orpen, 1919



When the Interbellum began, the Versailles Treaty specified that the Rhineland had to be demilitarized. While the Rhineland Demilitarized marker is on the Rhineland space, no Support Points can be placed in that space by either Discretionary Setup, OPs, or Events, unless they specify the Rhineland space by name. Remove the marker the first time Support is placed in the Rhineland space.

Example: *The Rhineland Demilitarized marker is still on the Rhineland space. Neither player can place Support Points (SP) in this space with generic Events or OPs. Subsequently, the Ruhr Occupation Event is played, placing five LW SP in the Rhineland space. In addition to placing the Support markers, players also remove the Rhineland Demilitarized marker, indicating that OPs and generic Events (from either player) can also place SP in the Rhineland now.*

3.6 Initial Card Draw

Shuffle the cards from the Roaring Twenties deck and deal each player 8 cards. The players are allowed to examine their cards prior to placing their Discretionary Setup Support Points.

3.7 Discretionary Support Setup

Each player now places additional Support Points in the following order:

- Left Wing player places 3 SP
- Right Wing player places 4 SP
- Left Wing player places 2 SP

These Support Points may be placed in any space(s) that do not have opponent's SPs and/or Extremists at the time of placement (or the Rhineland Demilitarized marker).

Example: *During the Discretionary Setup phase, the RW player may not place any of their four SP in the Berlin space, as it contains LW markers.*

3.8 Discretionary Extremist Setup

Both players add an additional Extremist, Right Wing player first, but only in spaces not yet containing any Extremist cubes (of either player).

4.0 GAME SEQUENCE

4.1 Europe in Turmoil II is played in ten turns. Each turn represents about two years, and will involve seven normal card plays by each player (eight starting from turn 5, as indicated on the turn track). At the beginning of the game, each player receives eight cards from the Roaring Twenties deck. At the beginning of turn 5, the Great Depression deck is shuffled into the draw pile (and players start drawing to nine cards per turn). At the beginning of turn 7, the Appeasement deck is shuffled into the draw pile.

4.2 The Phasing Player is the player whose Action Round is currently being played.

4.3 When there are no cards remaining in the draw deck and a player needs to draw a card, reshuffle all discards to form a new draw deck. Note that cards with an asterisk (*) in the name are removed from the game when their Event occurs (instead of being discarded), and are not shuffled into the new draw deck.

4.3.1 Deal all cards remaining in the draw deck before reshuffling, except in turns 5 and 7 (see 4.4.).

4.4 When moving from the Roaring Twenties era to Great Depression, or from Great Depression to Appeasement, do not add in the discards to the deck—instead add the Great Depression or Appeasement cards (as appropriate) to the existing deck and reshuffle. The ignored discards remain in the discard pile for now, but will be reshuffled into the deck in the next reshuffle (see 4.3).

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4.5 The Turn Sequence

A turn in Europe in Turmoil II has the following sequence of five phases:

1. Deal Strategy Cards
2. Play Action Rounds
3. Verify Held Cards
4. Advance Turn Marker and refresh Rearmament Availability markers
5. Calculate Final Scoring (after turn 10 or if War is triggered during Phase 2)

4.5.1 Deal Strategy Cards: The players receive enough Strategy cards to bring their total hand size to eight (nine starting on turn 5). The first card is dealt to the Right Wing player, and then the deal should alternate back and forth between the players until they have received their full hand size.

4.5.2 Action Rounds: Each player receives seven Action Rounds (eight starting turn 5). Players alternate Action Rounds, playing one Strategy card per Round. The Right Wing player always takes their Action Round first, followed by the Left Wing player.

All actions required by each card must be resolved before the next player starts their Action Round by playing a card.

The player taking their Action Round is called the “Phasing Player.”

- Ordinarily, a player will have one or more cards left over after the completion of all Action Rounds (usually one). These cards are considered “held”, and may be played in subsequent turns. Scoring cards may never be held but must be played during the turn they are drawn.
- If for any reason a player has no cards in their hand to play at the start of an Action Round, they must forfeit that Action Round and take no action.

Example: *The Left Wing player is under the effect of Maginot Mentality, which means in their next two consecutive Action Rounds they must make free Rearmament attempts. They have only one Action Round remaining in this turn, and are holding a Scoring card. They must play the Scoring card, and both consecutive Rearmament attempts will “carry over” to the first two Action Rounds of the next turn.*

Example: *The Left Wing player is under the effect of Maginot Mentality, while having two remaining Action Rounds in the turn and holding a Scoring card. They must first make a Rearmament attempt, in their final Action Round of the turn play the Scoring card and take the last mandated Rearmament Attempt during their first Action Round of the next turn.*

4.5.3 Verify Held Cards: Scoring cards may never be held from one turn to the next. If a player is holding a Scoring card at this stage in the turn, that player loses the game. Scoring cards have **MAY NOT BE HELD** written at the bottom so that non-scoring cards can be identified by only revealing the card's lower edge.

4.5.4 Advance Turn Marker: Move the Turn Marker to the next turn (if possible; if it is already the last turn, go to 4.5.5). Flip any Rearmament Availability markers to their “Available” side (if not already there).

4.5.5 Final Scoring: If it is the end of Turn 10 or if war has broken out due to Tension increase in phase 2 (see 9.4), and the game's winner has not yet been determined, perform Final Scoring as described in the Scoring rules (10.0).

5.0 CARD PLAY

Note: *This section covers the play of non-Scoring cards. The play of Scoring cards is covered in Section 10.0.*

5.1 Cards may be played in one of two ways: as Events or Operations. Ordinarily, players will hold one card in their hand at the end of the turn. All other cards will be used for Events or Operations. Players may not forgo their turn by declining to play a card, or by discarding a card from their hand.

5.2 Events Associated With Your Opponent

If a player plays a card as an Operation, and the card's Event is associated only with their opponent, the Event still occurs (and the card, if it has an asterisk after the Event title, is removed).

Exception: *Rearmament attempts (see 6.3).*

Note: *When playing a card for Operations and it triggers your opponent's Event, your opponent will implement the Event text as if they had played the card themselves, although the OPs Value of the card will always be equal to the amount of Operation Points the Phasing Player received for playing the card.*

The image shows two strategy cards from the game. The first card, 'Roaring Twenties', has a blue background and a value of 3. It features a photograph of the Maginot Line and the text: 'The great French Wall – French military prepares for a defensive war'. Below the photo is the text: 'Maginot Mentality * LW player must spend their next two scheduled action rounds making consecutive free Rearmament attempts on the French Rearmament track. Reduce the number of affected rounds to one if the Alsace-Lorraine space is LW-controlled at the time of playing this card.' At the bottom, it says: 'Place marker on top of round marker on appropriate side. Flip or remove marker (as appropriate) whenever a mandatory Rearmament attempt is made.' The second card, 'Great Depression', has an orange background and a value of 3. It features a photograph of German soldiers and the text: 'Highest Command fears French and British reaction'. Below the photo is the text: 'German Generals Object * During their next two scheduled action rounds, RW player may only play cards for Operations (with -2 OPs to a minimum of 1). Reduce number of affected action rounds to one if at least three Scoring regions dominated (and/or controlled) by LW player.' At the bottom, it says: 'Place marker on top of round marker "2 AR" side up. When round marker moves to next space, flip marker to "1 AR" side. When round marker moves to next space, remove it.'

Two strategy cards (*Maginot Mentality* and *German Generals Object*) mandate special use of Action Rounds (respectively consecutive Rearmament attempts and consecutive Operation Rounds, see 6.0). Scoring cards always take precedence on these Strategy card effects.

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Example: Left Wing player has played the Dawes/Young Plan (which increases the Operation Points they receive by +1 for the remainder of the turn). In a subsequent Action Round, they play the Admiral Horthy strategy card. They receive 4 Operations Points, but the Support Check the Right Wing player makes in the Hungary space will also be modified by +4.

Example: Left Wing player plays the Trade Imbalance card while RW player dominates no Scoring Regions. The Event is considered to be played and is removed from the game.

- The Phasing Player always decides whether the Event is to take place before or after the Operations are conducted.
- If a card play triggers an opponent's Event, but that Event cannot occur because a prerequisite card has not been played, the card is prevented from being played through the ongoing effects of another card, or a condition expressed in the Event has not been met, the Event does not occur. In this instance, cards with an asterisk Event (marked *) are placed in the discard pile, not removed from the game.

5.3 When an Event forces a player to discard a card, the Event on the discarded card is not implemented. **This rule also applies to Scoring cards.**

5.4 Card text that contradicts the written rules supersedes the written rules.



Example: Left Wing player plays the Il Duce card while the March on Rome card has not yet been played. The Event is NOT executed and the card is discarded rather than removed from the game.

- If a card play triggers an opponent's Event (i.e. all prerequisites and/or conditions are satisfied), but the Event results in no effect, the Event is still considered played, and would still be removed if it has an asterisk.

6.0 OPERATIONS

When a non-Scoring card is played as an Operations card, the player must choose to use all of the Operations points on one of the following three options: Support Point Placement, Support Checks, or a Rearmament Attempt.

6.1 Placing Support Markers

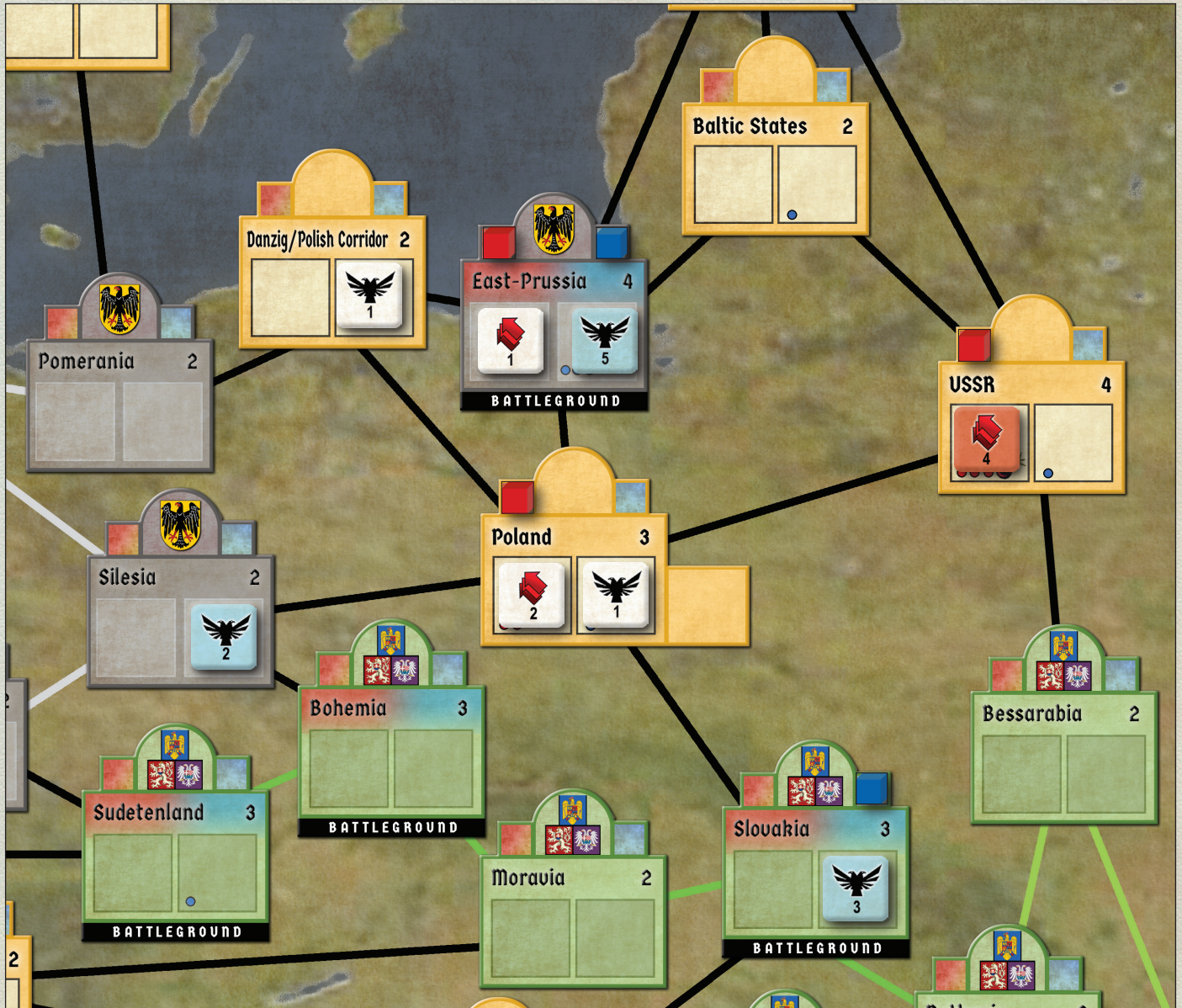
6.1.1 The rules in this section only apply to Support Points (SPs) that are placed with Operations points. Support points placed by Events can be placed anywhere (ignoring adjacency and control).

6.1.2 SPs are placed one at a time. However, all SP markers must be placed with, or adjacent to, friendly SP markers that were in place before the first SP was placed. Alternatively, SP may be placed in spaces containing a friendly Extremist cube.

Design Note: This prevents placing SPs in a chain during the same action.

6.1.3 It costs one Operations point to place an SP in a space that is friendly-controlled or uncontrolled. It costs two Operations points to place an SP in an opponent-controlled space. If a space's control status changes while placing SPs, additional points placed during that Action Round are placed at the lower cost.

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Example: The Right-Wing player plays a 3-Ops value card and announces they will be making a Support Check. They select the Poland space, currently containing 2 LW SP and 1 LW Extremist Cube.

Poland has a stability of 3, which is doubled to a Target Number of 6. They roll a 1 and add 3 to the roll for the OPs value of the card. To determine any further die roll modifiers, they check the five spaces adjacent to Poland (and Poland itself).

- Danzig / Polish Corridor is currently uncontrolled (containing only 1 RW SP) and contains no Extremists, so does not modify the roll.
- East-Prussia is currently RW-controlled (containing 5 RW SP and 1 LW SP) and contains one RW and one LW Extremist, for a total net modifier of +1.
- USSR is LW-controlled (containing 4 LW SP) and contains one LW Extremist, for a total modifier of -2.
- Slovakia is RW controlled and contains a RW Extremist, for a total modifier of +2.
- Silesia is RW controlled, for a modifier of +1.
- Poland itself contains a LW Extremist, modifying the result by -1.

Total net modifier is +1. The modified roll is 5, which is not higher than the target number of 6, so nothing changes. If the modified roll had been 7 (by rolling a 3 on the die), a single LW SP would have been removed from the Poland space. If the modified roll had been 9 (by rolling a 5), all LW SP and the single Extremist would have been removed from the Poland space. Starting from a modified roll of 10+ (i.e. rolling a 6), RW SP would be added. A roll of 13 (impossible from this example, but possible with different DRMs) would result in all Left Wing Support and Extremists removed, 3 Right Wing Support and 1 Right Wing Extremist placed, the maximum possible result.

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6.2 Support Checks

6.2.1 The rules in this section (apart from the exceptions mentioned in 6.2.4) apply to Support Checks initiated via Operation Points, Scoring Cards and Strategy Events.

6.2.2 Support Checks are used to reduce opponent's Support (and/or Extremists) in a country, and possibly to add friendly Support (and/or Extremists) if the Support Check is successful enough.

6.2.3 Each Strategy Card played for Support Checks gives a single Support Check to the Phasing Player, regardless of the card's Operations value.

6.2.4 To attempt a Support Check in a space, the space must contain opponent's SPs and/or Extremists.

Exception: *Support Checks initiated via Event text targeting specifically named spaces (e.g. Munich Beer Hall Putsch, Admiral Horthy) are executed even if the space does not contain any opposing markers (and as such can be used to increase friendly Support and/or add a friendly Extremist).*

6.2.5 To resolve a Support Check, multiply the Stability Number of the target space by two (x2). Then roll a die, and add the OPs value of the card played to the die roll.

Further modify the die roll:

- +1 for each adjacent friendly controlled space
- +1 for each friendly Extremist in or adjacent to the target space
- -1 for each adjacent opponent controlled space
- -1 for each opponent Extremist in or adjacent to the target space
- SPs in the target space itself do not modify the die roll in any way

6.2.6 If the modified die roll is greater than the doubled Stability Number, the Support Check succeeds. For each point achieved in excess of this double Stability number, do the following (in order):

- remove opposing SP from the target space
- If excess points remain after removing opposing SP, also remove opposing Extremist
- if excess points remain after removing opposing Extremists, add friendly SP (but never more than necessary for control, i.e. equal to the Stability Number)
- if excess points remain, place a single friendly Extremist if no friendly Extremist in the space yet.

6.3 Rearmament

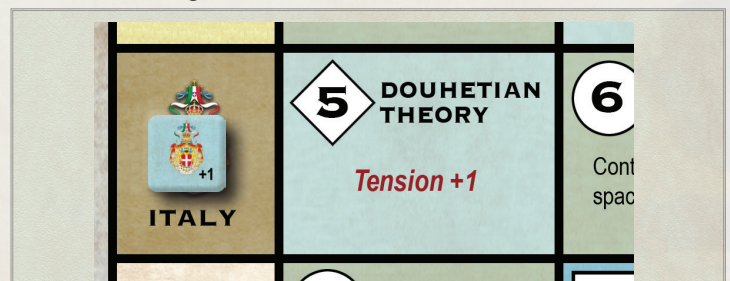
6.3.1 There are seven Rearmament tracks in Europe in Turmoil II, one each for Spanish, Italian, UK, French, German, Little Entente and Soviet Rearmament. On each track is a Rearmament Progress marker, either on its Left Wing +1 side or its Right Wing +1 side. Each track has a different length and is composed of Progress boxes containing a game effect. Operations points may be spent to attempt to advance a Rearmament Progress marker.

6.3.2 Each player may (once per turn) play a card to make a Rearmament attempt. To do so, they select a track and flip their Rearmament Availability marker from "Available" to "Unavailable". Any track where the Progress marker is not yet on the Rightmost box may be selected, regardless of which side of the Rearmament Progress marker is face up. Once a track is selected, the player making the attempt makes a roll, adding the Operations value of the card to the total.

Modify this total by:

- +1 if the card is aligned to the player's side (i.e. Left-Wing player uses a card aligned with the Left Wing to make their rearmament attempt)
- +1 if the Rearmament Progress marker is flipped to that player's '+1' side
- +X (various modifiers, resulting from Strategy card Events and/or Rearmament Progress boxes)

6.3.3 If the modified total matches or exceeds the number required to advance to the leftmost unreached Progress box (printed in the box) on the selected Rearmament track, advance the chosen Rearmament Progress marker to that box and flip the marker to the '+1' side of the attempting player (if not already there). Otherwise, only flip the Progress Marker to their '+1' side (if not already there) without moving the marker.



Example: *The Italian Rearmament Progress marker is still on its starting space, on its Right Wing side. The Left Wing player makes a Rearmament Attempt attempting to reach the Douhetian Theory progress box, discarding a Right Wing Event with 3 OPs. They make a roll of '1', which is modified to 4. The Douhetian Theory box has an advancement number of 5. As the attempt has failed, the marker does not move, but is flipped to its "Left Wing" +1 side. On subsequent attempts on the Italian Rearmament track, the Left Wing player would receive a +1 bonus while the marker remains on this side. If the Left Wing player had rolled a 2 or better, the marker would have moved to the Douhetian Theory box, Tension would have increased by 1 and the marker would also have flipped to the "Left Wing" +1 side.*

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6.3.4. When reaching a Rearmament progress box, execute all effects of the box prior to continuing play.

Exception: *The effects of the Washington Naval Treaty take precedence on 6.3.4 and are executed prior to the Progress box execution.*

6.3.5 Attempts attained via Event play and/or effects from Rearmament Boxes are called “free” rearmament attempts and do not count against the “one per turn” limit clause of 6.3.2, and neither do Rearmament advances attained through Strategy Card Events. These attempts may be made regardless of the current state of that player’s Rearmament Availability marker and do not affect that marker.

Example: *The Left Wing player, under effect of the Maginot Mentality strategy card Event, makes two Rearmament Attempts on the French Rearmament track while their Rearmament Availability marker is on its “Available” side. They can still make another Rearmament Attempt during this turn, on the French Rearmament track or any other.*

Unless specified otherwise (i.e. Mechanised Warfare Pioneers), free rearmament attempts still require a card to be played for its Operations Points.

Example: *The Left Wing player discards a RW Event with 3 OPs and successfully reaches the Experimental Mechanised Force UK Rearmament Progress box. They may make a free rearmament attempt. To do so, they must discard an additional card and make another roll.*

6.3.6 When, according to an Event, a player has to make multiple consecutive Rearmament attempts, this is across turns if not enough Action Rounds are remaining in this turn (see 4.5.2)

6.3.7 Regardless of the text on the card, the Event of a card played as a Rearmament attempt is not implemented. The card is placed in the discard pile.

