**Dice of Decision II**

***Book of Tables***

*September 2021 Rules*

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# Chapter 1: The Great War 1914-1922

To perform this step, you will roll on four Narrative Tables in turn. Apply any results as you go and then roll on the Outcome Table.

➀ **Great War Opening Moves Table**

➁ **Japanese Entry Table**

➂ **Turkish Entry Table**

➃ **Italian Entry Table**

**⮩ Great War Outcome Table**

After applying all results from the Great War Outcome Table, proceed to Chapter 2: Between the Wars, 1923-1936.

## Narrative Tables

**➀ Great War Opening Moves Table**

1. Russian armies roll over Prussia and the Carpathians. Moltke further revises the Schlieffen Plan. -1 DRM to **Italian Entry Table.** -1 DRM to **Great War Outcome Table**.
2. Russians steadily advance. BEF rapidly reinforces Belgium and throws Germany's timetable in the West completely off. -1 DRM to **Great War Outcome Table.**
3. Russians repulsed in Prussia. The “Miracle at the Marne” saves France in 1914. No Result.
4. Russians stopped in Prussia. France abandons Plan 17 and checks the German right wing, handily winning the “Race to the Sea.” No Result.
5. Russia thrashed in Prussia and Poland. Austrians make headway in the Balkans. +1 DRM to **Great War Outcome Table**.
6. Russian armies sent reeling back all along the line as revolutionaries subvert command integrity. Paris is besieged in 1914 and falls in 1915. The Western Allies are slow to recover. +1 DRM to **Italian Entry Table.** +1 DRM to **Great War Outcome Table**.

**➁ Japanese Entry Table**

1. Seeing the opportunity for gains against Russia, Japan joins the Central Powers. Place the Japan Central Powers marker in Tokyo. +1 DRM to **Great War Outcome Table.**
2. Rival army and navy factions keep Japan out of the war. Axis faction must apply *Pacific Mandate* (®43.26).

**3-5:** Japan joins her ally Britain in the war against Germany. Place the Japan Entente marker in Tokyo.

**6:** Japan joins the Entente in exchange for Western acceptance of the Twenty-One Demands. Place the Japan Entente marker in Tokyo. Place Overlay #15 on the *DS* map. Apply *Japanese Foochow* (®43.5) and *Pro-Axis* (®48.2) to Hopeh.

**➂ Turkish Entry Table**

1. In a triumph of British diplomacy, Turkey joins the Entente. Place the Turkey Entente marker in Ankara. Apply *Turkish Cyprus* (®68.14). -1 DRM to **Great War Outcome Table**
2. German agents fail to secure a treaty with Turkey, which remains out of the war. Apply *Turkish Empire* (®68.17).

**3-5:** Turkey honors her commitment to the Central Powers. Place the Turkey Central Powers marker in Ankara.

**6:** Turkey joins the Central Powers; Britain bribes Greece to join the Entente. Place the Turkey Central Powers marker in Ankara. Apply *Greek Cyprus* (®36.3).

**➃ Italian Entry Table**

1. Italy sides with the Entente in 1914 and makes incredible gains against Austria-Hungary. Place the Italy Entente marker in Rome. -1 DRM to **Great War Outcome Table**.

**2-4:** Italy sides with the Entente in 1915. Place the Italy Entente marker in Rome.

**5:** After witnessing the carnage of trench warfare, Italy stays out of the war. Place Overlay #10 on the *TK* map.

**6:** Italy reluctantly honors its commitment to the Central Powers in 1916. Place the Italy Central Powersmarker in Rome. +1 DRM to **Great War Outcome Table.**

## Outcome Table

**⮩ Great War Outcome Table**

1. Tsarist Russia emerges triumphant while the Central Powers completely collapse from within during 1917. 🗹**Total Entente Victory**.
2. Tsarist Russia is shaken but intact. Germany is forced to accept an unconditional surrender in 1918. 🗹**Decisive Entente Victory**.
3. Russia collapses from revolution in 1917. Germany accepts an armistice in 1918 but has no seat at the bargaining table when peace is negotiated. 🗹**Historical Entente Victory**.
4. Russia is exhausted by war and collapses in 1918. Germany surrenders conditionally in 1919. 🗹**Minor Entente Victory**.
5. Russia collapses from revolution in 1917. Germany accepts an armistice in 1919 and negotiates its fate at the bargaining table. 🗹**Pyrrhic Entente Victory**.
6. Russia collapses from revolution in 1916. Germany succeeds in propping up her allies long enough for the Kaiserschlacht battles to win the war in 1917. 🗹**Central Powers Victory**.

