



## From Prelude to Interbellum

A Module to combine *Europe in Turmoil: Prelude to the Great War* with *Europe in Turmoil II: Interbellum*

This module is meant to create a grand campaign game where you and your opponent play a game of *Prelude to the Great War* to finish, and subsequently use the outcome of that game as an alternate setup for a following game of *Interbellum*.

This module makes a distinction between three possible outcomes of *Prelude*:

- a game in which the Great War broke out and was won by the Entente (historic) or ended in a tie.
- a game in which the Great War broke out and was won by the Central Powers
- and finally one in which the Great War never broke out.

**Important:** *When playing with the Mobilization cards (8.4.4), there is no Great War winner and loser determination. To determine the winner/loser(s) status, use 8.4.2 (ignoring the VP gain).*

The first section (*Versailles Treaty Augmentations*) is used in each of these outcomes.

The second section (*Hall of Mirrors Revisited*) adapts the first section in case the game of *Prelude* ended in the second possible outcome.

The third section (*the Archduke Lives!*) adapts the first section in case the game of *Prelude* ended in the third possible outcome.

It is also possible to apply the changes listed in either *Hall of Mirrors Revisited* or *The Archduke Lives!* to the standard setup of *Interbellum* (without first playing a game of *Prelude* and applying the *Versailles Treaty Augmentations*) in order to play an ahistorical scenario for *Interbellum*.

### Versailles Treaty Augmentations

*Always used*

*This is the historic scenario, which presumes Tsarist Russia collapsed, Austria-Hungary was disbanded and the German Kaiser sent into exile.*

The player who was the Authoritarian player becomes the Right Wing player. The player who was the Liberal player becomes the Left Wing player.

### Regular Setup Changes

- If *Russia Collapses* was not played, place 1 fewer LW SP in Russia and 1 fewer RW SP in the Baltic States at the start of the game.
- If *Norwegian Independence* was not played, place 1 RW SP in Norway.
- If *Bonapartism/Monarchism* was not played, place 1 fewer RW SP in Action Française.
- If either player is at least two spaces ahead on the *Naval Arms* race, they begin with 1 SP in the Empire & Commonwealth space.

### Positional Advantage

Prior to the discretionary setup, go through the following list of spaces (in order). The current controller of the following spaces (at the end of *Europe in Turmoil: Prelude*) may place 1 of their SP on the matching space on the board of *Interbellum* **unless** they already have SP in that space.

<b>Space in Prelude</b>	<b>Matching Space in Interbellum</b>
Algeria	Algeria
Belgium	Belgium
Berlin	Berlin
Constantinople	Turkey
French Armed Forces	Alsace-Lorraine
French Catholic Church	French Catholics
Italy	Rome
Kiel	Hamburg
Libya	Libya
Morocco	Player's choice of Spanish Morocco or French Morocco
Netherlands	Netherlands
Paris	Paris
Serbia	Serbia
Spain/Portugal	Player's choice of Madrid or Portugal

Sweden	Sweden
Switzerland	Switzerland

### Discretionary setup:

Reduce the number of discretionary SP placed during the setup of *Interbellum* by one for each SP placed via Positional Advantage (ignoring the first two SP placed by the loser(s) of *Prelude*, and the first three by the winner of *Prelude*). For the LW player, begin the reduction with the last set of discretionary SP.

### Hall of Mirrors Revisited

*In use when the Central Powers won the Great War*

This scenario assumes the 1918 Peace Offensive was successful and the Central Powers won the Great War. Even though the Central Power won, the game still presumes that as a result of societal changes following the Great War, the Austro-Hungarian Empire still disintegrated with the last Habsburg Emperor, Charles I, remaining as King of Austria, that Germany changed to a constitutional monarchy with Emperor Wilhelm II reduced to a ceremonial head of state, and Tsarist Russia still collapsing and turning into the USSR.

### Regular Setup Changes

- Place 2 RW SP in Austria and Hungary.
- Place 2 RW SP in Berlin.
- Do NOT place the Rhineland Demilitarised marker. Place 1 RW SP in Rhineland.

### Game Rules changes

- Reduce the number to advance the German Rearmament marker to the first and second space on the Rearmament track by 4 each (from 10 to 6).
- The *League of Nations Sanctions* card is removed after play.

### Deck changes

Remove the following cards from the deck:

- Weimar Republic
- Hyperinflation in Germany
- Ruhr Occupation
- Rheinlandbesetzung
- Adolf Hitler
- Mein Kampf
- Munich Beer Hall Putsch
- Election of 33
- Open Rearmament

### The Archduke Lives!

*In use when the Great War never occurred and the game ended in turn 10 Final Scoring*

There has not been a World War before the 1920s. Tension between the great Empires of Europe is still high.

### Regular Setup Changes

- If *Russia Collapses* was not played, place 3 additional RW SP in Russia at the start of the game.
- Place 2 RW SP in Austria and Hungary.
- Place 2 RW SP in Berlin.
- Do NOT place the Rhineland Demilitarised marker. Place 1 RW SP in Rhineland.
- Increase starting Tension by +2 (to "3").

### Game Rules changes

- All Rearmament attempts are increased by the current Tension level.
- Austria and Hungary count as Battleground spaces in the Little Entente scoring region instead of independent spaces.

### Deck changes

Remove the following cards from the deck:

- Weimar Republic
- Hyperinflation in Germany
- Ruhr Occupation
- Rheinlandbesetzung
- Adolf Hitler
- Mein Kampf
- Munich Beer Hall Putsch
- Election of 33
- Open Rearmament
- Kellogg-Briand Pact
- League of Nations Intervention
- Germany Admitted to League of Nations
- League of Nations Sanctions
- Ten Year Rule Abandoned
- War Reparations / War Debts