Exception: *Some cards have text in their Strategy Event section that only occurs if played for Rearmament.*

6.3.8 When the rightmost box of a Rearmament track is reached by its Progress marker, increase Tension by 1. From now on, while that Progress marker remains in the rightmost box, that track is ineligible for Rearmament attempts (including attempts provided by strategy card Events). If an Event would advance such a track (without making an attempt), instead increase Tension by 1.

6.3.9 The *Red Army Purges* strategy card Event can retreat the USSR Rearmament Progress marker. If this happens, move the Progress Marker two boxes to the left (or as far as possible, if less than 2 advances have been made) without any further Event resulting from the Progress Marker moving. The effects printed on the uncovered boxes will happen again if reached again by the Progress Marker.

6.3.10 **Whenever advancing or retreating a marker due to an Event (and not a Rearmament Attempt), do not flip the marker.**

6.3.11 Progress boxes are divided into Air Force, Army and Navy boxes for the purpose of certain strategy Events and markers. There are no inherent rules for these.

7.0 EVENTS

7.1 General Rule

If a card has a playable Event associated with either the Phasing Player or both players, it may be played as an Event instead of Operations. If so, the card’s Event takes effect as directed by the card’s text.

7.2 Ongoing Events

Some Event cards remain in effect until canceled by a later Event. Some Events last for the duration of the game, or for the duration of a turn. When such cards are played as Events, place them to the side of the map, or place their marker on the Map or Event Status Chart, as a reminder of their ongoing effects. Ongoing Events have their Event title underlined.

7.3 Events that Modify OPs Values

7.3.1 Some Event cards modify the Operations value of cards played later that same turn. These modifiers should be applied in aggregate, first all negative modifiers (including application of lower limits) and then only positive modifiers.

Example: *The Dawes/Young Plan is in effect for the Left Wing player, and they also have a -1 OPs reduction (to a minimum of 1) due to low Moderation (see 8.3). When the Left Wing player plays a 2-OPs card, it will first be reduced to 1 and then be increased to 2 again. When the Left Wing player plays a 1-OPs card, it will not be reduced (minimum of 1), but it will subsequently be increased to 2 thanks to the Dawes/Young Plan.*

7.3.2 Events modifying the Operations value of a card only apply to one player, and do so for all purposes (but see 5.2).

7.4 Events That Play Like OPs Cards

If an Event specifies that a player may conduct Operations, place Support, or make Support Checks as if they played a card of a certain operations value, those additional Operations are treated as if a card had been played for its Operations Point Value. Therefore, those Operations are subject to all of the restrictions of Rule 6.1 and other Events limiting their value or use (or increasing OPs).

Example: *The Right Wing player is under the effect of Dawes/Young Plan and plays the Germany Scoring card. They get to make a 3-OPs Support Check, which is increased to 4-OPs instead thanks to Dawes/Young Plan.*

Example: *The Left Wing player has low Moderation and has a -1 OPs reduction. When they play the Germany Scoring card, they get to make only a 2-OPs Support Check.*

7.5 Unplayable Events

If an Event becomes unplayable due to its cancellation or restriction by another Event card, or if it is unplayable due to requirement Events not having been played yet, the unplayable Event card may still be used for its Operations value.

7.6 For the effects of Moderation on Playing cards, see 8.3.

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8.0 MODERATION

| POWER | | | | | POWER | | | | |
|-------|----|----|----|----|-------|----|----|----|----|
| 5 | 4 | 3 | 2 | 1 | 0 | 1 | 2 | 3 | 4 |
| 10 | 9 | 8 | 7 | 6 | | 11 | 12 | 13 | 14 |
| 15 | 14 | 13 | 12 | 11 | | 16 | 17 | 18 | 19 |
| 20 | 19 | 18 | 17 | 16 | | | | | |

Power Track

8.1 Each player's Moderation is tracked on the Power track. Moderation can be increased or reduced.

8.2 Whenever a player's Moderation increases, move their Moderation marker one space closer to 20 on their respective side of the Track. Whenever a player's Moderation is reduced, move the Moderation marker one space closer to the 0. Whenever a player's Moderation reaches 0, increase Tension by 1. If a player's Moderation would be reduced but it is already at 0, they get sanctioned and receive a sanction marker instead.

8.3 Whenever the POWER marker is HIGHER than a player's Moderation, flip that player's Moderation marker (from Moderate to Extremist). While this situation continues, all OPs received by that player are reduced by 1, to a minimum of 1 [exception: Rearmament Attempts do not have their OPs reduced]. When POWER again becomes equal or lower to that player's Moderation, return the marker to its Moderate side and end the penalty.

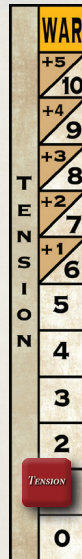
Note: Remember that Phasing Player decides whether an Event occurs prior to using OPs or after using OPs (see 5.2). The reduction from 8.3 occurs when the OPs are used. If an Event would increase POWER over Phasing Player's Moderation, the OPs of the card are immediately reduced by 1 to a minimum of 1 (and vice versa).



Example: LW Moderation is at LW5, and POWER is currently at LW6. All OPs received by the LW player are currently reduced by 1. The LW player plays the Reichstag Fire strategy card, increasing RW POWER by 2. POWER moves to LW4. LW player flips Moderation marker. The LW player subsequently receives 2 OPs. If they had used OPs prior to the Event, they would have received 1 OP instead.

8.4 For the effects of Moderation on Victory, see 10.

9.0 TENSION & WAR BREAKING OUT



9.1 Various game effects (Events, Rearmament Progress boxes and/or Rules) cause Tension to increase (or -rarely- decrease).

9.2 The Tension marker moves up and down the Tension Track, which contains two types of spaces:

- Spaces numbered 0 to 5
- Spaces numbered 6 to 11, each with a die roll modifier number (+#).

9.3 If Tension is at 0 and should be reduced, instead give +1 POWER to the player whose Tension reduction wasn't executed.

Note: This is not necessarily the Phasing Player!

Example: Tension is at 0 when the RW player plays the Washington Naval Treaty strategy card. The LW Event reduces Tension by 1. As Tension cannot be further reduced, the LW player gains 1 POWER.

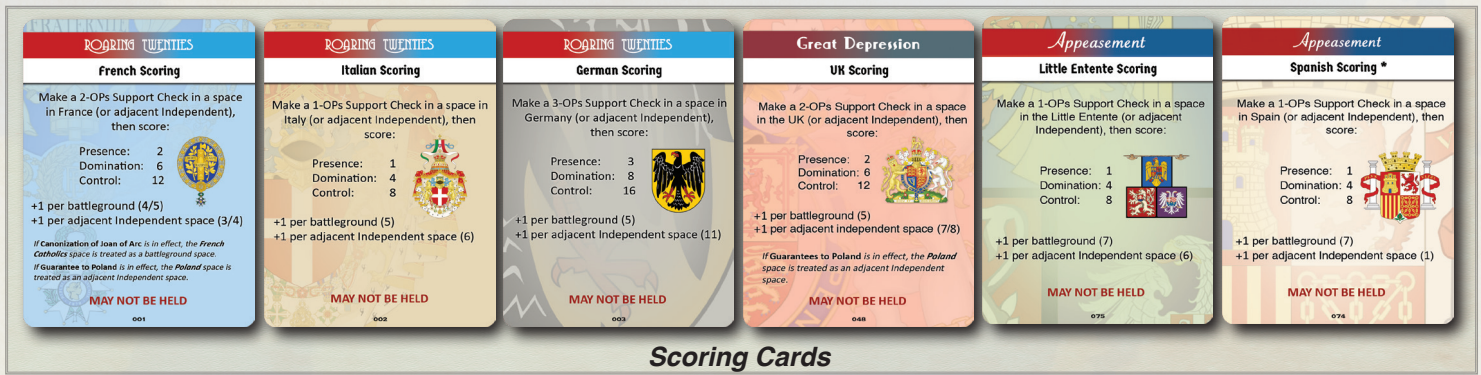
9.4 If the Tension marker moves into a space containing a die roll modifier number, the player moving the Tension marker makes a roll, adding the modifier. If the roll is higher than 6, the Second World War breaks out (continue to 9.5).

9.5 Second World War

If war broke out in 9.4, phasing player gets Sanctioned and receives a Sanction marker. End the Strategy phase and end the game (see 10.4.2).

Note: Spaces on the Power Track are referred to as LW# and RW#. Spaces on the left side of the track use LW# and spaces on the right side of the track use RW#. For example, LW10 is the space the LW Moderation marker begins. RW12 is the space the RW moderation marker begins.

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Scoring Cards

10.0 SCORING

The object of the game is twofold; to score Power in a bid to dominate European politics, but also to keep a high Moderation in order to remain moderate. Regional Power is scored through Support within the six scoring Regions and their colonies and perimeter. Power can also be received through the play of certain Events or through reaching certain boxes on the Rearmament track.

Each region has its own 'scoring card' in the strategy deck. Playing a scoring card causes Power to be scored, based on how much Support your side has in that region and its periphery and how stable that region is at the time the card is played.

Scoring takes place in a region at the following times:

1. During Scoring of a Region (10.1)
2. During Final Scoring (9.4 and 10.4) for ALL regions

10.1 SCORING Cards

10.1.1 The following terms are used during Regional Scoring:

Presence: A side has Presence in a Region if it Controls at least one space in that Region.

Domination: A side achieves Domination of a Region if it Controls more spaces in that Region than its opponent, and it Controls more Battleground spaces in that Region than its opponent. A side must Control at least one non-Battleground and one Battleground space in a Region in order to achieve Domination of that Region.

Control: A side has Control of a Region if it Controls more spaces in that Region than its opponent, and Controls all of the Battleground spaces in that Region.

Note that there is no requirement for control over non-battleground spaces to achieve Control over a region.

10.1.2 If a player has achieved Presence, Domination, or Control, they score Power equal to the number shown on the country's Scoring Card for the highest of the three levels they have achieved.

10.1.3 Each player scores 1 additional Power for each Battleground space they control in the region.

10.1.4 Each player scores 1 additional Power for each independent country they control which is adjacent to the Region.

10.1.5 Each player totals up their Power, and the net difference between the two scores is marked on the Power Track.

10.2 Playing certain card Events may result in Power being scored.

10.3 The Power Track

10.3.1 The Power Track shows a range of scoring possibilities from LW20 (Left Wing Automatic Victory) to RW20 (Right Wing automatic victory). At the start of the game, place the Power marker in the center of the chart, on the box marked 0. This box represents zero points, or total equilibrium of the two sides. This box should be counted as a space when players' scores are adjusted.

10.3.2 Wherever a card states that the player 'gains' Power, this means that the Power marker is moved that many spaces in that player's favor, i.e., if the Power marker is on the Left Wing 10 space (Left-Wing player winning) and the Right-Wing player gains 2 Power, the marker is moved to the Left Wing 8 space on the Power track.

10.3.3 If both players earn Power from the same card or Event play, apply only the difference in Power awarded.

Note: Three important scoring rules to remember:

During French scoring, the French Catholics space may be a battleground and the Poland space may be considered adjacent to the French scoring region.

If Canonization of Joan of Arc is in effect, the French Catholics space is treated as a battleground space.

If Guarantee to Poland is in effect, the Poland space is treated as an adjacent Independent space.

During UK scoring, the Poland space may be considered adjacent to the UK scoring region.

If Guarantees to Poland is in effect, the Poland space is treated as an adjacent Independent space.

Remove Spanish Scoring card from game after it has been scored.

Spanish Scoring *

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10.4 VICTORY

10.4.1 **Automatic Victory:** There are two ways to achieve an automatic victory in Europe in Turmoil II:

- The instant one player reaches a score of 20 Power, the game is over and that player is the winner.

Note: All Power awards (for both players) that are scored during an Event or scoring card must be applied prior to determining automatic victory.

- Illegal Held Card: if a player has a scoring card in their hand in the Verify Held Cards step of a turn, that player loses and their opponent is declared the winner. If both players hold scoring cards, the game is considered a draw.

10.4.2 **Second World War Victory:** If the Second World War breaks out (see 9.4), execute final scoring to determine the winner.

10.4.3 **End Game Victory:** If neither side has achieved victory of any kind by the end of turn 10, execute final scoring to determine the winner.

10.4.4 **Final Scoring:** If the game has ended due to war breaking out (10.4.2) or because the last turn ended (10.4.3), every Region is scored as if its regional scoring card had just been played (this new Power is added to the current score).

Note: Do not make any Support Check during Final Scoring!

Every Region's score must be calculated before final victory is determined. Reaching 20 Power does not result in Automatic Victory during scoring at the end of turn 10.

Subsequently, compare both players' Moderation. Player with lowest Moderation receives sanction markers equal to the difference. Each player now loses 2 VP per sanction marker.

Note: Sanction markers have no effect in the case of Automatic Victory.

Once all regions have been scored and Sanctions have been taken into account, the victor is determined.

- Player on whose side the Power marker is, wins the game.
- If the Power marker is at 0 Power, the player with the highest current Moderation wins the game. In case of ties, the game is a draw.

11.0 QUICKSTART NOTES

11.1 For players of Europe in Turmoil

Europe in Turmoil II: Interbellum is pretty similar in rules (though not in execution!) to Europe in Turmoil. In this section I will give a quick overview of things which are different.

11.1.1 No Stability or Mobilization deck. Scoring cards when played do not trigger a stability check, but only provide the card player with a Support Check in the Scoring Region. Similarly, the Second World War is not resolved (neither via a Dice-rolling mechanic nor via a Mobilization deck) via game mechanics.

11.1.2 No socio-economic icons. Spaces in Europe in Turmoil 2 do not have icons and there are no cards referring to subsets of spaces except by name.

Exception: Colonial spaces

11.1.3 No Crisis Rolls. While there are Tension rolls to indicate when the Second World War breaks out based on increases of the Tension track, there are no separate cards or triggers to make such rolls.

11.1.4 Extremists. A new mechanic is the Extremist, which can be added to a space (usually only one per player per space) and which provides bonuses to Support Checks in the same or adjacent space.

11.1.5 Multiple rearmament tracks. As opposed to the single naval arms race board in Europe in Turmoil (where each player had a marker on that board), Europe in Turmoil 2 has seven Rearmament tracks, in which a single marker tracks the rearmament progress of that nation and this marker can be advanced by each player (gaining rewards for progress boxes reached).

11.2 For all new players

11.2.1 Scoring Card distribution

One of the most important things to know about a game of this family is to which era each scoring card belongs.

- Roaring Twenties: Germany, France and Italy
- Great Depression: United Kingdom
- Appeasement: Little Entente and Spain (note that Spain Scoring* is a removable Event).

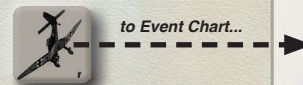
11.2.2 Deployment of Extremists

Whenever placing extremist cubes, try to decide what you want from that extremist: are you using it for offense (are you setting up a support check?), for defense (is the opponent setting up support checks via control of spaces or via extremists)? Extremists are a limited resource, try to make the most of them.

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In order to succeed, the Rearmament attempt must equal or exceed the number in the Rearmament space.

Reminder markers such as this one for Dive Bomber Doctrine begin on the Rearmament Chart. They are moved to the Event Chart when the nation's Rearmament Marker reaches the space.



When a Rearmament attempt is made, flip the player's Rearmament Attempt marker.



| | | | | | | | | |
|---|--|--|---|--|--|-------------------------|---------------------------|--|
| 10 PANZER-SCHULE KAWA RW player may play one RW-aligned Event from the discard pile. | 10 LIPETSK AIRBASE Place 2 RW SP in the USSR space. | 5 LUFTWAFFE UNVEILED <i>Tension +1</i> | 6 RAPID ARMY EXPANSION * Place 2 RW SP in a space adjacent to Germany. | 7 DIVE BOMBER DOCTRINE * RW player gains 3 <i>Power</i> if <i>Tension</i> is at least 3. | 8 NAVY PLAN Z Place 2 RW SP in up to three Independent spaces. | TENSION +1 | ARMY NAVY AIR FORCE | |
| 5 MAGINOT LINE CONCEPTION Place 2 LW SP in the Alsace-Lorraine space. | 6 MAGINOT LINE COMPLETION Place 2 LW SP in the Alsace-Lorraine space. | 7 EXTENDED CONSCRIPTION Place your extremist in a space in France that does not already contain one of yours. | 6 AIR FORCE MODERNIZATION Place 1 of your SP in up to two spaces adjacent to France. | 8 ELITE ARMoured FORCE Make a 4 OPs Support Check in any non-Colonial space in France. | TENSION +1 | | | |
| 7 EXPERIMENTAL MECHANIZED FORCE You may make a free Rearmament Attempt (on a different track) using a different card. | 8 IMPERIAL OBLIGATIONS Place two of your SP in the Empire & Commonwealth space. | 8 AIRCRAFT CARRIERS LW player may play one LW-aligned Event from the discard pile. | 7 RAF EXPANSION You may make a free Rearmament attempt (on the UK track) using a different card. | 8 SPITFIRE / RADAR Reduce <i>Tension</i> and opponent's <i>Moderation</i> by 1. | TENSION +1 | TENSION +1 | | |
| 6 T-26 TANK Place 1 LW SP in up to two non-Colonial spaces containing LW extremists. | 6 POLIKARPOV I-16 Place 1 LW SP in up to two non-Colonial spaces containing LW extremists. | 7 THEORY OF DEEP OPERATION Controller of USSR space gains 2 <i>Power</i> . | 7 LESSONS FROM KHALKHIN GOL Controller of the USSR space may draw two cards and then discard two cards. | 8 OFFENSIVE PREPARATIONS Place 2 LW SP in each space adjacent to the USSR space. | TENSION +1 | | | |
| 5 DOUHETIAN THEORY <i>Tension +1</i> | 6 BINARY DIVISIONS Controller of Lombardy space gains 2 <i>Power</i> . | 6 NAVAL BUILDUP * Place 2 RW SP in a space adjacent to Libya. | 7 PACT OF STEEL Controllers of Rome and Berlin spaces each gain 2 <i>Power</i> . | TENSION +1 | TENSION +1 | TENSION +1 | | |
| 5 ARMY OF AFRICA Place one of your SP in the Spanish Morocco space. | 5 ESPAÑA CLASS DREADNOUGHTS Place one of your SP in any space in Spain. | 6 DISSATISFIED OFFICER CORPS Place one of your extremists in a space in Spain that does not have one of your extremists. | 5 EMERGENCY * INTERVENTION Make a 3 OPs Support Check in a space in Spain. | TENSION +1 | TENSION +1 | | | |
| 6 FOREIGN PLANE IMPORT Place one of your SP in a space in another Scoring Region. | 6 SKODA TANKWORKS Place one of your SP in a space in the Little Entente. | 7 JOINT STAFF TALKS You may make a free Rearmament attempt with a +2 modifier (using a different card). | TENSION +1 | TENSION +1 | TENSION +1 | Rearmament Chart | | |

Each nation's Rearmament marker begins on its corresponding space in the first column with its LW/RW side face-up as shown.

This marker is placed here when the Washington Naval Treaty event occurs. The marker is removed when Appeasement begins on turn 7.

The Ten Year Rule marker remains on the Rearmament Chart. It begins the game on its '+0' side and is later flipped to its '+2' side when its event occurs.

11.2.3 Moderation

The Handling of Moderation is quite important during the game. While it seems you can get great events at no cost, you still need to define a strategy at the start of the game. Do you try to keep Moderation just above Power? Do you just go way out, and take the OPs penalty whenever it applies? Do you try to give Power to your opponent, to give them the -1 OPs penalty? How are you trying to win? Do you go for the automatic victory (in which case Moderation is not really that important), or for the turn 10 Final Scoring win (in which case you want high Moderation, either to exceed opponent's Moderation, or to at least minimize the amount of Sanctions received).

11.2.4 Reshuffles

Normally there is a reshuffle during the card draw phase of turn 4.