Go to the appropriate Outcome Checklist (on the Chapter 1 Outcome Checklist card) and perform the listed steps in order.

## Event Tables

#### †1.1 Russian Empire Table

1. Tsarist Russia rapidly slides into revolution in 1919. Roll with -1 DRM on **Russian Civil War Table** (†1.2).
2. Tsarist Russia steadily slides into revolution in 1920. Roll on **Russian Civil War Table** (†1.2).
3. Tsarist Russia humbled by independents, leading to military and political confrontation. Apply *Constitutional Tsar* (®60.5) and *Imperial Battleships* (®§60.6). Roll on **Russia vs. Independents Table** (†1.3).
4. The Tsar acquiesces to League of Nations plebiscites. Apply *Constitutional Tsar* (®60.5), *Imperial Battleships* (®§60.6), and *Lesser Russian Empire* (®60.7). Roll on **Russia vs. Independents Table** (†1.3).
5. The Russian Empire survives mostly intact. Apply *Imperial Battleships* (®§60.6), *Lesser Russian Empire* (®60.7), and *Tsarist Russia* (®60.45).
6. The Russian Empire survives intact and successfully resists all pressure to change. Apply *Imperial Battleships* (®§60.6), *Russian Empire* (®60.20), and *Tsarist Russia* (®60.45).

#### †1.2 Russian Civil War Table

1. Swift Communist victory. Apply *Communist Russia* (®60.4) and *Lesser Russian Empire* (®60.7)*.* Roll on **Russia vs. Independents Table** (†1.3).
2. Sure Communist victory. Apply *Communist Russia* (®60.4). Roll with -1 DRM on **Russia vs. Independents Table** (†1.3).
3. Solid Communist victory. Apply *Communist Russia* (®60.4).
4. Bloody Communist victory. Apply *Communist Russia* (®60.4). Roll with +1 DRM on **Russia vs. Independents Table** (†1.3).
5. Protracted struggle sees Communists on top, but new independent nations emerge. Apply *Communist Russia* (®60.4) and *Russian Federation* (®60.22)*.* Roll on **Russia vs. Independents Table** (†1.3).
6. A bloody White victory. Apply *Constitutional Tsar* (®60.5). Roll on **Russia vs. Independents Table** (†1.3).

#### †1.3 Russia vs. Independents Table

1. A string of Russian military victories over independent regions. Soviet faction must apply *Russian Gain* (®60.25) two times.
2. Success against the Independents. Soviet faction must apply *Russian Gain* (®60.25).
3. Ukrainian disintegration. If Ukraine is a Minor Country, apply *Crimea* (®27) and *Donbass* (®30).
4. Caucasian disintegration. If Caucasus is a Minor Country, apply *Armenia* (®11) and *Azerbaijan* (®15).
5. Russia suffers further defeat. Proxy faction must apply *Russian Loss* (®60.34).
6. Independents ride waves of nationalism and foreign intervention. Proxy faction must apply *Russian Loss* (®60.34) two times.

#### †1.4 Treaty of Versailles Table

1. Germany humiliated. Austria-Hungary dismembered. The victors get greedy. Roll with -1 DRM each time on **New Central Europe** **Table** (†1.5), **German Revolution** **Table** (†1.6), and **Western Allied Might Table** (†1.8).
2. Germany disgraced. Austria-Hungary dismembered. Roll on **New Central Europe** **Table** (†1.5), **German Revolution Table** (†1.6), and **Western Allied Might Table** (†1.8).
3. Germany brought low. Austria-Hungary dismembered. Roll on **New Central Europe** **Table** (†1.5). Roll with +1 DRM on **German Revolution** **Table** (†1.6). Roll on **Western Allied Might Table** (†1.8).
4. Germany brought low. Austria-Hungary collapses. Roll with +1 DRM each time on **New Central Europe** **Table** (†1.5) and **German Revolution** **Table** (†1.6).
5. Germany relatively intact. Austria-Hungary negotiates its fate. Apply *Constitutional Kaiser* (®35.3). Roll with -1 DRM on **Austro-Hungarian Empire** **Table** (†1.9).
6. Germany reasonably proud. Austria-Hungary has a seat at the Peace Table. President Wilson brokers negotiations. Apply *Imperial Germany* (®35.23). Roll on **Austro-Hungarian Empire Table** (†1.9).