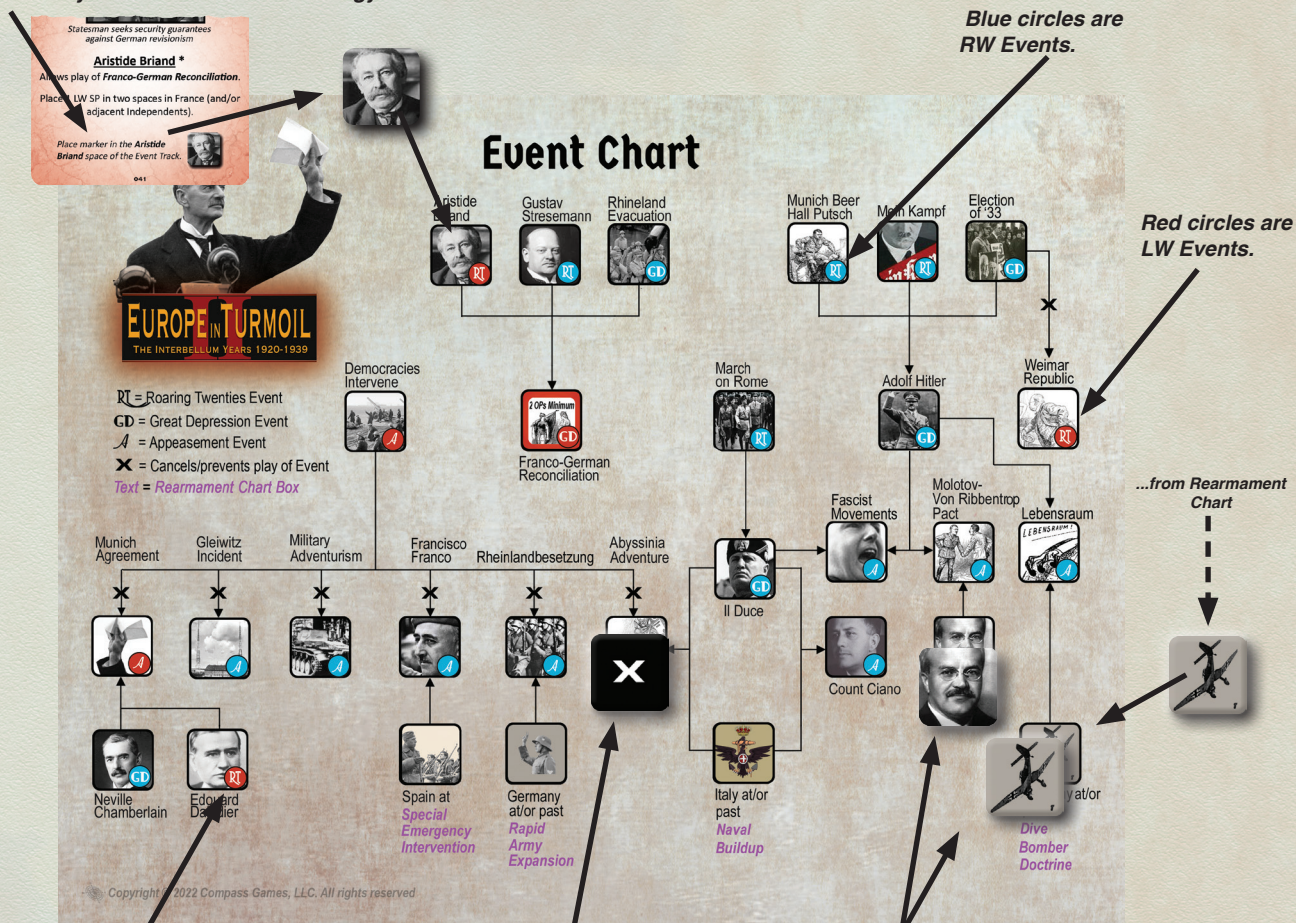
The Great Depression deck is shuffled in the current draw deck in turn 5.

The Appeasement deck is shuffled in the current draw deck in turn 7.

There is usually a reshuffle during the card draw phase of turn 9.

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Reminder markers are placed on their corresponding space of the Event Chart by instructions from a Strategy card's Event.



11.2.5 Important Spaces

There are a few Independent spaces that border 3 Scoring Regions (Austria, Switzerland, Belgium) and thus have the potential to give a lot of Power during the game. Switzerland in particular is adjacent to all Scoring Regions from the Roaring Twenties deck.

The following spaces should be controlled for certain Rearmament boxes to improve:

- Lombardy, Rome, Berlin, USSR

The following spaces have SP placed in them via Rearmament Progress boxes:

- Alsace-Lorraine, Spanish Morocco, Empire&Commonwealth

The following spaces should be controlled for certain Strategy cards to become better:

- LW: Switzerland, Bohemia, Slovakia, USSR
- RW: Berlin, French Catholics, Bavaria, Poland
- Both: Vatican

The following spaces have SP placed in them by Strategy cards:

- LW: Berlin, Switzerland, Sudetenland, Bohemia, Slovakia, Moravia, Rhineland, Paris, London, Parliament, Madrid, Valencia, Catalonia, Finland, Baltics, Bessarabia, Poland
- RW: Switzerland, Rome, Empire&Commonwealth, Rhineland, Slovakia, Hungary, Poland, Danzig/Polish Corridor, Sudetenland, Bavaria

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12.0 GREAT DEPRESSION SCENARIO

The rules in section 12.0 replace the rules in 3.0 Setup. All other rules are in place.

12.1 Place markers on the gameboard.

-  Put the Turn marker on Turn 5 of the Turn Track.
-  Put the Power marker on "RW 1" of the Power Track.
-  Put the Tension marker on 1, on its Kellogg-Briand side.
-  Put the RW Moderation marker on RW9 of the Power Track.
-  Put the LW Moderation markers on LW9 of the Power Track.
-  Neither side begins with any sanction markers.
-  The Rhineland Demilitarized marker *is not* placed in the Rhineland space.
-  The marker in the Switzerland space should be on its League of Nations side.
-  The marker in the French Catholics space is placed on its Canonization of Joan of Arc side.
-  The marker in the Thuringia space is placed on its Weimar Republic side.
-  The marker in the Poland space is placed on its blank side (Guarantees to Poland has not been played).

12.2 Prepare Rearmament Chart

-  Place German marker on the Lipetsk Airbase space RW side-up.
 -  Place France marker on the Maginot Line Conception space LW side-up.
 -  Place UK marker on the Experimental Mechanised Force space RW side-up.
 -  Place USSR marker on the Polikarpov I-16 space LW side up.
 -  Place Italian marker on the Binary Divisions space RW side up.
 -  Place Spanish marker on the Espana Class Dreadnoughts space RW side-up.
 -  Place Little Entente marker on the starting space LW side-up.
- 


 Place the following markers in their corresponding space on the chart.
- 

 use +0 side of the Ten Year Rule Plan Abandoned marker

12.3 Prepare Strategy Cards

Remove the following cards from the game, placing any appropriate reminder markers on the reminder sheet:

- Giacomo Matteotti
- Germany Admitted to the League of Nations
- Hyperinflation in Germany
- Spirit of Locarno
- Freikorps
- Aristide Briand (placing Reminder Marker)
- Aventine Secession
- Tomas Masaryk
- White Terror
- Munich Beer Hall Putsch (placing reminder marker)
- March on Rome (placing reminder marker)
- Ruhr Occupation
- Cartel des Gauches
- Gustav Stresemann (placing reminder marker)
- Canonization of Joan of Arc
- Mein Kampf (placing reminder marker)
- Leon Trotsky
- Treaty of Rapallo
- Jozef Pilsudski
- Washington Naval Treaty (placing reminder marker)
- Friedrich Ebert
- Miguel Primo de Rivera
- Wall Street Crash
- Rif War
- Weimar Republic
- Admiral Horthy
- Kellogg-Briand Pact

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12.4 Place the following cards in the discard pile:



| |
|--------------------------------|
| Deuxième Bureau |
| Clandestine Rearmament |
| Pope Pius XI |
| Edvard Benes |
| League of Nations Intervention |
| Winston Churchill |
| Dawes Plan / Young Plan |




12.5 Build Draw Deck



Combine the remaining cards from the Roaring Twenties (not mentioned above) with the Great Depression cards to create the Draw Deck.




Neither player has cards in their hand at the start of the scenario.



12.5 Place SP and Extremists

 LW SP  RW SP * Extremist

|  French Spaces |  |  |
|---|---|---|
| Action Française | 0 | 3* |
| Alsace Lorraine | 2 | 0 |
| Aquitaine | 1 | 0 |
| France-Comte´ | | |
| French Catholics | 0 | 4 |
| Normandy/Brittany | | |
| Nord/Pas-de-Calais | 2* | 0 |
| Paris | 2* | 0 |
| Provence | | |




| French Colonial Spaces |  |  |
|--|---|---|
| Algeria | 1 | 0 |
| French Morocco | 2* | 0 |
| French Mandate for Syria and the Lebanon | 0 | 2 |
| Tunisia | | |



|  Italian Spaces |  |  |
|--|---|---|
| Apulia | | |
| Blackshirts | 0 | 0* |
| Campania | | |
| Dodecanese | | |
| Fiume | 0 | 3 |
| Lombardy | 3 | 0 |
| Rome | 1 | 4 |
| Sicily | | |
| South Tyrol | 2 | 0* |
| Tuscany | 0 | 1 |
| Victor Emmanuel III | 0 | 2 |

| Italian Colonial Space |  |  |
|-------------------------------|---|---|
| Libya | 0 | 2* |




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|  German Spaces |  |  |
|---|---|---|
| Bavaria | 0 | 3* |
| Baden-Württemberg | | |
| Berlin | 3* | 0 |
| East-Prussia | 0 | 4 |
| Hamburg | 2 | 0* |
| Hanover | | |
| Magdeburg | 0 | 5 |
| Pomerania | | |
| Rhineland | 2 | 0 |
| Saxony | 1 | 0 |
| Silesia | 0 | 2* |
| Thuringia | 2 | 0 |

|  UK Spaces |  |  |
|---|---|---|
| Gibraltar | 0 | 2 |
| House of Windsor | | |
| London | 1 | 0 |
| Midlands | | |
| Northern England | 2 | 0 |
| Northern Ireland | 1 | 0 |
| Parliament | 0 | 2 |
| Scotland | 2 | 0 |
| Wales | | |

| UK Colonial Spaces |  |  |
|-------------------------------|---|---|
| British Mandate for Palestine | 2 | 0 |
| Egypt | | |
| Empire & Commonwealth | 0 | 1 |

|  Little Entente Spaces |  |  |
|---|---|---|
| Bessoarabia | | |
| Bohemia | 3 | 0 |
| Bosnia | | |
| Croatia | 0 | 2 |
| Moravia | 1 | 0 |
| Romanian Royalty | 1 | 1 |
| Ruthehenia | | |
| Serbia | 1 | 0 |
| Slovakia | 1 | 0 |
| Slovenia | | |
| Sudetenland | 1 | 1 |
| Transylvania | | |

|  Spanish Spaces |  |  |
|--|---|---|
| Andalusia | 0 | 1 |
| Balearic Islands | | |
| Basque Country | 2 | 0 |
| Catalonia | 1 | 1 |
| Galicia | | |
| La Mancha | | |
| Madrid | 0 | 1 |
| Monarchists | | |
| Spanish Catholics | | |
| Valencia | | |

| Spanish Colonial Spaces |  |  |
|--------------------------------|---|---|
| Spanish Morocco | 0* | 2 |

| Independent Spaces |  |  |
|---------------------------|---|---|
| Albania | | |
| Austria | 0 | 1 |
| Baltic States | 0 | 1 |
| Belgium | 0 | 2 |
| Bulgaria | 0 | 1 |
| Danzig-Polish Corridor | | |
| Denmark | | |
| Finland | 0 | 2 |
| Greece | 0 | 1 |
| Hungary | 0 | 2* |
| Irish Free State | 2* | 0 |
| Netherlands | 3 | 0 |
| Norway | | |
| Poland | 3 | 2 |
| Portugal | 0 | 1 |
| Sweden | 0 | 1 |
| Switzerland | 7 | 1 |
| Turkey | 0 | 1 |
| USSR | 5* | 1 |
| Vatican | 0 | 4 |

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Player Aid

4.5 Turn Sequence page 8

1. Deal Strategy Cards (to 8 prior to turn 5, to 9 after)
2. Play Action Rounds (7 prior to turn 5, 8 after)
3. Verify Held Cards
4. Advance Turn Marker and refresh Rearmament Availability markers
5. Calculate Final Scoring (after turn 10 or if War is triggered during Phase 2)

6.0 Operations page 9

1. Placing Support
2. Making a Support Check
3. Making a Rearmament Attempt

6.1 Placing Support (via OPs) page 9

- One at a time
- Must be placed with or adjacent to friendly SP markers (or with a friendly extremist) that was present at the beginning of the action round.
- 1 OPs per SP (in a friendly or uncontrolled space), 2 OPs per SP (in an enemy-controlled space)

6.2 Support Checks page 11

Making a Support Check (via OPs) - Restrictions

- One per strategy card
- Only in a space containing opponent's SP and/or Extremists

Making a Support Check (non-OPs, via Event or otherwise) - Restrictions

- No restrictions (beyond any given by the source of the Support Check)

Making and Modifying a Support Check Roll

- Make a roll
- Add the OPs value of the card used to make the Support Check (or the OPs provided by the Support Check's source)
- Add 1 for each friendly controlled space adjacent to the target space
- Add 1 for each friendly Extremist in or adjacent to the target space
- Subtract 1 for each space adjacent to the target space controlled by opponent
- Add 1 for each Extremist in or adjacent to the target space controlled by opponent

Resolving a Support Check

- Multiple the Stability of the Target Space by two (x2)
 - If the modified roll (see 6.2.5) is greater than the doubled Stability Number, the Support Check succeeds. For each point achieved more than this double Stability number, do the following (in order):
 - Remove 1 opposing SP from the target space
 - If excess points remain after removing all opposing SP, remove 1 opposing extremist per remaining point
 - If excess points remain after removing all opposing extremists, place 1 friendly SP per remaining point (but never more than necessary for control, i.e. equal to the Stability Number)
 - If excess points remain after you took control over the space, place a single friendly Extremist (if no friendly extremist in the space yet)
- Any remaining excess points are lost.

6.3 Making a Rearmament Attempt page 11

- One per turn (not counting any free attempts)
- Card used to make the attempt is discarded
- Select one of the seven Rearmament Tracks (the rearmament marker of the selected track may not be in the rightmost progress box)
 - Make a roll
 - Add the OPs of the card used
 - Add 1 if the card used to make the attempt if aligned to your side
 - Add 1 if the selected Rearmament Marker is flipped to your +1 side
 - If the modified roll matches or exceeds the number required to advance to the leftmost open rearmament progress box not yet reached, advance the selected rearmament marker once to the right.
- Regardless of whether you advanced the marker, flip it to your side (if not already there)
- Execute the effects of the progress box reached
- If you reached the end of the rearmament track, increase Tension by 1

8.0 Moderation page 13

- Whenever Moderation reaches 0, increase Tension by 1
- Whenever Moderation would go below 0, instead give that player a Sanction marker per decrease
- Whenever the Power marker is higher than a player's Moderation, flip that player's Moderation marker. Until Power is again lower or equal to that player's Moderation (and the marker is flipped gain), that player receives -1 OPs (to a minimum of 1) whenever they receive OPs (with the exception of Rearmament Attempts)

9.0 Tension is increased page 13

- whenever the end of a Rearmament track is reached
- Whenever an event moves a Rearmament marker which is already at the end of its track
- When a player's Moderation reaches 0

9.4 War Breaking Out page 13

- If the Tension marker reaches a space containing a die roll modifier, the player who made the Tension increase makes a roll (adding the die roll modifier)
- If the roll is higher than 6, the player who made the roll takes a Sanction marker and end the game as the Second World War breaks out

Sanctions pages 13, 15

A player receives a Sanction when

- Their moderation decreases but they are already at 0 (1 sanction per moderation decrease not executed)
 - The Second World War breaks out due to their Tension increase
 - (End of Game scoring) The player with the lowest Moderation during Final Scoring takes 1 Sanction for each point of difference
- During Final Scoring, a player loses 2 VP for each Sanction.

EUROPE IN TURMOIL II

13.0 APPEASEMENT SCENARIO

The rules in section 13.0 replace the rules in 3.0 Setup. All other rules are in place.

13.1 Place markers on the gameboard.



Put the Turn marker on Turn 7 of the Turn Track.



Put the Power marker on "RW 3" of the Power Track.



Put the Tension marker on 2 of the Tension Track,



Put the RW Moderation marker on RW7 of the Power Track..



Put the LW Moderation markers on LW8 of the Power Track.



Place two points of Sanctions in the RW Sanction Box and none in the LW Sanction Box.



The Rhineland Demilitarized marker *is not* placed in the Rhineland space.



The marker in the Switzerland space should be on its League of Nations side.



The marker in the French Catholics space is placed on its Canonization of Joan of Arc side.



The marker in the Thuringia space is placed on its blank side.



The marker in the Poland space is placed on its blank side (Guarantees to Poland has not been played).

13.2 Prepare Rearmament Chart



Place German marker on the Luftwaffe Unveiled space RW side-up.



Place French marker on the Maginot Line Completion LW side-up.



Place UK marker on Imperial Obligations space LW side-up.



Place USSR marker on the Theory of Deep Operation space LW side-up.



Place Italian marker on the Binary Divisions space RW side-up.



Place Spanish marker on the Special Emergency Intervention space RW side-up (with the reminder marker moved to thye Reminder Sheet).



Place Little Entente marker on the Foreign Plane Import space LW side-up.



Place the following markers in their corresponding space on the chart.



use +2 side of the Ten Year Rule Abandoned marker

Remove the following cards from the game, placing any appropriate reminder markers on the reminder sheet:

Giacomo Matteotti

Germany Admitted to the League of Nations

Hyperinflation in Germany

Spirit of Locarno

Freikorps

Aristide Briand (placing Reminder Marker)

Aventine Secession

Tomas Masaryk

White Terror

Munich Beer Hall Putsch (placing reminder marker)

March on Rome (placing reminder marker)

Ruhr Occupation

Cartel des Gauches

Gustav Stresemann (placing reminder marker)

Canonization of Joan of Arc

Mein Kampf (placing reminder marker)

Leon Trotsky

Treaty of Rapallo

Jozef Pilsudski

Washington Naval Treaty (placing reminder marker)

Friedrich Ebert

Miguel Primo de Rivera

Wall Street Crash

Rif War

Weimar Republic

Admiral Horthy

Kellogg-Briand Pact

Stavisky Affair

Vyacheslav Molotov (placing reminder marker)

Enabling act (placing reminder marker)

Industrialist Enablers

Night of the Long Knives

Croix-de-feu

Comintern

Neville Chamberlain (placing reminder marker)

Il Duce (placing reminder marker)

Adolf Hitler (placing reminder marker)

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13.4 Place the following cards in the discard pile:



| |
|--------------------------------|
| Deuxième Bureau |
| Clandestine Rearmament |
| Pope Pius XI |
| Edvard Benes |
| League of Nations Intervention |
| Winston Churchill |
| Dawes Plan / Young Plan |
| War Reparations/War Debts |
| Clement Atlee |
| Currency Stabilization |
| American Expatriates |
| Joseph Stalin |
| France Scoring |
| Italy Scoring |
| Germany Scoring |




| |
|--|
| Election of '33 (placing reminder marker) |
| Self Determination |
| Ten Year Rule Abandoned |
| Rhineland Evacuation (placing reminder marker) |
| Manchuria Invasion |
| Geneva Disarmament Conference (already had its effect) |
| Reichstag Fire |
| Franco-German Reconciliation (placing reminder marker) |
| Andrej Hlinka |
| Second Spanish Republic |
| Mechanised Warfare Pioneers |
| Edouard Daladier (placing reminder marker) |
| German Generals Object (already had its full effect) |
| Ernst Thälmann |
| Maginot Mentality (already had its full effect) |



13.5 Build Draw Deck




Combine the remaining cards from the Roaring Twenties and Great Depression (not mentioned above) with the Appeasement cards to create the Draw Deck. Neither player has cards in their hand at the start of the scenario.



13.6 Place SP and Extremists

 LW SP  RW SP * Extremist

|  French Spaces |  |  |
|---|---|---|
| Action Française | 0 | 3* |
| Alsace Lorraine | 6* | 0* |
| Aquitaine | 1 | 0 |
| France-Comte´ | | |
| French Catholics | 0 | 4 |
| Normandy/Brittany | 0 | 1* |
| Nord/Pas-de-Calais | 4* | 0 |
| Paris | 4* | 2 |
| Provence | | |




| French Colonial Spaces |  |  |
|--|---|---|
| Algeria | 3 | 2 |
| French Morocco | 2* | 0 |
| French Mandate for Syria and the Lebanon | 0 | 2 |
| Tunisia | | |



|  Italian Spaces |  |  |
|--|---|---|
| Apulia | | |
| Blackshirts | 0 | 0* |
| Campania | | |
| Dodecanese | | |
| Fiume | 0 | 3 |
| Lombardy | 3* | 0 |
| Rome | 1 | 4 |
| Sicily | | |
| South Tyrol | 2 | 0* |
| Tuscany | 0 | 2 |
| Victor Emmannuel III | 0 | 2 |




| Italian Colonial Space |  |  |
|-------------------------------|---|---|
| Libya | 0 | 2* |



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|  German Spaces |  |  |
|---|---|---|
| Bavaria | 0 | 1 |
| Baden-Württemberg | | |
| Berlin | 5 | 2 |
| East-Prussia | 0 | 4 |
| Hamburg | 4* | 2* |
| Hanover | | |
| Magdeburg | 0 | 3 |
| Pomerania | | |
| Rhineland | 2 | 1 |
| Saxony | | |
| Silesia | 0 | 2* |
| Thuringia | 3 | 0 |

|  Spanish Spaces |  |  |
|--|---|---|
| Andalusia | 0 | 1 |
| Balearic Islands | | |
| Basque Country | 2 | 0 |
| Catalonia | 4 | 1 |
| Galicia | | |
| La Mancha | | |
| Madrid | 2 | 1 |
| Monarchists | | |
| Spanish Catholics | | |
| Valencia | 2 | 0 |

| Spanish Colonial Spaces |  |  |
|-------------------------|---|---|
| Spanish Morocco | 0* | 2 |

|  UK Spaces |  |  |
|---|---|---|
| Gibraltar | 0 | 2 |
| House of Windsor | | |
| London | 2 | 3 |
| Midlands | | |
| Northern England | 2 | 1 |
| Northern Ireland | 1 | 1 |
| Parliament | 0 | 3 |
| Scotland | 2 | 0 |
| Wales | | |

| UK Colonial Spaces |  |  |
|-------------------------------|---|---|
| British Mandate for Palestine | 2 | 0 |
| Egypt | 3 | 0 |
| Empire & Commonwealth | 0 | 1 |

|  Little Entente Spaces |  |  |
|---|---|---|
| Bessoarabia | | |
| Bohemia | 3 | 0 |
| Bosnia | | |
| Croatia | 0 | 2 |
| Moravia | 2 | 0 |
| Romanian Royalty | 1 | 1 |
| Ruthenia | 1 | 0 |
| Serbia | 3 | 0 |
| Slovakia | 1 | 2* |
| Slovenia | | |
| Sudetenland | 3 | 4 |
| Transylvania | | |

| Independent Spaces |  |  |
|------------------------|---|---|
| Albania | 1 | 0 |
| Austria | 0 | 1 |
| Baltic States | 0 | 1 |
| Belgium | 0 | 2 |
| Bulgaria | 0 | 1 |
| Danzig-Polish Corridor | | |
| Denmark | | |
| Finland | 0 | 2 |
| Greece | 0 | 2 |
| Hungary | 0 | 2* |
| Irish Free State | 2* | 0 |
| Netherlands | 3 | 0 |
| Norway | | |
| Poland | 3 | 2 |
| Portugal | 0 | 1 |
| Sweden | 0 | 1 |
| Switzerland | 4 | 1 |
| Turkey | 0 | 3 |
| USSR | 7* | 3 |
| Vatican | 0 | 2 |

THE INTERBELLUM YEARS 1920-1939

14.0 DESIGNER NOTES

Europe is in Turmoil again.

When I finished Europe in Turmoil back in 2017, I had already formed some ideas for a similar game, set in the Interbellum. I had written down some thoughts, made some early design decisions, but always came to the same conclusion: a three player Twilight Struggle cousin is just hard to make. Three player? Yes, at that time it was a three player game, between the Communists, the Fascists, and the Moderates squeezed right in the middle. Cards were aligned with either Communists and Fascists, and Moderates could always choose to play cards or OPs. Communists won when the score was all the way on their side of the scoring track, Fascists when it was on their side, and the Moderate player just wanted scoring to be as close to even as possible (they also could not place Support Points, only remove it). That incarnation had the Power track divided in three (static) parts, with players restricted from playing cards for Operations rather than Events depending on the relative position of the Power marker. It is this game that eventually morphed into the published game. The Moderate player went away (or rather, was split into two while the Extremist players went away), and Moderation made the restrictions on playing cards more dynamic.

As mentioned in the above paragraph, the players represent the moderate voices in politics (or at least start the game as such, with the potential of drifting into Extremism). In se, neither the right-wing or left-wing player wants or strives for controlling scoring regions (while still Moderate). Domination is certainly sufficient. Opposition voices are welcomed or at least allowed, although preferably powerless, in the opposition (until the next election propels them into power). However, the (initially non-player) Extremists do not want other opinions. They hate compromises and despise the opposition. They want one-party states they can completely control. The first thing the Extremists will do once they gain power is to outlaw the other parties. And while they are not players in Europe in Turmoil II, their Strategy Events are in the hands of the players. As a moderate Left Wing player, you are afraid that if you go fully Communist, the other European states will invade you. As a player, you try to remain moderate, but occasionally, you consider “using” the Extremists for a bit (but their aid always comes at the cost of your Moderation). Due to the play pattern of Europe in Turmoil, where players occasionally have to play their opponent’s Events, even the most Moderate player will have their Extremist side show every once in a while.

A big difference between Europe in Turmoil II and its predecessors is Rearmament. While every game of its ilk has some kind of “race” as a safety valve for unwanted Events, Europe in Turmoil II has seven, and they are in a way “cooperative” races, as in “each race has only one marker, and both players advance the same marker”. The value of each progress box increases as players get further on each track, as the design goal was to make the players WANT to rearm, even if that causes Tension to rise. Of course, while both players can advance each Rearmament track, some tracks are more pro-Left Wing and others are more Right Wing (e.g. Russian Rearmament is usually pro-Left Wing, while German Rearmament mainly assists the Right Wing). UK Rearmament is quite difficult, at least while the Ten Year Rule remains in place. Initially, German Rearmament is impossible without the play of Events, as when the game begins German rearmament is forbidden due to the Versailles Treaty limitations. Overall, the effects of the Rearmament race(s) slightly favor the Right Wing, as the military was (usually) on that side of the political aisle.

Other differences with Europe in Turmoil are the removal of socio-economic icons and the associated Stability cards. While part of the struggle during the Interbellum was obviously about union struggles, “class warfare” etc., it is far less regionalized and the classes have become more diffuse within each country. Extremists and Moderation also took a part of the design pie, and that means something else needs to go to keep the game streamlined and not over-chromed. From a mechanical point of view, games of Europe in Turmoil II go to turn 10 much more often than games of Europe in Turmoil, which meant that the scoring process (and the end-game) had to be shortened.

To replace the uncertainty in scoring provided by Stability Cards, each scoring card now provides the player with a Support Check in that scoring region (with varying modifiers). No longer is a hand replete with scoring cards a liability, although to make the most out of this Support Check (or to prevent your opponent from using this free check), a solid placement of Extremist cubes can be helpful.

With regards to Victory Conditions, the idea of a side “winning” or “losing” is much more on a “after WWII” situation than a “after the final turn” situation. While a game of EIT1 would end with the outbreak of WW1 (with a mechanic for resolving the Great War), a game of EIT2 ends with the outbreak of WW2 without resolving it, while taking that World War into account when determining the winner. Much more than in the Great War, outside powers (especially the United States) would always affect the outcome of any new World War, but their politics are out of the scope of the game (as the contemporary, isolationary US Congress would note approvingly). The Winner of a game of EIT2 is the side that will dominate European politics for the next few decades after WW2. For example, a RW player leading the score with +12 RW Power after final Regional scoring but dropping 16 points due to sanctions actually loses the game, because while sufficiently ahead on the European arena to dominate it, they have not been able to eradicate all opposition (this is the 20 Power automatic victory), and some coalition of European and non-European nations will band together to defeat them in the unavoidable Second World War. Alternatively, a LW player leading the score with +12 LW Power with the same number of sanctions would be a communist Europe eventually being defeated. That same LW player leading the score with 12 Power but with sufficiently high Moderation to not drop a large amount of Power through sanctions would be a moderate LW who can massage that power lead into a permanent state of New Jerusalem. Relative Moderation is an indicator for intervention, mainly of the United States.

Kris

Near the Dyle

February 2021

EUROPE IN TURMOIL II

15.0 CARD NOTES

France Scoring (#1) Ah, France. Being on the winning side in the Great War did not really grant long-term security to the French. While casualties were high amongst all participating nations, France had been one of the major battlefields and a higher percentage of men had been killed than in other countries, especially Germany. Much of the twenties and thirties, French foreign policy focuses on first enforcing the Versailles treaty's harsh restrictions on Germany in an attempt to prevent that country from threatening France once again, and later attempting to build a coalition of Western and Eastern states encircling Germany. Internally, the unions and left wing parties gained social advances which came at the cost of increasing the economic malaise of the Great Depression and which had France lagging behind in rearmament. France has the most Colonial spaces in the game, as its Maghreb Empire was an important source of prestige, manpower and revenue. The Right Wing nationalists, monarchists and reactionaries are presented in the adjacent French Catholics and Action Française spaces. The defensive-focused "citizen army" (as opposed to the lean and motorized professional army envisioned by Charles de Gaulle) is a left-wing bastion in Alsace-Lorraine, the famous Maginot Line.

Italy Scoring (#2) While Italy had been on the winning side in the Great War, they did not win the peace. Rather than receiving those spoils of war promised in the Treaty of London, they had to accept limited annexations in Europe while the greater League of Nations mandates were taken by London and Paris. Soon, irredentists started grumbling and following the Biennio Rosso (the two red years of civil strife between left and right wing), the Blackshirts brought Mussolini to power, which the prime minister would not relinquish until the Second World War turned sour for Italy. Next to the rather typical geographical mainland of Italy, the Scoring Region also contains the colonial exclaves of Libya and the Dodecanese (an archipelago in the Aegean Sea off the coast of Turkey, dominated by Rhodes and annexed by Italy following the 1912 Italo-Turkish War).

Germany Scoring (#3) Following the political vacuum after the abdication of Kaiser Wilhelm II, Germany is plagued by communist and socialist uprisings, often bloodily suppressed by right wing militia. The German Scoring Region is mostly closely connected with several focus points such as Magdeburg, and of course the major exclave of East-Prussia.

While being the wartime leader of the Socialist Party, **Friedrich Ebert (#4)** was opposed to revolution, preferring to gain power through democratic avenues. A monarchist, he became the first President of the Weimar Republic following Wilhelm's abdication. Averse to Soviet-like "workers' councils", he ensured his Supporters dominated them when unable to prevent their creation. Abhorring uprisings, with the Support of the military he crushed both communist and right-wing coups, earning him the dislike of both Extremist sides of the political spectrum.

While sidelined during the Great War following the failure at Gallipoli, **Winston Churchill (#5)** was still an important voice in British politics. "Shouting in the desert" for most of the thirties, he was one of the first in British society to warn against German rearmament and the dangers of appeasing Hitler. Following the German invasion of Poland he left his isolation, setting his first steps towards eventually becoming wartime Prime Minister. In this card he represents the interventionist faction within the Entente favoring support to the Whites in the Russian Civil War, while also using a heavy hand in the Colonies and having a Continental strategy towards Europe.

Miguel Primo de Rivera (#6) led a military coup against the Spanish Government, establishing a dictatorship after suspending the constitution and establishing martial law. Following the economic downturn of the late Twenties and the loss of the support of the Army and King, Primo de Rivera fell from power in 1930.

The Weimar Republic (#7) was the successor state of the Wilhelmine Empire, named after the city where its Constitutional Assembly convened in order to avoid the ongoing fighting in the streets of Berlin between the rightwing Freikorps and the communist Spartacus league. Founded by those politicians held responsible for the "backstab" leading to the Armistice, the Republic was never popular with the right wing in Germany, leading to its eventual dissolution.

Foreign minister of the new state of Czechoslovakia from 1918 to 1935, **Edvard Benes (#8)** not just shaped but embodied the nation's Foreign Policy. Mentee of the first Czechoslovakian President Masaryk, he was groomed to be his successor as head of state, which he became following Masaryk's retirement in 1935. Committed to peace and the security system of the Little Entente, he was forced to accept the 1938 Munich Agreement and the subsequent dissolution of Czechoslovakia, resigning in October of that year. He later led the Czechoslovakian government-in-exile from London, becoming its first post-war Head of State until ousted in the 1948 Communist takeover.

Dawes Plan / Young Plan (#9) The Versailles Treaty called for immense reparation payments from Germany to (predominantly) France and Great Britain. Following German defaults in payments, irregular deliveries of payment-in-kind and the occupation of the Ruhr, first Charles Dawes (in 1924) and later Owen Young (in 1929) chaired commissions that provided roadmaps for at least partial reparations payments. The Dawes Plan proved unworkable and was replaced by the Young plan, which itself was made void when the Nazi government repudiated the debt.

Following the Great War, the Roaring Twenties was a time of great stock market rises as optimism for the future and industrial expansion went hand-in-hand. This all ended on the 25th of October 1929, when the share prices on the NYSE collapsed. This event (following a smaller Crash in March and the London Crash of September), also called the Wall Street Crash (#10), was the beginning of the Great Depression.

Admiral Horthy (#11), erstwhile commander-in-chief of the Austro-Hungarian navy, became dictator of the land-locked Hungarian rump state. Regent of a Kingdom without a King, as no Habsburg restoration was permitted, Horthy became Head of State with extensive powers at his disposal (such as command over the armed forces and the right to convene and dissolve parliament). His irredentist foreign policy led Horthy to ally with the fellow irredentist Nazi Germany and via that alliance to regain territories ceded via the Treaty of Trianon, the Hungarian "Versailles". Hungary supported the invasion of the Soviet-Union in 1941, and in October 1944 surrendered to the Allies. Horthy survived the war, living his remaining years in exile in Portugal.

The League of Nations was founded in January 1920 following the Paris Peace Conference. Its broad scope contained not only collective security and disarmament, both of which could lead to **League of Nations Intervention (#12)**, but also labor conditions, treatment of minorities, and global health. While its wartime president Woodrow Wilson had been instrumental in its inception, the United States did not join the League, instead choosing isolation. Without its own Armed Forces (and thus relying on the armed intervention of its member states), the League was

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depending on the Great Powers to intervene on its behalf, which happened only intermittently and only when involving Lesser Powers. Following its major failure, the Second World War, it was replaced by the United Nations.



In 1928, the **Kellogg-Briand Pact (#13)** was signed, initially by Germany, France and the United States but subsequently by most states. It was an international agreement stating that the signatories would not use war as conflict resolution, instead seeking peaceful settlements. Due to its lack of enforcement mechanisms, it was mostly ineffective, instead leading to states no longer declaring war while still waging it.

In November 1923, the Nazi Party attempted a coup d'état in Bavaria, intending to set up a base of operations for dismantling the Weimar Republic. Called the **Munich Beer Hall Putsch (#14)** for its march on the Bürgerbraukeller where the Bavarian Head of State was making a speech, the Nazi Sturmabteilung led by Adolf Hitler and Erich Ludendorff (de-facto leader of Germany during the latter years of the Great War) imprisoned the Bavarian government leaders and pronounced the National Revolution, aimed not against police or Reichswehr, but the Berlin government. The Putsch failed, and during the struggle with the police and the army, twenty people died. Hitler initially escaped arrest but was caught two days later, tried for treason and imprisoned.

In October 1922, the Blackshirts of Mussolini's Fascist party performed their **March on Rome (#15)**, an insurrection which led the Italian King to appoint Mussolini as Prime Minister rather than using the military to repress the widely-supported Fascist uprising.

Joseph Stalin (#16) was one of the leaders of the Bolsheviks and joined the Politburo after the October Revolution. During the Civil War and the Polish-Soviet War, Stalin held several military commands. After Lenin's death in 1924, Stalin became the leader of the Soviet Union as General Secretary of the Party. Under his leadership, Russia was rapidly industrialized while agriculture was collectivized. Due to the internal pressures caused by both the successes and the failures of this centralized command economy, Stalin unleashed the Great Purge, silencing the opposition and taking absolute control over the Soviet Union. Initially neutral in the Second World War, after Operation Barbarossa Stalin allied with the Western Powers to defeat Germany, starting the Cold War. After his death in 1953, his successor, Nikita Khrushchev, ordered the de-Stalinization of the Soviet Union.

Due to the German defaulting on the Versailles reparation payments following its worsening economic situation, the French and Belgian armies (two of the biggest recipients of the reparation payments) collaborated to perform the **Ruhr Occupation (#17)**, taking control over the main industrial heartland of Germany and actually worsening its economic situation. In 1925, after accepting the Dawes Plan, France and Belgium ended the occupation.

Ernst Thälmann (#18) was the leader of the German Communist Party during the late twenties and early thirties. Like the Nationalists on the extreme Right Wing, under his leadership the KPD destabilized the Weimar Republic in an attempt to overthrow it. Seeing the German Socialist Party as his main enemy, he stood

in the way of a consolidated Left Wing, leading to the last years of the Weimar Republic being under Right Wing leadership. Arrested in 1933 during the Nazi suppression of their political enemies, he was imprisoned for eleven years and executed in 1944.

On two occasions, the parties on the Moderate Left Wing in France collaborated as **Cartel des Gauches (#19)**, winning general elections in 1924 and 1932. Its governmental instability in the early Thirties would lead to the stronger and broader Popular Front.

Gustav Stresemann (#20) was the longest-serving foreign minister of the Weimar Republic, providing stability amongst otherwise short-lived governments. As foreign minister, he was instrumental in the Franco-German reconciliation and represented Germany during the Locarno conference. A monarchist who supported the Imperial German expansionist plans before and during the Great War, he was pragmatic enough to serve the Republic and to cooperate with the Entente powers on matters such as Reparations payments in order to rebuild and achieve a revision of the Versailles Treaty by political means. While opposed to any diplomatic rapprochements with Central European powers (where he desired territorial revisioning), he signed the Kellogg-Briand Pact, convincing many that Germany was dedicated to peaceful change.

The 1905 Law of Separation of Church and State in France had led to a decline in power of the Catholic Church. The 1920 **Canonization of Joan of Arc (#21)** is here used as a representation of the 1924 concordat between Pius XI and the French state that normalized relations once more.

During his imprisonment at Landsberg after his failed Coup, Adolf Hitler expressed his ideas on anti-Semitism, his political plans for unification to all German people in a Greater Germany, and the German need for Lebensraum in Eastern Europe in his manifesto **Mein Kampf (#22)**.



Leon Trotsky (#23) was a Russian revolutionary who helped organize the 1905 Russian Revolution and afterwards lived in exile until after the February Revolution. He became Commissar for Foreign Affairs under the Bolshevik Government and afterwards became Head of the Red Army during the Russian Civil War. Committed to the World Revolution, he was opposed to the Stalinist focus on Socialism in One Country and was eventually expelled from the Soviet Union in 1929. In 1940 he was assassinated by the NKVD in Mexico City.

In 1922, an Economic and Financial Conference was held in Genoa. Planned in order to resolve the major European issues of the day, it not only involved the War winners but also the German and Russian outcasts. While the conference itself was not a success, mainly due to Franco-Soviet disagreements, the German and Soviet representatives signed the **Treaty of Rapallo (#24)** in a parallel meeting, renouncing the Treaty of Brest-Litovsk and restoring their diplomatic, military and economic relations – in effect breaking their respective isolation within Europe.

Józef Piłsudski (#25) was a Polish politician who formed the Polish Legions and fought alongside the Central Powers armies during the Great War, until the defeat of the Russian Empire and

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the armistice on the Eastern Front. After the Great War, Pilsudski became Poland's Head of State and led her armies in six border wars including the Polish-Soviet War. In 1923 Pilsudski retired as an active politician as his political opponents dominated the Polish government, only to return after a coup d'état in 1926. He continued to dominate Polish military and foreign affairs until his death in 1935.

In 1922, the victorious Allies signed the **Washington Naval Treaty (#26)** in order to prevent a new Naval Arms Race and limit the construction of capital ships. During the Thirties, the London Naval Treaties of 1930 and 1936 modified the terms, but as Italy and Japan increasingly ignored naval limitations while the Anglo-German naval agreement removed the limitations on German naval building, the other naval powers had no choice but to also renounce the limitations and end their naval building holidays.

Vyacheslav Molotov (#27) was a Bolshevik who became a member of the Central committee in 1921. As protégé of Stalin, he became a member of the Politburo in 1926 following Lenin's death. As Premier of the Soviet Union, Molotov oversaw the Five Year Plan and was a central figure in the Great Purge. Following the failure of collective security and the fall from grace of its champion, Litvinov, Molotov became his successor as People's Commissar for Foreign Affairs. In this function, it was Molotov who signed the German-Soviet non-aggression pact, the Molotov-Ribbentrop Pact. During the Second World War Molotov was instrumental in the negotiations with the Western Allies. Although he himself fell out with Stalin in 1949, he always opposed de-Stalinization, leading to his dismissal from the Communist Party in 1961.

Morocco had been divided into a French and a Spanish protectorate, a division that had been confirmed in 1912. In 1920, the Berber tribes in the Rif range, led by Abd el-Krim, rebelled against their Spanish colonial overlords. In the initial years of the conflict the Berbers, using guerrilla tactics, were on the winning hand and inflicted the disaster of Annual on the Spanish forces opposing them. In 1925, the **Rif War (#28)** spread to French Morocco. After suffering defeat in the Battle of Uarga, France intervened most forcefully and together with the Spanish under Primo de Rivera defeated Abd el-Krim, ending the War. The Berbers would only gain independence when Morocco ceased to be a colony in 1956; the Rif War itself can be seen as a precursor of the latter Algerian War of Independence (1954-1962).