#### †1.5 New Central Europe Table

**Important:** Before rolling on this table, apply *Austria* (®13), *Czechoslovakia* (®29), and *Hungary* (®37) if those places are not already Minor Countries.

1. Balkans mired in internecine squabbles. Italy emerges as a power player. Apply *Croatia* (®28) and *Serbia* (®61). Proxy faction may apply its choice of *Balkan Albania* (®9.1), *Free Albania* (®9.2), or *Italian Albania* (®42.6).
2. Balkans mired in internecine squabbles. Russia and Ukraine fight with Poland. Apply *Croatia* (®28), *Serbia* (®61), and *Ukrainian Galicia* (®70.9).
3. Serbia unites with Slovenia and Croatia. Albania falls under the sway of its neighbors. Apply *Yugoslavia* (®72). Proxy faction may apply its choice of *Balkan Albania* (®9.1) or *Italian Albania* (®42.6).
4. Serbia unites with Slovenia and Croatia. Poles and Ukrainians squabble over Galicia. Apply *Ukrainian Galicia* (®70.9) and *Yugoslavia* (®72).
5. Serbia unites with Slovenia and Croatia. Albania maintains its independence. Apply *Free Albania* (®9.2) and *Yugoslavia* (®72).
6. Local movements triumph with support from the League of Nations and President Wilson. Apply *Croatia* (®28), *Serbia* (®61), and *Free Albania* (®9.2).

#### †1.6 German Revolution Table

1. Bloody civil war rends fabric of German society. Roll with -1 DRM on **German Civil War** **Table** (†1.7).
2. Brief civil war resolved in the streets. Roll on **German Civil War Table** (†1.7).
3. Putsch! Roll with +1 DRM on **German Civil War** **Table** (†1.7).
4. Widespread civil unrest. Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6: apply *Nazi Germany* (®35.25).
5. Democratic revolution succeeds as the Kaiser abdicates. Apply *Democratic Germany* (®35.4).
6. Monarchists make concessions but retain important powers. Apply *Constitutional Kaiser* (®35.3). Axis faction must apply *German Gain* (®35.14).

#### †1.7 German Civil War Table

1. Germany dismembered. Land grab ensues. Apply *Baltic East Prussia* (®16.1) and *Rhineland Occupation* (®34.25). Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6, apply *Nazi Germany* (®35.25).
2. Germany exhausted. France and Britain intervene to establish order. Polish nationalists seize the opportunity. Apply *Rhineland Occupation* (®34.25), *Democratic Germany* (®35.4), and *Polish East Prussia* (®57.6)
3. Germany exhausted. France intervenes to establish order. Apply *Rhineland Occupation* (®34.25) and *Democratic Germany* (®35.4).
4. Allied occupation. Germany is indignant and determined. Apply *Rhineland Occupation* (®34.25). Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6, apply *Nazi Germany* (®35.25).
5. Revolution diffused in bickering. Germany survives relatively intact. Apply *Constitutional Kaiser* (®35.3).
6. Revolutionary Germany emerges united and strong. The Royal Family picks up the cause in a bid to hold power. Apply *Imperial Germany* (®35.23).

#### †1.8 Western Allied Might Table

1. France dominates postwar settlements, seeking vengeance and creating resentment. Apply *Aggressive France* (®34.1), *Rhineland Occupation* (®34.25), and *German Diplomacy* (®35.12).
2. France influences postwar settlements. Western faction must apply either *French Diplomacy* (®34.10) or *Rhineland Occupation* (®34.25).
3. The British Empire influences postwar settlements. Ireland remains under British rule. Apply *British Diplomacy* (®19.5) and *British Ireland* (®19.12)*.*
4. To the victors go the spoils. Western faction must apply either *British Gain* (®19.8) or *French Gain* (®34.11).
5. Western Allies win some, lose some. Proxy faction must apply either *British Loss* (®19.15) or *French Loss* (®34.14). Western faction must apply either *British Gain* (®19.8) or *French Gain* (®34.11).
6. Irish rebellion carries the northern counties. Apply *Irish Union* (®41.2).