After the Great War, the defeated nations were subject to War Reparations. While several of the victors wanted these Reparations set at a reasonable and bearable height in order to recoup their own losses, France in particular was determined to cripple Germany and its economy for perpetuity. The long chase to get at least partial payments of these Reparations (or the evasion thereof) would be the subject of multiple diplomatic conferences of the Twenties. Not just counting the lasting damage inflicted to France and Belgium, the battlegrounds of the Great War, the Entente nations had become gravely indebted during the war years. **These War Debts (#29)**, predominately to Great Britain (itself transformed from a creditor nation to a debtor nation as a result of the war effort) and the United States, would haunt the Great Powers of Europe throughout the Interbellum.

While initially membership of the League of Nations was reserved for the "winners" of the Great War and the organization was viewed in Berlin as an instrument for the further suppression of Germany, in 1924 Gustav Stresemann petitioned for his nation to join the League. At first refused, eventually the 1925 Locarno Conference and a second petition led to Germany [being] Admitted to **League of Nations (#30)** in 1926 with a permanent seat on the Council.

The Second International had failed to prevent war and, once war had broken out, its component Socialist parties had even supported their national War Effort instead of opposing the "Imperialist" war and performing acts of sabotage. Following its dissolution and the end of the Great War, the Third International, Communist International, or **Comintern (#31)** was founded in order to spread world communism. Controlled by Moscow, it was the means by which Stalin controlled the Communist Parties of Western and Central Europe. In 1943 it was dissolved by Stalin as a conciliatory gesture to the Western Allies, and in 1947 the Cominform was founded as its successor during the Cold War.

Of great importance to both Defense and Foreign Affairs is good, reliable intelligence. The **Deuxième Bureau (#32)** de l'État-major general (Second Bureau of the General Staff) was the Third Republic's external military intelligence agency (as opposed to the Premier Bureau charged with internal intelligence). Its overestimation of Germany's military capability was a direct cause for France's Appeasement towards Adolf Hitler.

The **Croix-de-Feu (#33)** was one of many nationalist French veteran leagues founded shortly after the Great War. Under its leader, François de la Rocque, it combined Germanophobe Nationalism with a strong Socialist program, amongst others aiming for minimum wages, paid holidays, and voting rights for women. The strongest paramilitary organization on the Right Wing in France, they participated in the February '34 demonstrations but did not join in the subsequent rioting. After it was dissolved together with other nationalist formations by the Popular Front government, de la Rocque founded the Parti Social Français to replace it, whose slogan "Travail, Famille, Patrie" was later appropriated by Vichy France, to replace the Revolutionary motto "Liberté, Égalité, Fraternité".

The Great War was financed by the German Empire via borrowing, saddling its successor state with massive war debts. The War Reparations demanded via the Treaty of Versailles only exacerbated this problem. Devaluation of the mark began when the first payment of Reparations was due in June 1921. Inflation turned into **Hyperinflation in Germany (#34)** during 1922 and 1923, when Germany's strategy of printing unbacked bank notes to pay reparations was shown to have clearly backfired. Germany became unable to make its reparations payments via foreign currency and was forced to pay in goods (especially coal), enforced by Allied military occupation of the Ruhr Valley, the main German industrial heartland undamaged by the War. Inflation was eventually resolved by the replacement of the worthless paper mark by the Rentenmark, backed by gold bonds (but not redeemable in gold), cutting prices by a factor of a trillion.



A decorated soldier from the first World War, **Edouard Daladier (#35)** as leader of the Radical Party held many positions in the Third Republic, amongst others Prime Minister and Minister of Defense in the Popular Front government of Léon Blum. He was the French signatory to the Munich Agreement although without illusions about Hitler's eventual goals, and was Prime Minister of France during the Invasion of Poland. Minister of Defense in the Reynaud cabinet until the French defeat in the Battle of Sedan,

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he was arrested in French Morocco, convicted of treason by the Vichy government, and imprisoned. After WWII, he resumed his political career until the 1958 establishment of the Fifth Republic.

The Versailles Treaty limited the Germany military to an army of only 100 000 men with a limited officer corps, a skeleton-sized navy and prohibited it from having any tanks, submarines or air force. From the beginning, the Weimar Republic circumvented these restrictions, engaging in **Clandestine Rearmament (#36)**. Police forces and paramilitary groups were trained and armed in order to provide a pool of reserves with which to augment the official army, while pilots were trained in civilian schools in order to provide a core for the Luftwaffe once established. German-Soviet military collaboration after 1929 allowed for tank research, design and training to be performed in the Kama school and fighter pilots to train at Lipetsk air base.

Ambrogio Damiano Achille Ratti was head of the Catholic Church as **Pope Pius XI (#37)** from his election in 1922 to his death in 1939. Economically, he spoke out against both socialism and unrestrained capitalism, envisioning an economy based on cooperation and solidarity. As pope, he concluded numerous concordats, not all of which proved durable. The 1929 Lateran Treaty normalized relations with Italy and created Vatican City as an independent state, of which he became the first Head of State. In the early twenties, the Concordat with the Third Republic improved relations with France, as did papal condemnation of the extreme Right Wing Action Française. The 1933 Reichskonkordat was founded on common anti-Bolshevism, but the agreement was soon broken as Catholic organizations were dissolved and leading Catholics were arrested. In his later years as Pope, he spoke out against Hitler and Mussolini, watching the rise of totalitarianism and anti-Semitism with alarm. Pope Pius XI died in 1939 and was succeeded as pope by Pius XII.

In 1925, seven agreements were negotiated in Switzerland, altogether referred to as the Locarno Treaties. These treaties normalized relations with the Weimar Republic who was treated as an equal (as opposed to the Paris Peace Conference, where Germany was very much treated as a defeated inferior) while settling border disagreements and offering German guarantees on its Western borders. The constructive mentality that allowed for these treaties to be drawn up and that continued for the remainder of the Roaring Twenties is sometimes referred to as the **Spirit of Locarno (#38)**.

The Lost Generation was the name of a group of **American Expatriates (#39)** living in Paris during the 1920s, amongst others Ernest Hemingway (who covered the Spanish Civil War as a journalist in addition to his literary work), Gertrude Stein, and F. Scott Fitzgerald. In a broader sense it was also used to indicate the entire cohort of people who came of age during or just after the Great War.

During the German Revolution following the end of the Great War, demobilized veterans would join together in paramilitary **Freikorps (#40)** to fight the communist revolutionaries trying to overthrow the Weimar Republic. Uprisings such as the Spartacist uprising in Berlin or the Bavarian Soviet Republic were bloodily repressed. Other excesses occurred as the soldiers, feeling betrayed by the sudden armistice and the dagger in the back from politicians, took out their anger on (perceived) communists or pacifists. In March 1920 several Freikorps even attempted to overthrow the Weimar government in the Kapp Putsch, which only failed due to strikes. Many former Freikorps leaders would be purged during the Night of the Long Knives.

Already a veteran politician before and during the First World War, **Aristide Briand (#41)** was a central figure in post-war France, becoming Prime Minister for the fourth time in 1921, and foreign minister from 1925 until his death in 1932. As foreign minister, Briand was instrumental in the Franco-German Reconciliation resulting in the Locarno Treaties, and served as co-proposer of the Kellogg-Briand Pact. A strong believer in the potential of the League of Nations, he proposed a European Union focused on economic collaboration and collective security. While never adopted due to worsening relationships with Germany following the death of Gustav Stresemann, it can be seen as the inspiration and framework for the post-Second World War European (Economic) Community and later the European Union.

Following the 1924 murder of the left-wing politician Giacomo Matteotti by fascists, the left wing parliamentary opposition withdrew from Parliament in protest. This **Aventine Secession (#42)** backfired as the protesting deputies were ruled to have forfeited their positions. Without opposition, Mussolini's Italy became de facto a one-party state. Pictured is the first Aventine Secession, during which the Roman Plebs seceded from Rome and only returned once the Senate allowed Plebeian representation in the form of the Tribune of the Plebs.

During the Great War, the first tanks had appeared on the battlefield. Following the Armistice, **Mechanised Warfare Pioneers (#43)** sought the best usage for this new weapon. While conservative military thinkers only tried to integrate the tank into the existing infantry and cavalry units on a tactical level, some innovators envisioned deep strategic penetrations (returning the advantage to the attacker rather than the defender), for which technical improvements to the cumbersome and unreliable landship was needed. While France and the United Kingdom would pioneer in this matter (and the UK would be the first to have an independent Tank Division), it was the nations defeated in the Great War (anxious for tactical and strategic improvements) who perfected that pioneering work, as the Soviet Union rapidly industrialized in order to mechanize its armed forces and Germany concentrated its tanks in the Panzerwaffe rather than dispersing it as infantry support. In the picture, the following innovators can be seen (from left to right): J.F.C. Fuller, Charles de Gaulle, Mikhail Tukhachevsky, Heinz Guderian, and B.H. Liddell Hart.

The lesson that the French military and political minds had learned from the Great War was that fixed defenses held by a determined army could not be overcome. Following through on this realization, they created a massive line of fortifications along the Franco-German border. Named after Minister of War André Maginot, the Maginot Line was meant to be an obstacle preventing the German army to invade France via Alsace-Lorraine by either fixing it on the Line and exposing it to counterattack (for which the French army was not suitably equipped or trained), or to force it to "go around" the fortifications and attack through Belgium, moving the battleground to non-French soil (where a joint Franco-British mobile force could assist the Belgian army). This **Maginot Mentality (#44)** was proven a mirage as the German panzers penetrated the Ardennes in 1940, cutting the Allied armies in twain and eventually driving into the rear of the Maginot Line.

Giacomo Matteotti (#45) was the leader of the Unitary Socialist Party in the Italian Chamber of Deputies during the early 1920s following his socialist activism prior to, and opposition to Italy's entry, in the Great War. He was the most vocal opponent of Mussolini's National Fascist Party and, in June 1924, was murdered by Fascist blackshirts, leading to both internal and European criticism of Fascism.

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From 1891, **Tomas Masaryk (#46)** served in the Austrian Parliament as one of the Czech representatives. During the Great War, Masaryk petitioned for Czechoslovakian Independence, traveling throughout Western Europe, Tsarist Russia, and the United States while organizing expatriate Czechs and Slovaks and establishing the Czechoslovak Legion (formed mainly from prisoners of war held in Russia) to fight on the side of the Entente. In November 1918 he was elected as first president of the newly established Republic of Czechoslovakia, remaining in office and defending his multicultural state against internal and external pressures until his resignation in 1935 due to old age and health concerns. He died in 1937, without having to witness the Munich Agreement and the dismemberment of his life's work.

The apparent failure of Monarchism, Capitalism and Imperialism that had led to the cataclysm of the first World War led to many socialist and communist uprisings. Conservative and Nationalist groups turned to **White Terror (#47)** to suppress such uprisings through wanton violence and executions of suspected revolutionaries, amongst others by the Tsarist "Whites" during the Russian Civil War, by the Hungarians following the defeat of Bela Kun and his Soviet Republic, and in Bulgaria following the failure of the September Insurgency.

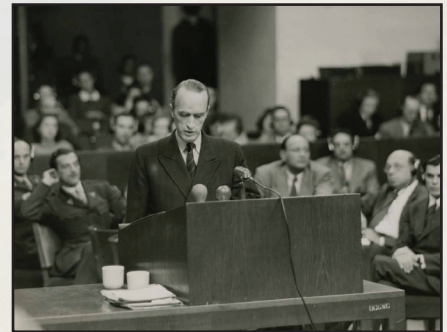


The United Kingdom Scoring (#48) Region is composed of the United Kingdom, its overseas territory Gibraltar, the Commonwealth & Empire, the Egypt space, and Palestine. While Egypt had nominatively become independent in 1922, the British still had a large sway over the country and in particular the Suez Canal was an important artery for the Empire. Decolonization was still a World War away during the Interbellum, and while some approaches to self-government were occurring in India, most colonies were still very much under the Colonial yoke. The White Dominions were established to be equal in status during the 1926 Imperial Conference, and deemed to be associated within the British Commonwealth of Nations. The United Kingdom was governed predominantly by the Conservative party during the interwar period, with Labour instead of the Liberals as the main opposition party. The Communist Party of Great Britain was a fringe party. Similarly, the British Union of Fascists, founded by Baronet Oswald Mosley, never reached mass appeal. Nonetheless, there were many Fascist or Nazi sympathizers in British Society, including such notable figures as the Duke of Westminster, Lord Londonderry, Unity Mitford, and even Edward, the Prince of Wales, who briefly reigned as Edward VIII before his abdication caused by his morganatic relationship with the divorcee Wallis Simpson.

The successor states of the Austro-Hungarian Empire, while granting independence to minorities "within the Empire" themselves contained important minorities, such as Sudeten-

Germans, Poles, and Hungarians in Czechoslovakia, Croats and Bosnians in Serbian-controlled Yugoslavia, and Germans and Hungarians in Romanian Transylvania. These often oppressed or underrepresented minorities searched in vain for the **Self Determination (#49)** promised in the Wilsonian Fourteen Points. They were not alone in doing so; other minorities looking for independence (or at least autonomy or self-rule) were the Irish in the Irish Free State, the Flemish in Belgium, and the Germans in the Baltic States, Danzig, or Poland.

The Great Depression had a very destabilizing effect on the German economy, reliant as it was on American investment. With the upcoming elections in mind, major business figures (both German and international) turned to the Nazi party as an alternative to the weak and disunited



traditional parties in order to prevent an election victory for the Socialist or Communist parties. While the Nazi party had a strong left wing favoring anti-capitalism and social reform, the party in general rejected the concept of class warfare and stated their belief that the German Worker and Capitalist were both needed for the Nation to prosper. The **Industrialist Enablers (#50)** such as Fritz Thyssen and Alfred Krupp gave generous contributions to the Nazi party prior to their coming to power, and would benefit substantially from the Nazi state once established, through high profits, state-sanctioned monopolies, and cheap acquisitions of foreign industry and usage of slave labor from concentration camps after the beginning of the war. The Left Wing of the party, led by Gregor Strasser on the ideological front and Ernst Röhm on the paramilitary front, would be purged during the Night of the Long Knives.

Six days after the Reichstag Fire and the suppression of the German Communist Party, Federal Elections were held in Germany. Following a Nazi terror campaign, the **Election of '33 (#51)** was the last multi-party election in Germany until 1946. Intended to give the Nazi party a majority, they still only received 44% of the vote, continuing their reliance on the support of the German National People's Party until the passing of the Enabling Act later that month.

Adolf Hitler (#52) was born in Austria. Rejected from the Viennese Art Academy, he was deemed unfit for service in the Austro-Hungarian army and moved to Munich. During the Great War he served in the German army on the Western Front, reaching the rank of Gefreiter, and receiving multiple decorations for courage. In 1919 he joined the German Worker's Party, quickly rising to its leadership and beginning its transformation into the Nazi Party. Following his failed 1923 coup, he increased the popularity of the Nazi party through populist attacks on the Treaty of Versailles and his anti-Semitism, anti-Bolshevism, and Pan-Germanism. In 1933, following several years of increasing political instability as the German Left Wing was divided and the Right Wing unable to create stable coalitions, he was appointed Chancellor. Soon, he transformed the Weimar Republic into a one-party Nazi dictatorship. The early years of the Nazi rule over Germany were spent in consolidation of power, economic recovery, and rearmament. As written in Mein Kampf, Hitler strived for greater living space for the German people, and Hitler spent years pushing for diplomatic victories and regaining territories lost after the Great

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War or in other ways belonging to his vision of a Greater Germany while also preparing for war. In 1939, that war broke out. In 1945, Hitler committed suicide to avoid capture by the Soviet army.

Since the early Twenties Benito Mussolini, better known as **Il Duce (#53)**, led the Fascist Party of Italy and, through them, the country as Prime Minister. Desiring War to create a New Roman Empire, he needed a new Italy and a new Italian first. Declining to join the 1939 outbreak of war, in June 1940 he reluctantly joined the war against France in order to gain some spoils of war. Deposed after the allied landing in Italy in 1943, he was freed from captivity in a daring commando raid and briefly led a rump Italian republic before being captured by resistance and executed.

In order to consolidate power and remove opposition, the SS and Gestapo purged leading members of the SA and other (perceived) opponents to Hitler within and without the Nazi party during the Night of the **Long Knives (#54)**. Amongst those killed were Ernst Röhm, the SA Chief of Staff and one of Hitler's longest allies, Gregor Strasser, the head of the leftist wing of the Nazi party, former chancellor Kurt von Schleicher, and Gustav von Kahr, the Bavarian politician who had suppressed the 1923 Munich Beer Hall Putsch.

Member of a family of politicians, **Arthur Neville Chamberlain (#55)** followed in the footsteps of his father Joseph (secretary of state for the colonies during the Boer war) and half-brother Austen (signatory of the Locarno Treaty) when he became an MP in 1918 and a Minister in 1923. In 1937, Chamberlain replaced Stanley Baldwin as prime minister and head of the Tory party. Chamberlain is best known for being the British Prime Minister during the Appeasement period, most famously negotiating the Munich Agreement with Adolf Hitler. After Germany invaded Poland in 1939, it was Chamberlain who announced the British declaration of war on Germany. On the 10th of May 1940, the beginning of the German invasion of France, Belgium and the Netherlands, Chamberlain resigned as prime minister, to be succeeded by Winston Churchill.

One of the few methods of censuring members or non-members alike for the League of Nations were **Sanctions (#56)**. Like the use of force, the League needed the Great Powers to subscribe to the sanctions. As sanctions hurt not only the censured nation but also its main trading partners, they often combined the adverse effect of weakening allies with aggravating the sanctioned nation. The sanctions on Italy following the invasion of Abyssinia were ineffective as the sale of oil was not banned and the Suez Canal was not closed to Italian transport, in order to avoid a broadening of the conflict. During the Spanish Civil War, the Great Powers preferred a flawed non-interventionism (flawed as it was broken by Germany and Italy on the Nationalist side and the Soviet Union on the Republican side) over sanctions with the potential of exporting the conflict (mainly into France).

Following the end of the dictatorship of Miguel Primo de Rivera, the **Second Spanish Republic (#57)** was founded, ending the Monarchy and sending king Alfonso XIII into exile.

The Conference for the Reduction and Limitation of Armaments, generally known as the **Geneva Disarmament Conference (#58)**, was an international disarmament conference held in the early Thirties. Following the militarism of the first few decades of the Twentieth Century, the conference aimed at a global reduction in arms in order to prevent war, as foreseen in the Covenant of the League of Nations. Focus was placed on collective security to allow nations to partially disarm and progress was made on classifications of weaponry (in order to define restrictions and

designate weapons as offensive or defensive), but implementation was difficult. Many participating states were vulnerable to renewed German aggression, meaning they did not want to disarm without guarantees. As Hitler rose to power, Nazi Germany withdrew from the conference and the League, and the conference was adjourned in November 1934 with no result. Its failure became complete when a new World War broke out, barely five years after the Conference ended.

In September 1931, the Japanese Kwantung army organized a false flag operation in Mukden, blaming it on Chinese dissidents. Following this Mukden incident, the Japanese occupied Manchuria. This **Manchuria Invasion (#59)** was investigated by the League of Nations, whose accusatory Lytton Report led to the Japanese withdrawal from the League of Nations. Lack of follow-up action from the League led to its marginalization and subsequent violations by the Italian and German irredentist regimes.

Following the Reichstag fire, German Parliament (meeting in the Kroll Opera House under supervision of SA and SS, and without the Communist Party deputies) voted to give the Chancellor nearly absolute power in the 1933 **Enabling Act (#60)**. The German Cabinet was given the power to enact laws without involving either the President or Parliament, overriding the Weimar constitution. In combination with the Reichstag Fire Decree, it ended the Weimar Republic and began the Nazi totalitarian regime.

One of the 1918 Armistice provisions that was kept in the Treaty of Versailles was the demilitarization (and occupation) of the Rhineland, that part of Germany on the left bank of the Rhine. The demilitarization gave some modicum of security to France, while the occupation was seen as a guarantee for payment of reparations. Foreseen to last for up to fifteen years (until 1934), the **Rhineland Evacuation (#61)** occurred in 1930 with the last occupation troops leaving following the approval of the Young Plan, seemingly guaranteeing Germany would fulfill its reparations obligations.

Clement Atlee (#62) was the leader of the Labour opposition in the Thirties. A pacifist who opposed rearmament, he also criticized Appeasement and served as deputy Prime Minister in the Wartime Coalition Government. Following WWII, he became Prime Minister in the first Labour majority government, focusing on expanding the social welfare state at home while overseeing the dismantlement of the Colonial Empire abroad.

In 1919, the British Government, following a suggestion from Winston Churchill, adopted a rule that the armed forces budget should be made under the "assumption that the British Empire would not be engaged in any great war during the next ten years". This rule was made self-perpetuating in 1928, and led to large cuts in defense spending, with the Royal Navy declining up to the point of being incapable of defending the Empire. Only in 1932 following the Manchuria Invasion was the **Ten Year Rule Abandoned (#63)**, although this did not lead to an immediate increase in Defense expenditure due to the effects of the ongoing Great Depression. British rearmament only started ramping up again after the failure of Appeasement became apparent.

The German Army had always secretly flaunted the restrictions of the Versailles Treaty, but it was only after the Nazi party came to power and Germany withdrew from both the League of Nations and the World Disarmament Conference that it devoted itself to **Open Rearmament (#64)**, with the existence of the Luftwaffe and the reintroduction of conscription both being announced in 1935.

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Marxism (and for that matter Leninism) called for the World Revolution and a globally-established Communism. Following the failures of the post-Great War communist revolutions, Stalin developed the theory of **Socialism in One Country (#65)**. This theory held that the Soviet Union had to first become stronger itself in order to survive its isolation by capitalist states, before it could successfully export the revolution.

The Third republic was plagued by financial scandals and affairs during the early Thirties. The **Stavisky Affair (#66)**, one of many, involved financier Alexandre Stavisky. A fraudster whose schemes were often backed by threats to the judiciary and the press, his final scheme involved the emission of false bonds of the municipal pawnshop of Bayonne and the promotion thereof by ministers of the Radical Socialist prime minister Chautemps' government. When this scheme fell through, Stavisky was found dying by gunshot. Officially determined as suicide, the Right Wing media speculated the police had murdered him. His death, and the disclosure of his close involvement with Left Wing government circles, led to the fall of the Chautemps government. The new Daladier government didn't succeed in calming down the general populace and their actions led to the 6 February 1934 Crisis, the resignation of Daladier to prevent a Right Wing coup, and the coming to power of the conservatives in France once more.

Andrej Hlinka (#67) was a Catholic priest and since the early 1900s politically supported Slovak national movements. In 1913 the Slovak People's Party separated from the Slovak National Party, and Hlinka became party chairman, a position he would keep for the remainder of his life. After the Great War, Hlinka was elected to the Czechoslovak Parliament, from where he tirelessly fought for the autonomy and independence of the Slovak nation. He died in 1938, only months before Slovakia became independent following the Munich Agreement and the dismemberment of the Czechoslovak state. As leader of the Slovak Independence movement he was succeeded by Józef Tiso, who would subsequently collaborate with Nazi Germany and would be executed in 1947 for war crimes and crimes against humanity.

Ever since the return of Great War veterans to their respective societies, parties on the (extreme) left and right wing formed paramilitary brigades in order to terrorize the more violence-averse moderates and eventually defeat their counterparts when participating in **Paramilitary Streetfighting (#68)**.

Relations between France and Germany after the end of the Great War and the Paris Peace Conference were understandably bad, and reparations payments and defaults both only worsened this. Gustav Stresemann's efforts to provide German and British guarantees for French security (via the Locarno treaties) and the 1930 departure of French occupation troops from the Rhineland led to **Franco-German Reconciliation (#69)**.



Four weeks after Adolf Hitler became Chancellor of Germany, an arson attack on the German Parliament gave the Fuhrer the pretext for his planned attack on the Weimar Republic and the freedoms it guaranteed to its citizens. **The Reichstag Fire (#70)** was a pivotal moment, and while a Dutch communist, Marinus van der Lubbe, was arrested and later convicted as the sole perpetrator, it led to mass arrests of German communists

including all parliamentary delegates, granting a majority of seats to the Nazi party. While historians are still uncertain whether the Event was a false flag operation or not, van der Lubbe was posthumously pardoned in 2008.

During the Great War, many countries abandoned the gold standard, suspending convertibility of banknotes into gold (or foreign currency backed by gold), exacerbating inflation caused by war expenditure. The German abandonment of the gold standard coupled to the printing of non-convertible marks during the Ruhr occupation was the main cause of Hyperinflation. The British resumption of the gold standard in 1925 led to deflation, while restoring the pre-war dollar-sterling exchange rate led to depression in the UK. Countries had to choose between **Currency Stabilization (#71)** which led to deflation and economic exposure, or not restoring the gold standard (with potential positive effects on the economy, but at a cost of prestige).

The **Red Army Purges (#72)** were part of the Great Purge, aimed at removing any anti-Stalinists from the leadership of the Red Army. 269 of the 316 highest officers were removed, with about 5-10% of the overall Red Army officer corps purged, many of whom returned to active service during the Second World War. Nevertheless, the removal of so many superior officers (90% of all generals, 80% of all colonels) is certainly one of the causes of the lackluster Red Army performance during the Winter War against Finland and the 1941 Barbarossa campaign.

As Hitler's plan for military adventures crystalized following German economic overheating as a result of increased rearmament, more conservative voices in his environment preached caution. While none of the **German Generals** (and others such as Foreign Minister Von Neurath) who objected (**#73**) were opposed to Hitler's objectives, it were his methods that were questioned, as many were hesitant to embark on another pan-European War. Such internal opposition would be silenced after Hitler's early successes such as the Occupation of the Rhine, the annexation of Austria and the Munich Agreement. Pictured is Hitler's military adjutant, Colonel Friedrich Hossbach, the keeper of the minutes in the November 1937 Berlin meeting between Hitler and his military and foreign office leadership.

Spain Scoring (#74). The setup of the Spain Scoring Region is such that the events and flow of the Civil War that would break out in 1936 can re-occur in this simulation. The adjacency of the Madrid-Valencia-Catalonia axis allows for the gradual move of the Republican government from Madrid to Barcelona over the course of the War. Additionally, the Catholics and Monarchist (Carlist and Juanist both) spaces, important to the conservative Traditionalists who supported the Army coup, are in the West and North-West of Spain, next to the Moroccan base the most important strongpoints of the Rebels in the early days of the Civil War.

The only Scoring Region which is not a single country, the **Little Entente Scoring (#75)** Region was composed of Czechoslovakia, Yugoslavia, and Romania, and sponsored by France. These three nations, either formed from parts of the Austro-Hungarian Empire or having recently acquired parts of it, formed a defensive alliance initially aimed against Habsburg restoration or Hungarian irredentism, but also at ensuring the continued independence of its members regardless of which Power threatened it. As such, during the Thirties it became France's chief weapon against Germany (in absence of a Franco-British Alliance), until France betrayed its Czechoslovakian Ally by signing the Munich Agreement. The Little Entente fell apart and each of its constituent states was either disbanded by Nazi Germany, became its axis ally, or ended under occupation. After WWII, only Titoist Yugoslavia avoided disappearing behind the Iron Curtain.

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During the 1920s and 1930s, many military theorists, spearheaded by the Italian general Douhet, expected the next war to be won by aerial destruction of military and industry. "The Bomber will always get through", was the ominous phrase used by Stanley Baldwin in Parliament, referring to the advantage in speed and lack of reaction time after visual observation that ensured the **Threat of Aerial Bombing (#76)** could always be followed through. Fear of a large bomber offensive potentially causing hundreds of thousands of casualties and awareness of the alleged discrepancy between their own fighter and bomber fleet and the Luftwaffe led the Western democracies to their Appeasement policy towards Nazi Germany. Technological advances in fighter design and the invention of the radar would soon return primacy to the aerial defender, as evidenced by the 1940 Battle of Britain.

When **Francisco Franco (#77)** became brigadier general at age 33, he was the youngest general in Europe. Initially accepting the end of the Monarchy and the establishment of the Second Spanish Republic, he joined the July 1936 coup resulting from army dissatisfaction with the Popular Front government. One of three ringleaders on the Nationalist side, following the convenient deaths of the other two triumvirs, the Generals Mola and Sanjurjo, he took sole command, consolidating all nationalist parties into the FET y de las JONS. Under his leadership, the war was brutally prosecuted, with wartime killing and post-war White Terror amounting to hundreds of thousands of deaths. After the overthrow of the Republic and the Nationalist victory, Franco would go on to rule the one-party state Spain as Caudillo until his death in 1975 and the reestablishment of the Monarchy under Juan Carlos. While remaining neutral during the Second World War, he supported the Axis Powers as repayment for aid received during the Civil War.

André Léon Blum (#78) was a Jewish politician during the French Third Republic who became leader of the Socialist Party after the assassination of his predecessor and mentor, Jean Jaurès, in 1914. Twice Prime Minister of Popular Front governments in the mid-Thirties, Blum oversaw economic and social reforms while dissolving many extremist Right Wing organizations. He refrained from interfering in the Spanish Civil War instead choosing non-Intervention, earning him the ire of the Communist party. The Popular Front social reforms had a disrupting effect on French Rearmament, but on the other hand the Blum government placed extensive orders with the French Arms industry. Convicted by the Vichy Government, he spent the Second World War imprisoned. After the Second World War, he was once more Prime Minister, now under the Fourth Republic.

Popular Fronts (#79) were broad coalitions of different political groupings in France and Spain during the 1930s, usually composed of Left Wing and Centrists, aimed at resisting fascism.

In November 1938, the German diplomat Ernst vom Rath was assassinated in Paris by Herschel Grynszpan, a Polish Jew. Using his demise as a pretext, anti-Semite violence erupted in Germany on a scale hitherto unseen. Prior to that pogrom, the Jews under Nazi rule were subject to economic and political persecution, but Jewish emigration which had spiked after the rise to power of Hitler, had dropped off even after the Nazi Racial Laws, with many Jews viewing those laws as a legal framework for their presence in Germany. A harbinger of things to come, the **Kristallnacht (#80)** escalated Jewish persecution to a physical level. More than 250 synagogues were destroyed, over 7000 Jewish businesses were damaged, and over 30000 Jewish men were arrested and incarcerated in concentration camps, while police forces were instructed not to interfere. More than any other event in pre-War Nazi Germany, the Night of Broken Glass was

a symbol of Nazi evil sparking outrage and damaging German standing in the rest of the world, and many Jews fled to those parts of the world willing to receive them. During the Second World War, especially following the Wannsee conference and the Endlösung to the Jewish Problem defined there, Nazi Germany would rapidly advance its extermination project, murdering over 6 million Jews in the German and Polish death camps.

The 1937 bombing of the Basque town of **Guernica (#81)** by bombers belonging to the German Condor Legion, Nazi volunteers fighting on the Nationalist side during the Spanish Civil War, shocked the world. Located behind the front line, the choice of Guernica as a target was considered justified due to it being on the retreat route for the Republican army. With only women and children populating the town at the time of the bombing, it was characterized as a terror bombing by neutral observers and became a symbol of the atrocities perpetrated in the Civil War. Pictured is Picasso's masterpiece inspired by the bombing.

As a reaction to the breaking of the Munich Agreement by Nazi Germany, the United Kingdom provided **Guarantees to Poland (#82)** to protect its independence in their own name and that of the French government. The guarantee, which was an empty promise as neither France nor the United Kingdom were able to provide military aid against a German invasion, was not taken seriously by Adolf Hitler, who expected the United Kingdom to continue giving him a free hand in Central Europe. After the signing of the Molotov-Ribbentrop Pact (an agreement between Germany and the Soviet Union clearly aimed at a partition of Poland), an Agreement of Mutual Assistance was signed between Poland and the UK (France already having a military alliance with Poland since 1921), which gave Hitler some pause and postponed the invasion of Poland by several days. While France and the United Kingdom declared war on Germany after the invasion was begun, no military action was taken and Poland was duly divided between Germany and the Soviet Union. This "Phoney war" would last until the May 1940 invasion of Belgium, France and the Netherlands. While Polish soldiers would fight alongside the Western Allies throughout the Second World War, realpolitik would cause a second betrayal as Poland would disappear behind the Iron Curtain following Victory in Europe.

In 1936, Hitler felt confident enough, especially considering the lack of reaction to the Italian invasion of Abyssinia, to remilitarize the Rhineland, breaking the restrictions of the Versailles and Locarno Treaties. This **Rheinlandbesetzung (#83)**, executed by an under-trained and under-equipped German Army unready for war, went unanswered by France and the United Kingdom. This failure to respond was interpreted as "carte blanche" for unlimited Nazi expansion in (Central) Europe and gave Hitler the foreign policy success he needed to overrule the objections of his conservative army leadership against his brinkmanship.

Fascism did not only exist in the Great Powers. In almost every European country, **Fascist Movements (#84)** popped up, occasionally funded by Italy (and later Germany), many of whom would become Nazi collaborators or provide recruits for the SS during World War II. Famous examples are the British Union of Fascists, the Croatian Ustaše, the Dutch NSB, the Flemish VNV, Norway's Quislings, and the Romanian Iron Guard. Pictured is Léon Degrelle, the founder of the Walloon Rexist Party.

During the interbellum, many Fascist leaders came into power via democratic means without ever gaining a parliamentary majority. As power was granted them by the democratic institutions they despised and wanted to destroy, they became dictators by imposing one party rule. Once **Opposition Parties were**

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Abolished (#85), direct control could be wielded by the Strong Man without democratic checks and balances.

To avoid a war between Czechoslovakia and Germany that could easily become a much broader war, the European Great Powers (France, Germany, Italy, and the United Kingdom) made the 1938 **Munich Agreement (#86)**, which gave Hitler everything he had been demanding from Czechoslovakia. Britain was the main instigator of the Act of Appeasement, as Chamberlain did not want a new pan-European war caused by “a quarrel in a faraway country between people of whom we know nothing”. The state of British rearmament was thus that no war could yet be risked, making Appeasement the only option. France gave up their most loyal Central European ally in order to keep the hope alive of a British alliance. Returning from Munich, Chamberlain pronounced “peace for our time”. However, Czechoslovakia soon disappeared from the map with Poland and Hungary taking their slice, Slovakia proclaiming its independence, and Germany finally swallowing up the entirety of Bohemia and Moravia. While the Munich Agreement itself was clearly a failure, breaking it finally gave a backbone to the Western Democracies who decided it was impossible to put their trust in the word of expansionist dictators and would make a stand over Hitler’s next attempted annexation.

The Western Democracies of France and the United Kingdom depended on a policy of deterrence and appeasement in order to keep the irredentist European states in line. Deterrence failed as threats remained empty, alliances proved ephemeral, and the United States kept to its isolationism. Appeasement failed as the dictatorships proved insatiable and certainly wanted more than (minor) border corrections or autonomy for minorities. The only viable path of preventing a World War would have been for the **Democracies to Intervene (#87)** early and swiftly, a policy that proved impossible to swallow either for politicians who had lived through the Great War or the war-weary populace they represented.

The **Gleiwitz Incident (#88)**, a false flag attack on a German radio station, was one of a series of SS attacks on German targets serving as a justification of the invasion of Poland one day later.

Following the failure of Appeasement as a strategy to keep the Fascist and irredentist powers from engaging in open war, the Western democracies engaged in **Rearmament Ramp-up (#89)** in an attempt to catch up to the further advanced Rearmament of the German, Italian, and Soviet dictatorships. Only the most idealistic still clung to pacifism and disarmament. In the picture are the Skoda tank works in Plzen, Czechoslovakia.

After the Great War, the victorious French and British had divided League of Nation mandates amongst themselves as “spoils of war”. Syria and Lebanon became French colonies, whereas Great Britain gained a mandate over much of the Arab world provisionally promised Independence during the War. The breaking of these promises, anti-Semite reactions to the Jewish settlers in Palestine following the Balfour declaration, the colonial attitude of the mandate keepers, the “aerial policing” as executed by the budget-conscious British all led to Colonial Unrest (#90). The Arab uprising in Palestine and Iraq, Egyptian troublemakers threatening the Suez lifeline of the Empire, all meant that precious British troops were tied down in Imperial Obligations, unavailable to counter or dissuade Fascist adventures.

To assist the Second Spanish Republic during the civil war, the Comintern organized the **International Brigades (#91)**. Formed from communist volunteers from all over the world, they were armed and advised by the Soviet Union. Several parallel volunteer

organizations existed, such as the POUM (grouping anti-Stalinist volunteers), but Soviet pressure led to their liquidation. The International Brigades were dissolved in 1938 in an attempt by the Spanish government to gain support from the liberal democracies.

Franklin Delano Roosevelt (#92) was the 32nd president of the United States of America. Following the rejection of the Treaty of Versailles by the US Congress (including the decision to not join the League of Nations), American foreign policy had been dominated by isolationism and an unwillingness to be again drawn into European quibbles. Hamstrung by the Neutrality Acts, Roosevelt was unable to overcome Congress in order to intervene in Fascist, Nazi, and Japanese Imperial adventurism, while simultaneously criticizing the French and UK governments for their lack of response. It was only after the Anschluss, the Munich Agreement, and especially Germany’s breaching of that agreement that the change in American public opinion allowed for a careful initiation of increased US war production capacity, aircraft deliveries to France, and US rearmament. An unprecedented four-term president, Roosevelt would oversee the eventual road to victory in the Second World War, but would die before reaching that victory – or before seeing the start of the ensuing Cold War.

Surprising the whole world, in August 1939 the Foreign ministers of Russia and Germany agreed to a non-aggression treaty, the **Molotov-Von Ribbentrop Pact (#93)**. In the secret protocol added to the Pact, spheres of influence were determined, leaving the Baltics and large parts of Poland in the hands of the Soviet Union while giving Germany a free hand in the remainder of Poland and Central Europe.

Following the opening of hostilities by the revolutionary Spanish army, the republican forces (mostly situated on the political left wing) struggled to oppose them unified. Communists, anarchists, and moderate republicans didn’t succeed in finding a common direction, and it took Stalinist purging to reach a Unified Left in **Spain (#94)**, in the event too late to save the Republic (mostly through Soviet hesitation to support a Communist state in Spain). Pictured in the image is Dolores Ibárruri, better known as La Passionara (general secretary of the Spanish Communist Party from 1942 to 1960).

In 1935, Italy attacked Abyssinia in order to annex its territory to the Italian Empire. As this action was clearly against the principles of the League of Nations, there was great pressure on France and Great Britain as leading powers in the League to intervene. In an attempt to end the war without offending Mussolini, the **Hoare-Laval Pact (#95)** as proposed to Italy by British Foreign Secretary Hoare and French Prime Minister Laval provided a large cession of territory by Abyssinia to Italy in exchange for the end of hostilities. In France, while Laval was attacked by the Popular Front deputies, the government majority held. In Great Britain, news of the Pact caused great indignation in both Left and Right Wing media, as it opposed the Pro-League platform the Government had used to win the recent elections and Hoare resigned, allowing the Government to withdraw the plan. While League sanctions against Italy would follow, they could not prevent Italy from conquering Abyssinia nor could they bolster the League’s fading reputation.

In 1895, Italy was defeated by Ethiopia during the Italian first attempt to turn Ethiopia into a protectorate. In 1935, Mussolini embarked upon the **Abyssinia Adventure (#96)** in order to avenge this defeat and enlarge the Italian colonial empire. Censured and (lightly) sanctioned by the League of Nations, Italy quit the league and continued its conquest, eventually annexing the whole of Abyssinia after winning the war through widespread

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usage of gas attacks and aerial bombardments. The Abyssinia crisis further decreased the League's influence while damaging the prestige of France and the United Kingdom and moving Italy closer to an alliance with Nazi Germany. In 1941, following the Allied invasion of the isolated Italian colony, the exiled Abyssinian Emperor Haile Selassie re-entered his capital of Addis Ababa.

Not only the active members of the opposition had to be removed in Extremist states. **Book Burnings (#97)** also removed unwanted ideas. Whether Jewish or Communist, Anarchist or Liberal, books expressing views opposed to Fascism were purged from society.

Founded by José Antonio, the eldest son of Miguel Primo de Rivera, the **Falange Espanola (#98)** was the Fascist party of Spain. During the Civil War they fought on the Nationalist side, and the original Falange was merged under direction of Franco with the Carlists to become the Falange Española Tradicionalista y de las JONS, a more wide-ranging Nationalist coalition.

With economies on the edge of failure due to lack of resources and a freshly rearmed military the dictators were aching to use, **Military Adventurism (#99)** was often a welcome necessity. This card is meant to represent not only the dismemberment of Czechoslovakia in 1939 (shown on the picture) but also the Anschluss of Austria, the Italian invasion of Albania and contemplated invasions of Corsica, Egypt, Tunisia, and Yugoslavia.

Mussolini's son-in-law, **Count Ciano (#100)**, was also his foreign minister in the final years before the Second World War. In that position he Supported Il Duce's efforts to recreate the Roman Empire by attempting to create the right conditions for the growth of the Italian sphere of influence over the Balkans and Northern Africa.