#### †1.9 Austro-Hungarian Empire Table

1. Austria-Hungary collapses into anarchy. Roll with -1 DRM on **New Central Europe** **Table** (†1.5).
2. Austria-Hungary dissolved peacefully. Roll on **New Central Europe** **Table** (†1.5).
3. Austria-Hungary struggles to maintain cohesion. Apply *Austria-Hungary* (®14.1) and *Serbia* (®61). Proxy faction must apply *Austro-Hungarian Loss* (®14.8). Roll one die (no DRM). 1-3, apply *Communist Austria-Hungary* (®14.11); 4-6, apply *Fascist Austria-Hungary* (®14.14).
4. Austria-Hungary succeeds in maintaining cohesion and autonomy. Apply *Austria-Hungary* (®14.1) and *Serbia* (®61).
5. Strong nationalist leaders prop up the Dual Monarchy; Italy watches nervously. Apply *Austria-Hungary* (®14.1), *Pro-Axis* (®48.2) to Austria-Hungary, *Pro-West* (®48.2) to Italy, and *Serbia* (®61).
6. Austria-Hungary expands in the Balkans. Apply *Austria-Hungary* (®14.1), *Pro-West* (®48.2) to Italy, and *Serbia* (®61). Proxy faction must apply *Austro-Hungarian Gain* (®14.6).

#### †1.10 Victorious Central Powers Table

1. The Central Powers are completely exhausted achieving a Pyrrhic victory. Germany is forced to hold plebiscites to relieve internal political pressure. Apply *Imperial Navy* (®35.24). Roll with +1 DRM on **German Revolution Table** (†1.6). Roll with -1 DRM on **Austro-Hungarian Empire Table** (†1.9).
2. Germany is disenchanted and agrees to political concessions. The other Central Powers are on the brink. Apply *Democratic Germany* (®35.4), *German Alsace-Lorraine* (®35.7), and *Imperial Navy* (®35.24). Roll on **Austro-Hungarian Empire Table** (†1.9).
3. The Reichstag limits the Kaiser after an international scandal in the “Polish Affair.” Other Central Powers muddle through. Apply *Constitutional Kaiser* (®35.3), *German Alsace-Lorraine* (®35.7), and *Imperial Navy* (®35.24). Roll with +1 DRM on **Austro-Hungarian Empire** **Table** (†1.9).
4. The Junkers continue to rule Prussia and the Kaiser. Germany and Austria-Hungary remain stable. Apply *Austria-Hungary* (®14.1), *Constitutional Kaiser* (®35.3), *German Alsace-Lorraine* (®35.7), *German Corridor* (®35.9), *Imperial Navy* (®35.24), and *Serbia* (®61).
5. Kaiser Wilhelm triumphant. Austria-Hungary stays steady. Apply *Austria-Hungary* (®14.1), *German Alsace-Lorraine* (®35.7), *German Corridor* (®35.9), *Imperial Germany* (®35.23), *Imperial Navy* (®35.24), and *Serbia* (®61). Proxy faction must apply *Austro-Hungarian Gain* (®14.6) two times.
6. TheCentral Powers are firmly in the ascendancy. Apply *Austria-Hungary* (®14.1), *Austro-Hungarian Albania* (®14.2), *Austro-Hungarian Rumania* (®14.9), *Austro-Hungarian Serbia* (®14.10), *German Alsace-Lorraine* (®35.7), *German Corridor* (®35.9), *German Gain* (®35.14), *German Pacific Empire* (®35.21), *Imperial Germany* (®35.23), and *Imperial Navy* (®35.24).