Following World War I and the involvement of the United States, isolationism and non-interventionism grew in the United States, eventually culminating in several acts of Congress, here together referred to as the **United States Neutrality Legislation (#101)**. Far from being effective in keeping the USA out of the war (and eventually being repealed following the Japanese attack on Pearl Harbor after being gutted via the Lend-Lease Act), they instead encouraged Adolf Hitler by convincing him the United States would stay out of any European war.

Not everybody agreed to the Fascists takeovers in Spain, Italy and Germany (or, during the war, in Vichy France). With open opposition prohibited, **Underground Resistance (#102)** was often the only way to express disagreement with the System. Shown in the picture is Sophie Scholl, member of the wartime White Rose resistance movement in Munich, who was executed in 1943 at age 22 for distributing anti-war leaflets.

The German people, to Nazi ideologues the highest race, lacked **Lebensraum (#103)**, especially following the territorial consequences of the Versailles Treaty. Too many Germans were living as minorities in successor states of the Austro-Hungarian Empire or resurrected Poland, while the German state(s) were rump states, incomparable with their erstwhile Imperial glory. One of the greatest ambitions of Adolf Hitler and his cronies was the creation of a Pan-Germanic Grossdeutschland.

The **Moscow Show Trials (#104)** were three trials against groups of Trotskyites accused of collaborating with the Western Powers. The most visible part of Stalin's Great Purge, they were an essential part of the dictator's campaign to rid himself of opposition against his increasing totalitarian rule of the Soviet Union, ending in death sentences for most of the accused (mainly leading Bolsheviks from the first hour) and their replacement by

"new men".

The **Nuremberg Rallies (#105)** were large-scale Propaganda events from the Nazi party, held from 1927 to 1938 (and from 1933 and Hitler's ascension to Power they were held in the iconic Luitpoldarena). The official propaganda films were made by Leni Riefenstahl, including the 1934 award-winning "Triumph des Willens" (Triumph of the Will).

In order to build their War Machine, the Nazi leadership of Germany ran up a large **Trade Imbalance (#106)**, reducing production of export products (in order to limit use of raw materials) while increasing the import of raw materials for the production of war materiel, leading to the famous reduction in war production of '38 (solved by the conquest of Austria and Czechoslovakia). Similarly, the Italian army planned for much more extensive rearmament, far larger than the limited budget of the "smallest Great Power" actually allowed for. While in the last years of the 1930s the Western Democracies also increased defense spending, they never pivoted to a war economy during peacetime.

Berlin had won its bid to host the **Olympic Berlin Summer Games (#107)** in 1931, before the Nazi regime came into power. Once Hitler came to power, this event was seen as another vehicle for promoting the Nazi ideology and anti-Semitic theory of racial supremacy. A boycott was called for after Jewish athletes were banned from participating, but once this rule was removed, athletes from 49 nations participated (the highest number up to that point in the history of the modern Olympic Games). The card and its ability is obviously a nod to the Twilight Struggle "Olympic Games" strategy card, while in the picture Jesse Owens can be seen on the way to one of his four Golden Medals.

Following multiple political and financial scandals exacerbating the effects of the Great Depression, both the moderate right wing (attempting to replace the left wing majority elected in 1932) and the extreme right wing organizations (focusing on their racist and authoritarian propaganda) called for mass anti-parliamentarian demonstrations resulting in the **February '34 Crisis (#108)**, which to many in the Left Wing resembled an attempt at a coup. Riots in Paris (and the police reaction ending in the death of 16 rioters) led to the fall of the government and the formation of a center-right government of "National Union" under Gaston Doumergue, excluding both the Socialist and Communist parties.

One of the main characteristics of the Fascist regimes is their need for the strong man to lead the nation. Whether he is called the Führer, Il Duce, el Caudillo or the Fører, he is always the guide to a better future for the Nation. This principle, that the leader's word supersedes the law, is called the **Führerprinzip (#109)**.

Maurice Thorez (#110) was the secretary-general of the French Communist Party and, as so many communist leaders of the Interbellum, secretly directed by the Comintern and the Moscow regime. One of the leaders of the Popular Front, he supported Léon Blum's government. Thorez spent the war years in Moscow, to return to France after the war and continue his leadership role in the Communist Party.

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16.0 REARMAMENT NOTES

Germany

The Treaty of Versailles restricted German tank research. In 1926, Germany and the Soviet Union reached an agreement allowing Germany to establish a tank school near Kazan, called **Panzererschule Kama** for Kazan and Malbrandt, the Oberstleutnant who had selected the location. Between 1929 and 1933, approximately thirty German tank specialists would train here, while German companies tested and developed new tank designs.

To circumvent the Versailles Treaty ban on a German Air Force, German pilots trained in secret, both within Germany (in civil aviation schools) and in the Soviet Union, in the secret training airfield at **Lipetsk Airbase**. Many future Luftwaffe aces would train at Lipetsk between 1924 and 1933, when the base was closed as relations between Germany and the Soviet Union worsened.

Shortly after the coming to power of Adolf Hitler, the Reich Aviation Ministry was formed under the direction of Hermann Göring, controlling all development, production, and usage of aircraft within Germany. Within that framework, all (prohibited) military aviation was grouped to form the Luftwaffe. Following the Nazi repudiation of the Versailles Treaty, the **Luftwaffe** was officially **Unveiled** in February 1935.

The Versailles Treaty limited the army of the German state to a maximum of ten divisions and 100 000 professional soldiers. The 1935 rearmament program foresaw a **Rapid Army Expansion**, increasing this army via conscription to 36 divisions, a number which was reached in mid-1937. By the time of the invasion of Poland in 1939, the German Army would field 103 divisions. This rearmament in breadth would swiftly increase the size of the army, at the cost of its quality and its pool of reserve officers and NCOs. A large and formidable weapon, the German Army of the 1940s would be unable to replace the immense losses inflicted by the Red Army on the Eastern Front.



The Luftwaffe as established in the 1930s was increasingly focused on army support, not strategic bombing. To increase accuracy against tactical ground targets, the **Dive Bomber Doctrine** was

established and the Luftwaffe bomber fleet was equipped with dive bombers such as the Junkers Ju 87 as opposed to heavier conventional bombers. This focus on dive-bombing capability would cripple the development of such bombers as the Ju 88 and the Heinkel He 177, and left the Luftwaffe without a bomber suited for the strategic bombing campaign required for success in the Battle of Britain.

The lowest priority service in the German Armed Forces, the rearmament of the Kriegsmarine was ordered far later and received lower priority than that of the army and air force. **Navy Plan Z** was a plan to complete by 1948 a fleet capable of challenging the United Kingdom, centered on a force of ten battleships and four aircraft carriers. By the time the war broke out, work on this fleet had not been started and limitations on resources and manufacturing capacity forced abandonment of the construction program. The main strategic impact of Navy Plan Z on the course of World War

II was its limited focus on U-boat construction, meaning Germany had only a few dozen submarines available for commerce raiding, leading to its defeat in the Battle of the Atlantic.

France

To prevent a repeat of the 1870 and 1914 invasions of France via its border with Germany, France built the **Maginot Line**. While its **Conception** predated the War Ministry of André Maginot, his name was immortalized as the one who finally convinced the French government to invest in its construction. Largely **Completed** by the end of 1939, it didn't cover France's border with Belgium, necessitating the Allied adoption of the Dyle Plan in 1940, which eventually led to the cutting off of the most mobile French and UK formations during the Battle of France.

Due to drastically reduced numbers of conscripts caused by a falling birthrate, in combination with the need to oppose the growing threat of Nazi Germany, the French chamber of deputies voted for **Extended Conscription** in March 1935, raising compulsory military service from one to two years.

As a result of a lack of investment during the 1920s, the French aeronautical industry was too small to deliver the aircraft required for the massive **Air Force Modernization** ordered after the remilitarization of Germany and the unveiling of the Luftwaffe. When even the nationalization of the aircraft industry proved inadequate following new labor laws, large orders of modern aircraft were placed with American firms. These planes arrived too late and in too small numbers to affect the 1940 Battle of France.

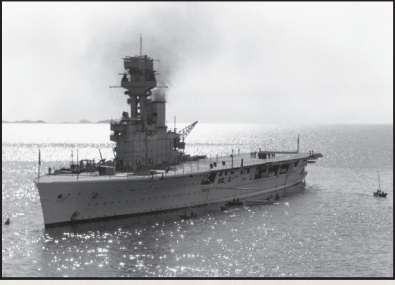
France's army during the Interbellum was based on a large force of millions of temporary conscripts, meant to augment the static defenses of the Maginot Line. Slow and unsuited for offensive operations, part of the *raison-d'être* for this Republican citizen army was the always-present fear of the political elite for a coup by the armed forces. On the contrary, some military thinkers such as Charles de Gaulle and his mentor Emile Mayer championed an **Elite Armoured Force**, a professional army centered around an élite mechanised force of 100000 infantry and 3000 tanks, supported by a modern Air Force.

United Kingdom

The **Experimental Mechanised Force** was the first large fully mechanised unit, composed of a tank battalion, a motorized machine-gun battalion, a mechanised artillery regiment, with armored cars serving for reconnaissance. Established in 1927, it was disbanded in 1928, reflecting the War Office's conservative instinct to integrate armored vehicles in the existing infantry organization. During its short existence its operations on Salisbury Plain were observed by, amongst others, the United States, Germany and the Soviet Union.

During the Interbellum, the UK armed forces were never able to focus on the burgeoning conflict on the Continent. **Imperial Obligations** would always tie down large numbers of infantry, aircraft and navy vessels, with the Royal Navy keeping large forces in the Mediterranean and the Pacific at the new Singapore base. Engagements fought during the 1920s and 1930s include the Third Anglo-Afghan War, the Turkish and Irish Wars of Independence, putting down the Mad Mullah in Somaliland, pacifying the Indian North-West Frontier and suppressing the 1920 revolt in Iraq and the 1936 uprising in Palestine.

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With Naval Aviation still in its infancy, **Aircraft Carriers** were a new development. Needing to project naval power far from friendly airfields, the Royal Navy was one of the pioneers, with the HMS Argus being the first ship with a full-length flat deck and HMS Hermes being

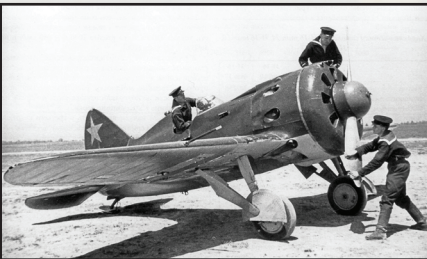
the first purpose-designed aircraft carrier to be laid down (HMS Argus being a conversion from an ocean liner), featuring the distinct control tower and full-length flight deck used in all modern aircraft carriers. The Royal Navy would enter World War II with seven aircraft carriers (and would end the war having launched another fifty-eight).

The world's first independent air force, the Royal Air Force had suffered from the effects of the Ten Year Rule, and when the German Luftwaffe was officially unveiled, it was feared the RAF was far behind in numbers. The **RAF Expansion** aimed not only on temporarily increasing the number of aircraft (mainly achieved by focusing on cheaper fighters than more expensive bombers) but also at harmonizing the UK aircraft industry.

Two major technological improvements proved decisive to Allied victory in the Battle of Britain. The Supermarine **Spitfire** was the most-produced aircraft produced prior and during the Second World War. While during the Battle of Britain more pilots were equipped with Hawker Hurricane planes, the Spitfire performed better and became the symbol of the RAF victory over the Luftwaffe. **Radio Detection and Ranging**, a detection system utilizing radio waves to determine range, angle, or velocity of objects, was under simultaneous development by many militaries during the Interbellum. While the first experiments with radio wave reflection were performed as early as 1886, the construction of the chain of Radar stations integrated in Home Defence of the United Kingdom was only begun in 1936. By the time of the Battle of Britain, it allowed for advance detection of approaching aircraft, reducing the need for continuous deployment of interception aircraft.

USSR

The **T-26** Tank, based on the British Vickers Mark E, was the most-produced tank of the Interbellum, with more than 11000 manufactured (including for export to Spain, China, and Turkey). It played a significant role in the Spanish Civil War, the Soviet-Japanese border conflicts of the late 1930s, and (although nearly obsolete) was still the most represented tank model in the Red Army during Operation Barbarossa in 1941.



The **Polikarpov I-16** was a monoplane designed by Nikolai Polikarpov. Its revolutionary design featured retractable landing gear and a fully enclosed cockpit. Over 10000 were built, including many

exported to Spain and China. I-16s fought on the Republican side in the Spanish Civil War, dominating the Spanish skies until the introduction of the Messerschmitt Bf 109 in the Condor Legion.

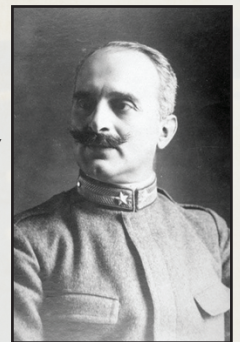
The **Theory of Deep Operation** was official Soviet armed forces doctrine, emphasizing engaging and destroying enemy forces throughout the depth of the battlefield (as opposed to only at the point of contact). Developed in the aftermath of the Russian defeats in the First World War and the Polish-Soviet War, it was characterised by emphasis on the exploitation (by mobile reserves) of breakthroughs achieved by a succession of combined arms assaults. Following the purge of large sections of the Red Army officer corps including those that had created this theory, it fell out of favor and was abandoned. Immediately post-Operation Barbarossa, the Red Army was in no state to take the offensive, but with time Deep Operation was re-established as the war-winning doctrine it eventually proved to be.

Following the occupation of Manchuria, Japan and the USSR engaged in border conflicts on their new shared border. From May to September 1939, the Soviet Red Army and the Japanese 6th Army fought a series of battles in the region of the river Khalkhin Gol. Following several probes in May, June saw the conflict escalate as the Soviet forces were augmented with additional artillery and air force units, and the size of their incursions grew. In July, the Japanese counterattacked in a two-pronged assault, which stalled out as Japanese supplies dwindled and Russian manpower reserves meant the Japanese could not achieve a decisive victory. In August general Zhukov, commander of the Soviet forces as of the 2nd of June, assembled a strong armoured force supported by a large force of fighter-bombers and destroyed the Japanese forces on the Mongolian side of the Soviet-Manchukuo border. These **Lessons from Khalkin Ghol** would serve Zhukov, later Soviet deputy commander in chief, to achieve victory over Nazi Germany.

Ideological and political differences made the Soviet Union a pariah amongst European states, with only a handful of states grudgingly seeking closer relations. With war with the Capitalists democracies and dictatorships inevitable, the Red Army prepared for defense as it was judged unready for a major offensive war. Following the Molotov-Von Ribbentrop pact, the Red Army invaded Poland and later also the Baltic states while fighting the Finnish Army to a standstill in the Winter War, before being invaded in its own turn during Operation Barbarossa. While the 1941 Red Army was not making any **Offensive Preparations** for an invasion into Germany, a 1942 or '43 invasion would not have been unlikely.

Italy

The Italian general Giulio Douhet was one of the earliest champions of military aviation. In 1921, as head of the Italian Central Aeronautic Bureau, he wrote *The Command of the Air*, a treatise on strategic bombing. **Douhetian Theory** states that "command in the air" would render the enemy harmless. While strategic bombing on a Douhetian scale turned out to neither collapse civilian morale nor fully paralyze military industry as theorized by Douhet, command of the air did eventually contribute enormously on the Italian and French Western Fronts.



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As a way of increasing the number of combat-ready divisions (albeit not the striking power of the army as a whole) and their mobility, the infantry divisions of the Italian Royal Army were reorganized into **Binary Divisions**, composed of two rather than the usual three regiments. While such divisions were more flexible -on paper-, during the war their lack of manpower would prove fatal.

As one of the signatories of the Washington Naval Treaty, Italian naval construction was limited during the 1920s. The Regia Marina focused its **Naval Buildup** initially on cruisers, later on destroyers and submarines and in the final pre-WWII stage on constructing new battleships and refitting its WWI era battleships. As a result, Italy would enter World War II with the fifth largest Navy in the world.

The **Pact of Steel** was a military and political alliance between Germany and Italy, agreed and signed in May 1939. Following the secret 1936 protocol aligning German and Italian foreign policy and the 1937 adhesion of Italy to the Anti-Comintern Pact, this pact was the final step in the establishment of the Rome-Berlin Axis.

Spain

The **Army of Africa** was the name of those Spanish Army units garrisoning the Spanish protectorate in Morocco. By the 1920s it was judged the most effective fighting force in the Spanish Army. During the Spanish Civil War, it formed the core of the Nationalist forces opposing the Second Spanish Republic.

The battleships of the **Espana Class Dreadnought** class were to be the core of the rejuvenated Spanish navy. Small and slow due to limitations in resources and naval infrastructure, one was lost through storm damage and both others lost in 1937 (one hitting a mine after its capture by the Nationalists, one in an accidental explosion).

Following the 1936 election victory of the Popular Front in Spain, members of the **Dissatisfied Officer Corps** began discussing the prospect of a coup. While the Republican government removed influential generals from their posts and moved them to lesser assignments (Franco to the Canary Islands, Goded Llopis to the Balearic Islands and Mola to Pamplona) and the leader of the Falange was imprisoned, it did not prove sufficient to halt the conspiracy.

A **Special Emergency Intervention** (or Pronunciamiento) is used as an euphemism for military coup in Spain. The failure of the 1936 Pronunciamiento led to three years of bloody Civil War.

Little Entente

Foreign Plane Import was an attempt by the various states loosely connected in the Little Entente to curry favor with the Great Powers whose protection they desperately needed.

Established in 1859, the Skoda company soon became the leading arms manufacturer of Austria-Hungary. Located in Pilsen, after World War I and the establishment of the Czechoslovak Republic it became the crown jewel of the



Czech armament industry. The **SKODA Tank Works** in particular produced the LT-35 and LT-38 tanks, better known as respectively the Panzer 35(t) and Panzer 38(t) in German service during World War II following the dismemberment of Czechoslovakia and the formation of the protectorate of Bohemia and Moravia.

The Little Entente had only two reasons for existence - fear for a Habsburg restoration (by the 1930s unlikely to say the least) and fear for German aggression (more likely as the 1930s progressed). The only way to resist Germany (barring outside assistance from other Great Powers) was by standing together. **Joint Staff Talks** following military alliances were never deemed possible, as mutual distrust combined with unfulfilled territorial claims poisoned political and military relations between the members of the loose association. Each of the members of the Little Entente would fall under the German sphere of influence eventually, whether by military invasion, dismemberment or political pressure.

NOTATION USED IN EXAMPLE OF PLAY

Red Text is used for the name of Left Wing cards.

Blue Text is used for the name of Right Wing cards.

Green Text is used for Neutral / Scoring cards.

Rounds are shown as **Round #.#** where the left number is the turn and the right number is the round.

The amount of support in a space is shown as **(#, #)** where the left number is the amount of Left Wing support in the space and the right number is the amount of Right Wing support in the space.

If a player controls that space, their support number is **bolded**.

An asterisk (*) following a Support Number indicates an Extremist.

THE INTERBELLUM YEARS 1920-1939

17.0 EXAMPLE OF PLAY

Below is an example of the opening turn of a game of *Europe in Turmoil II: Interbellum* played by Kris (the Right Wing player) and Tâm (the Left Wing player).

OPENING HAND

After performing the Initial Setup (3.1 through 3.5), Kris and Tâm draw their opening hands of eight cards from the Roaring Twenties deck.

Kris, the Right-Wing player, draws the following eight cards:

- **France Scoring**
- **Admiral Horthy**
- **Kellogg-Briand Pact**
- **Miguel Primo de Rivera**
- **Washington Naval Treaty**
- **Aventine Secession**
- **Spirit of Locarno**
- **War Reparations/War Debt**

Certainly an interesting hand for the Right-Wing player. Only a few Left Wing aligned cards, and certainly not the toughest to play around. Drawing **French Scoring** early is useful for the Right-Wing player because it means they can either play it early (prior to the Left-Wing player acquiring a strong position in France), or instead spend (a lot of) OPs in France attempting to gain dominance prior to playing **French Scoring**. No Italy or Germany scoring, which always raises the question whether either of those cards is in the Left-Wing hand. If the Left Wing plays convincingly in either of those Scoring Regions, Kris will have to react. Early in the game, without Right Wing presence in countries adjacent to Hungary, **Admiral Horthy** is likely to be played for Operations, just like **Miguel Primo de Rivera**. **Aventine Secession** is likely to end up being played for Operations too, unless Tâm would play **March on Rome**.

Tâm, the Left-Wing player, draws the following eight cards:

- **Friedrich Ebert**
- **March on Rome**
- **Tomas Masaryk**
- **Józef Piłsudski**
- **Wall Street Crash**
- **American Expatriates**
- **Winston Churchill**
- **Croix-de-Feu**

Tâm notices with dismay she is holding too many strong Right Wing events to be able to navigate this hand unscathed. No scoring cards either, which means Tâm will have to focus on all three regions at the same time (prior to any clear signaling from Kris). **Friedrich Ebert** and **Tomas Masaryk**, while good cards, will likely have to be played for Operations in order to repair the damage of the rest of her hand.