#### †1.11 Japan Defeated (Central Powers) Table

1. Japan humiliated at Versailles. Apply *British Shanghai* (®19.25). Axis faction must apply *Pacific Mandate* (®43.26).
2. Japan humbled at Versailles, but the US checks Western expansion in China. Apply *Kiangsu Shanghai* (®26.13) and *Pacific Mandate* (®43.26).
3. Japan forced to accept additional Western influence in China. Apply *British Shanghai* (®19.25).
4. Japan offered a limited role in the Pacific. Axis faction must apply *Pacific Mandate* (®43.26).
5. Japan signs a separate peace with the Entente and is rewarded with German overseas colonies. No Result.
6. Japan sells out to the Entente in exchange for overseas possessions and recognition of claims against Russia. Apply *Japanese Sakhalin* (®43.19).

#### †1.12 Japan Defeated (Entente) Table

1. Japan gets nothing, is betrayed in China. Apply *British Shanghai* (®19.25) and *German Pacific Empire* (®35.21).
2. Japan gets nothing. Apply *German Pacific Empire* (®35.21).
3. Japan keeps its gains, but Germany thwarts Japanese ambitions in China. Apply *Kiangsu Shanghai* (®26.13).
4. Japan keeps its gains anyway. No Result.
5. The Japanese Army turns upon Russia and Germany is grateful. Apply *Japanese Sakhalin* (®43.19).
6. As the Japanese Navy loses face, the Japanese Army turns upon Russia. Apply *German Pacific Empire* (®35.21) and *Japanese Sakhalin* (®43.19). Proxy faction must apply *Russian Loss* (®60.34) on the *DS* map.

#### †1.13 Japan Victorious (Central Powers) Table

1. Japan gets nothing from Russia. Germany sells its overseas possessions to make good. No Result.
2. Japan picks up small gains from Russia but is frustrated in China. Apply *Kiangsu Shanghai* (®26.13) and *Japanese Sakhalin* (®43.19).
3. Japan picks up small gains from Russia. Apply *Japanese Sakhalin* (®43.19).
4. Japan is rewarded for her contribution to the war effort with a greater role in China. Apply *Japanese Foochow* (®43.5) and *Japanese Sakhalin* (®43.19).
5. Japan continues to carve up Russian territories. Apply *Japanese Primorye* (®43.18) and *Japanese Sakhalin* (®43.19).
6. Japan is richly rewarded for her contributions to the war effort against Russia. Western powers watch nervously. Apply *German Pacific Empire* (®35.21), *Japanese Kamchatka* (®43.9), *Japanese Primorye* (®43.18), *Japanese Sakhalin* (®43.19), and *Dutch Oil Embargo* (®51.3).

#### †1.14 Japan Victorious (Entente) Table

1. The Japanese Navy is checked at home, but the Army has something to show. Apply *Japanese Foochow* (®43.5) and *Japanese Tsingtao* (®43.23). Axis faction must apply *Pacific Mandate* (®43.26).
2. Japan gains a foothold in China. Apply *Japanese Tsingtao* (®43.23).

**3-4:** Japan and Britain divide Germany’s Pacific possessions. No Result.

1. Britain offers Japan a larger share of Germany’s Pacific possessions in exchange for influence in China. Apply *British Foochow* (®19.7) and *Japanese Gilbert Islands* (®43.6).
2. Japan is richly rewarded for her contribution to the war effort, putting the Japanese Navy in the ascendancy. Apply *Kiangsu Shanghai* (®26.13), *Japanese Gilbert Islands* (®43.6), *Japanese New Guinea* (®43.17), and *Japanese Solomon Islands* (®43.21).

#### †1.15 Turkey Defeated (Central Powers) Table

1. Kemal utterly defeated. Apply *Pro-Axis* (®48.2) to Turkey and *Turkish Rump State* (®68.28).
2. Kemal manages to defeat Caliphate and Armenian forces. Apply *Pro-Axis* (®48.2) to Turkeyand *Sick Man of Europe* (®68.7).
3. Ataturk expels foreigners from Turkey. Faisal proves to be a British puppet. Apply *British Iraq* (®19.11).
4. Ataturk expels foreigners from Turkey. The League of Nations divides Arab lands. No Result.
5. Ataturk expels foreigners from Turkey and Syria. Faisal achieves independence for Iraq. Apply *Turkish Syria* (®68.31).
6. Ataturk expels foreigners from Turkey. Faisal achieves independence for Iraq and Syria. Roll one die (no DRM). 1-3, apply *Free Syria* (®66.1); 4-6, apply *Greater Syria* (®66.2).