DISCRETIONARY SP PLACEMENT (See 3.7)

Tâm opens with 1 SP in Lombardy (1/0), 1 SP in Hamburg (1/0) and 1 SP in Algeria (1/0). The Left Wing is relatively weak in Italy at the start of the game, and claiming Lombardy goes a long way to solving that. There is the chance that the Right Wing will play **Aventine Secession**, but even then there is a road to controlling Lombardy via Provence. Claiming Hamburg gives the Left-Wing player a shot at controlling three of the five battlegrounds in Germany, at least for now. Not counting the French Catholics (prior to **Canonization of Joan of Arc**) and Alsace-Lorraine (normally easy for the Left Wing to control via the French Rearmament track), there are three battlegrounds in France, with Paris and Action Française respectively pro-LW and pro-RW. Claiming Algeria is a play to dominate France.

Kris replies with placing 1 SP in Action Française (0/3*), 1 in Egypt (0/1), 1 in Fiume (0/1) and finally 1 in East-Prussia (0/4). Some placements in order to control spaces and perform Support Checks, some placements to spread territory.

Tâm finishes by placing 1 SP in Silesia (1/0) and 1 SP in Austria (2/0). Control over Austria defends both Hungary and Bavaria from Support Checks, while Silesia protects/attacks both Berlin and Poland.

DISCRETIONARY EXTREMIST PLACEMENT (See 3.8)

Kris places his Extremist in Hamburg (1/0*). This Extremist serves double purposes, either allowing placement of Support in Hamburg or assisting Support checks against the lower-stability adjacent spaces such as Denmark and Norway.

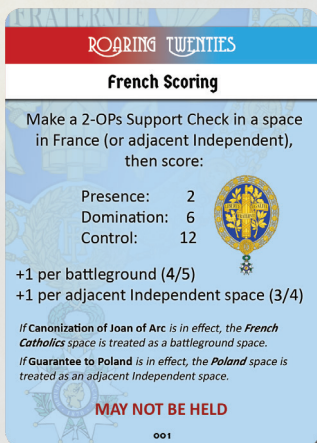
Tâm places her Extremist in Alsace-Lorraine (0*/0). France stands or falls with Paris, and currently it is not very protected. An early France Scoring, even without Extremists, could very well give the Right-Wing player dominance.

EUROPE IN TURMOIL II

TURN 1

Both players will alternate playing cards during the seven rounds until each has had seven opportunities to play a card.

Action Round 1.1



- Kris' play -

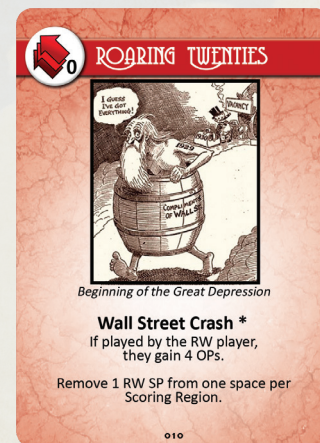


- Tam's play -

Action Round 1.2



- Kris' play -



- Tam's play -

Right Wing: That Extremist in Alsace-Lorraine is a pity, making it that much harder to dominate France. Tãm is clearly interested in Algeria. There are a couple of options here. Firstly, Kris could play either of his 4 OPs cards to place 4 SP in Algeria, dominating France. Alternatively, that same 4 OPs could go a long way to making a successful Support check in Paris. In both cases, the Left Wing has some ways of returning, though (by taking Alsace-Lorraine, they turn France into a stalemate). Without much in his hand to really force the issue in France (and wary of the Left Wing having such cards), Kris plays the **French Scoring** card and makes a Support check in Paris. He has a +2 modifier to his die roll from the **French Scoring** itself, and another +1 through his control over the French Catholics. He has however a -1 modifier from Tãm's control over Nord/Pas-de-Calais, and another -1 due to her Extremist in Alsace-Lorraine. He rolls a 3, modified by +1 net for a total of 4. Subtracting Paris' stability of 2 multiplied by 2, he is left with 0. Rolling a 4 or higher would have broken Tãm's control over Paris. Both players end with 1 battleground in France and with only presence and no controlled Independent spaces, the score remains at 0 Power.

Left Wing: A pity that the **French Scoring** ended up being a wash (rather than the boon it usually is for the Left-Wing player later in the game), but that could have been a lot worse. For her first Action Round, Tãm plays **Jozef Pilsudski**. This is a Right-Wing aligned card, so she can only use it for Operations points, and additionally the Event will occur (either before or after spending the OPs). She opts to go first and spends both her OPs by placing Support Markers in Russia (5*/1). The Event places 2 RW SP in Poland (2/3) and then gives the Right-Wing player a Support check in Poland. Right Wing has a +1 modifier (for control over Eastern Prussia) and a +4 modifier due to the Event. However, they also have a -1 modifier for Left Wing control over Russia and a -1 modifier for the LW Extremist in Russia. Kris rolls a 4, modified by a net +3 for a total of 7. Compared to the doubled stability of Poland of 6, he removes 1 LW SP from the Poland space (1/3). The **Jozef Pilsudski** card is removed from the game following its execution.

Right Wing: Tãm doesn't seem to have either of the missing scorings in hand, so it is time to work on board presence. As Kris wants to have the **Admiral Horthy** Event worthwhile, he tries to surround the Hungary space with Right-Wing controlled spaces. **Miguel Primo de Rivera** is played for Operations. Kris spends 1 OPs to take control over Poland (1/4) and 2 OPs to place 2 SP in Slovenia (0/2). As this is an Event aligned with the Right-Wing player, it does not occur when used for Operations by the Right Wing player, and it is discarded.

Left Wing: **Wall Street Crash** is played for its Event. Tãm removes 1 RW SP from the UK Parliament (0/1), from Action Française (0/2*), East-Prussia (0/3), Slovenia (0/1), Fiume (0/0) and Spanish Catholics (0/1).

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Action Round 1.3



- Kris' play -



- Tam's play -

Action Round 1.4



- Kris' play -



- Tam's play -

Right Wing: Damage control! Not everything Tâm just did needs to be repaired at the same time (nor would that be possible in a single action round!), so Kris plays **Kellogg-Briand Pact**. Kris chooses to have the event trigger first, reducing **Tension** to 0 and flipping the **Tension** marker. Then, he uses his 2 OPs to place 1 Support in both Slovenia (0/2) and East-Prussia (0/4). Tâm cannot reach Fiume yet, so it is not imperative to be reclaimed. Both UK and Spain scoring are still far off, while France scoring has already happened, so repairing those spaces is no priority.

Left Wing: Tâm is still holding three dangerous Right-Wing Events. As players can generally avoid two Events per turn (by holding one in hand and using the other as a Rearmament card), she still needs to play at least one of them. As she would prefer to avoid **Croix-de-Feu** and **Winston Churchill**, she decides to play **March on Rome**. The Event is allowed to occur first, reducing RW Moderation by 1 to 11, with Kris placing an Extremist in Libya (0/0*) and one in South Tyrol (0/0*) while relocating all 4 SP from the Blackshirts space (0/0*) to Rome (1/4). With her 4 OPs, Tâm takes Berlin (3*/0) and Lombardy (3/0).

Right Wing: Time for Horthy to shine. Kris plays the **Admiral Horthy** Event, placing 1 SP and 1 Extremist in Hungary (2*/1*) and then rolls for the Support Check. He receives a +1 for control over Slovenia and a +1 for the Extremist in Hungary, while Tâm provides a -1 penalty by control over Austria and a -1 for her Extremist in Hungary. Kris rolls a 5, which modified by the 3 OPs is a total of eight, or (after subtracting Hungary's doubled stability) a total of 4 Support change. First, the 2 Left-Wing Support is removed. Then, Tâm's Extremist is removed. Finally, the last point provides Kris with a Support in Hungary (0/2*). Rolling a 6 would not have given Kris any extra bonus, as he already has an Extremist in Hungary, and sufficient SP for control over the space.

Left Wing: While losing Hungary is painful, there is nothing to be done about it. Tâm uses her small breathing space to get rid of that **Winston Churchill** card in her hand, using it to make a Rearmament attempt. When trying to choose on which track to make the attempt, she rejects out of hand the UK (too difficult with just the 2 OPs), Spain (not worthwhile enough), the German and Italian ones (whose first progress box has a pro-Right Wing effect) and the USSR one (no interesting spaces containing extremists). She decides to take the French one (preferring 2 SP in Alsace-Lorraine over a less certain 1 SP elsewhere) and rolls a 3. Modified with +1 (from the rearmament marker flipped to its Left Wing side) and the +2 OPs, she rolled high enough to advance to Maginot Line Conception and places 2 SP in Alsace-Lorraine (2*/0).

EUROPE IN TURMOIL II

Action Round 1.5



- Kris' play -



- Tam's play -

Action Round 6



- Kris' play -



- Tam's play -

Right Wing: Kris replies to that rearmament by doing some rearmament of his own, tossing the **Spirit of Locarno** for an attempt. Having used a 4-OPs card, he is tempted by the UK rearmament (and its possibility of discarding another card) before choosing the Little Entente track. He rolls a 4 (modified to 8). He flips the marker to its Right Wing +1 side, advances it to the Foreign Plane Import box and places 1 SP in the Hamburg space (1/1*)

Left Wing: If Kris wants to fight for Germany, Tãm is willing! She plays **Friedrich Ebert** for Operations, placing 2 Left Wing SP in the Norway space (2/0). Norway, being adjacent to Germany and the United Kingdom, can be a good source of Power. With Tãm only holding 2-Operations cards, she couldn't take Hamburg in one Action Round, so she decided to go for the surrounding spaces.

Right Wing: While an **Aventine Secession** in Italy would be quite worthwhile right now, Kris decides to go for Germany and plays the card for its Operation points, placing all 3 in Hamburg (1/4*).

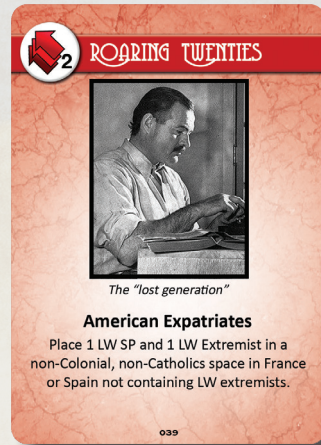
Left Wing: Tãm uses the 2 OPs of **Tomas Masaryk** to place 2 SP in the Bavaria space (3/0).

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Action Round 7



- Kris' play -



- Tam's play -

Right Wing: *War Reparations/War Debts* is played for 4 OPs, and Kris makes a Support Check in Austria. He makes a roll of 3, modified by +4 (OPs), +3 (extremists in South Tyrol and Hungary plus control over Hungary) and by -1 (for the Left Wing control over Bavaria) and -4 (double the stability of the Austria space). The difference is 5, which means that 2 Left Wing Support is removed from the Austria space, 2 RW support is added, and a RW extremist is placed (0/2*).


Left Wing: Not much to do about that. Central Europe is slowly turning to the Right Wing. Tãm plays *American Expatriates* and uses the event, in order to place a support and an extremist in the Action Francaise space (1*/2*).

End of turn 1


France is dominated by the Left Wing player, but as its Scoring card is already in the discard this is mainly a long-term, not short-term, advantage. Prior to the addition of the Rhineland (through removal of the Rhineland Demilitarized marker via Event Play), Germany has only four battlegrounds and they are currently divided two to two. Neither player can expect to dominate Germany if its Scoring happens next turn, although the Left Wing's battlegrounds are much weaker (as each is adjacent to a RW extremist) than the Right Wing's. Neither player is very present in Italy, and players will have to start investing in that Scoring Region (and its many adjacent Independents) soon.

EUROPE IN TURMOIL II

18.0 GAZETTEER


|  French Spaces | Current Situation (as of 2021) |
|---|---|
| Action Française | Dissolved in 1936 but resurrected under the Vichy régime, dissolved once more in 1944 but reestablished in 1947 and still active in France today. |
| Alsace Lorraine | Regions within Fifth French Republic |
| Aquitane | Region within Fifth French Republic |
| France-Comte´ | Region within Fifth French Republic |
| French Catholics | Around 60% of French citizens still identify as Catholic, with 15% actually practicing. |
| Normandy/Brittany | Region within Fifth French Republic |
| Nord/Pas-de-Calais | Regions within Fifth French Republic |
| Paris | Capital of the Fifth French Republic (established in 1958), Founding member of the European Coal and Steel Community in 1951 (under the Fourth French Republic) |
| Provence | Region within Fifth French Republic |


| French Colonial Spaces | |
|--|---|
| Algeria | People's Democratic Republic of Algeria since 1962 and the Algerian War. Faced civil war between 1991 and 2002. |
| French Morocco | Kingdom of Morocco (Reunified and independent from France since 1956) |
| French Mandate for Syria and the Lebanon | Ba'athist Republic of Syria since 1963, in civil war since 2011; Lebanese Republic since 1943 under various occupations |
| Tunisia | Republic of Tunisia since 1956 (democratically governed since Tunisian Revolution of 2011) |

|  Italian Spaces | Current Situation (as of 2021) |
|--|---|
| Apulia | Region in the Italian Republic |
| Blackshirts | The Voluntary Militia for National Security was disbanded in 1943 following the fall of the Fascist Regime. |
| Campania | Region in the Italian Republic |
| Dodecanese | Region within Greece since 1947 |
| Fiume | Rijeka, city in the Republic of Croatia |
| Lombardy | Region in the Italian Republic |
| Rome | Capital of the Italian Republic. Founding member of the European Coal and Steel Community in 1951 |
| Sicily | Region in the Italian Republic |
| South Tyrol | Region in the Italian Republic |
| Tuscany | Region in the Italian Republic |
| Victor Emmanuel III | The Italian Monarchy was abolished in 1946. |

| Italian Colonial Space | |
|------------------------|---|
| Libya | Independent since 1951, Republic since 2011 (although engulfed in civil war ever since) |


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|  German Spaces | Current Situation (as of 2021) |
|--|--|
| Bavaria | Federated State of Bavaria |
| Baden-Württemberg | Federated State of Baden-Württemberg since 1952 |
| Berlin | Capital of the Federal Republic of Germany (unified with the German Democratic Republic in 1990), founding member of the European Coal and Steel Community in 1951 |
| East-Prussia | Partitioned between the Republic of Poland and the Soviet Union (now Lithuania and the Kaliningrad Oblast of the Russian Federation), following the expulsion of its ethnic Germans after the Second World War |
| Hamburg | The Free and Hanseatic City of Hamburg is a Federated state in Germany |
| Hanover | Capital of the Federated State Lower Saxony in Germany |
| Magdeburg | Capital of the Federated State of Saxony-Anhalt |
| Pomerania | Split between Vorpommern (in Germany) and the Republic of Poland (following the expulsion of its ethnic Germans after the Second World War) |
| Rhineland | Federated states of Hesse |
| Saxony | Free State of Saxony within Federal Republic of Germany |
| Silesia | Part of the Republic of Poland after World War II |
| Thuringia | Federated State in Germany |

|  UK Spaces | Current Situation (as of 2021) |
|--|--|
| Gibraltar | British overseas territory |
| House of Windsor | Ruling Monarchy of the United Kingdom, currently headed by Queen Elisabeth II |
| London | Capital of the United Kingdom of Great Britain and Northern Ireland, withdrew from the European Union in 2020 following the 2016 Brexit Referendum |
| Midlands | Region within England |
| Northern England | Region within England |
| Northern Ireland | Constituent country within the United Kingdom |
| Parliament | Supreme legislative body of the United Kingdom |
| Scotland | Constituent country within the United Kingdom |
| Wales | Constituent country within the United Kingdom |

| UK Colonial Spaces | |
|-------------------------------|--|
| British Mandate for Palestine | State of Israel since 1948 and State of Palestine since 1948 (under occupation, since 1993 autonomous on West Bank and Gaza Strip) |
| Egypt | Arab Republic of Egypt (officially independent since 1922, unoccupied since 1956, no longer united with Syria since 1961) |
| Empire & Commonwealth | Partially represented by the Commonwealth, partially decolonized (especially India) |

EUROPE IN TURMOIL II

|  Spanish Spaces | Current Situation (as of 2021) |
|---|--|
| Andalusia | Region within Spain |
| Balearic Islands | Region within Spain |
| Basque Country | Region within Spain |
| Catalonia | Region within Spain |
| Galicia | Region within Spain |
| La Mancha | Region within Spain |
| Madrid | Capital of the Kingdom of Spain (restored to democracy as a constitutional monarchy in 1978 following the death of Franco in 1975), member of the European Union since 1993 |
| Monarchists | Following Franco's death in 1975, the monarchy was restored (under first Juan Carlos and now Felipe VI of the House of Bourbon). Prince Carlos of Bourbon-Parma, Duke of Parma and Piacenza, is the current Carlist pretender. |
| Spanish Catholics | 58.6% of Spanish citizens still identify as catholic, with 18.6% actually practicing. |
| Valencia | Region within Spain |
| Spanish Colonial Spaces | |
| Spanish Morocco | Kingdom of Morocco (Reunified and independent from Spain since 1956) |

|  Little Entente Spaces | Current Situation (as of 2021) |
|--|--|
| Bessorabia | Republic of Moldova since 1991 |
| Bohemia | Region within the Czech Republic. The Czech Republic has been an independent state since the 1993 Velvet Divorce. Member of the European Union since 2004. |
| Bosnia | Bosnia and Herzegovina since 1992, applicant for membership of the European Union |
| Croatia | Republic of Croatia since 1991 following its declaration of Independence from Yugoslavia, member of the European Union since 2013 |
| Moravia | Region within the Czech Republic |
| Romanian Royalty | Michael I abdicated from the Romanian Throne in 1947. Romania is now a Republic and a member of the European Union since 2007 |
| Ruthehenia | Part of Ukraine |
| Serbia | Republic of Serbia since 2006, under negotiation for membership of the European Union since 2014 |
| Slovakia | The Slovak Republic since the 1993 Velvet Divorce (the peaceful dissolution of Czechoslovakia following the end of Communist Rule in 1989). Member of the European Union since 2004. |
| Slovenia | Republic of Slovenia since 1991, member of the European Union since 2004 |
| Sudetenland | Region within the Czech Republic. After World War II, the majority of Sudeten Germans were expelled to Western Germany. |
| Transylvania | Region in Romania |

THE INTERBELLUM YEARS 1920-1939

| Independent Spaces | Current Situation (as of 2021) |
|------------------------|---|
| Albania | Republic of Albania |
| Austria | Republic of Austria, joined the European Union in 1995 |
| Baltic States | Estonia, Latvia and Lithuania were part of the Soviet Union after the end of the Second World War and regained independence in the period 1990-1991 |
| Belgium | Kingdom of Belgium, founding member of the European Coal and Steel Community in 1951 |
| Bulgaria | Republic of Bulgaria, member of the European Union since 2007 |
| Danzig-Polish Corridor | Part of the Republic of Poland as Gdansk |
| Denmark | Kingdom of Denmark, member of the European Communities since 1973 |
| Finland | Republic of Finland, member of the European Union since 1995 |
| Greece | Third Hellenic Republic since 1974 following the fall of the military junta, member of the European Communities since 1981 |
| Hungary | Republic of Hungary since 1989, member of the European Union since 2004 |
| Irish Free State | Republic of Ireland (since 1937), member of the European Communities since 1973 |
| Netherlands | Kingdom of the Netherlands, founding member of the European Coal and Steel Community in 1951 |
| Norway | Kingdom of Norway |
| Poland | Republic of Poland, member of the European Union since 2004 |
| Portugal | Third Portuguese Republic since 1974 (following the end of the Estado Novo), joined the European Economic Community in 1986 |
| Sweden | Kingdom of Sweden, member of the European Union since 1995 |
| Switzerland | Swiss Confederation |
| Turkey | Republic of Turkey, associate member of the European Economic Community since 1963 |
| USSR | Dissolved in 1989, amongst others (in Europe) into the Russian Federation, Ukraine, the Republic of Belarus, and the Republic of Moldova |
| Vatican | Vatican City State |

EUROPE IN TURMOIL II

Credits

Game Design: Kris Van Beurden

Graphic Design: Bill Morgal

Card Design: Kris Van Beurden, Bill Morgal

Playtesting: Tâm Dang Vu, Enrique Carro, Eddy Sterckx, Severijn De Wilde, GermanMike, Marco Poutré, Frans Houter, Chris Cooper, Remco "I beat Kris" Verbeek, Jack Stalica, David Schoellhamer

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Production: Ken Dingley and Bill Thomas for Compass Games, LLC.

Cover: Destroyed Building Burning by XtravaganT (Stephan Karg)