#### †1.16 Turkey Defeated (Entente) Table

1. Turkey is blamed for the Allied defeat and ferociously set upon by her former allies. Roll with -1 DRM on **Turkey Defeated (Central Powers)** **Table** (†1.15).
2. Turkey collapses into civil war. The Allies intervene. Young Turks fight back. Roll on **Turkey Defeated (Central Powers) Table** (†1.15).
3. Turkey suffers major defeats to post-war Western colonialism. Apply *British Iraq* (®19.11) and *Lesser Turkish Empire* (®68.6).
4. Turkey suffers defeats to post-war Western colonialism. Apply *Lesser Turkish Empire* (®68.6).
5. Canny Turkish leadership creates buffer states to ensure future peace. Apply *Jordan* (®44), *Palestine* (®54), and *Free Syria* (®66.1).
6. The Turkish Empire withstands all pressures to change or submit. Apply *Turkish Empire* (®68.17).

#### †1.17 Turkey Victorious (Central Powers) Table

1. Turkey is left badly weakened from the war. No Result.
2. Entente outmaneuvers Turks at the peace table. Apply *Lesser Turkish Empire* (®68.6)*.*
3. The Turkish Empire fights various independence movements to a stalemate. Apply *Turkish Empire* (®68.17). Proxy faction must apply *Turkish Loss* (®68.25).
4. The Turkish Empire remains firmly in place. Apply *Turkish Empire* (®68.17).
5. Turkey concentrates her efforts on a single front. Apply *Turkish Empire* (®68.17). Proxy faction must apply *Turkish Gain* (®68.19).
6. Turkey risks everything in post-war efforts to reclaim her former glory. Apply *Greater Turkish Empire* (®68.5). Roll on **Greater Turkish Empire Table** (†1.19).

#### †1.18 Turkey Victorious (Entente) Table

1. Turkey is betrayed in the 1920s by her former allies. Roll on **Turkey Defeated (Central Powers) Table** (†1.15).
2. Turkey is forced to set the Middle East on an independent course: Apply *Jordan* (®44), *Palestine* (®54), and *Free Syria* (®66.1).
3. The Turkish Empire is reorganized in post-war Middle East conferences. Apply *Lesser Turkish Empire* (®68.6).
4. Turkey retains her empire but is stymied at the peace table with nothing to show. Apply *Nonalignment* (®48.1) to Turkey and *Turkish Empire* (®68.17).
5. Turkey retains her empire and maintains autonomy. Apply *Turkish Empire* (®68.17).
6. Turkey expands her empire in post-war settlements and maintains autonomy. Apply *Greater Turkish Empire* (®68.5).

#### †1.19 Greater Turkish Empire Table

1. Turkish exhaustion foils expansion. Apply *Nonalignment* (®48.1) to Turkey. Proxy faction must apply *Turkish Loss* (®68.25).
2. Turkish Empire checked militarily and politically. No Result.
3. Turkish gains limited by Entente diplomacy. Apply *Pro-Axis* (®48.2) to Turkey. Proxy faction must apply *Turkish Gain* (®68.19).
4. Turkish gains are achieved on one front. Proxy faction must apply *Turkish Gain* (®68.19).
5. Turkish crescent rises again. Proxy faction must apply *Turkish Gain* (®68.19) two times.
6. A great leader emerges among the “Young Turks” and restores the Ottoman Empire to its former glory. Proxy faction must apply *Turkish Gain* (®68.19) three times.

#### †1.20 Italy Defeated (Central Powers) Table

1. Italy is humiliated at Versailles. Place Overlays #10 and #11 on the *TK* map. Apply *Pro-Axis* (®48.2) to Italy, *British Cyrenaica* (®19.4), *British Rhodes* (®19.24), *French Tripolitania* (®34.22), and *French Piedmont-Sardinia* (®34.19). Proxy faction must apply *Balkan Albania* (®9.1).
2. Italy is humbled at Versailles and reduced by post-war plebiscites. Place Overlay #10 on the *TK* map. Apply *Free Albania* (®9.2), *Greek Rhodes* (®36.4), *Fascist Italy* (®42.5), and *Libya* (®46).
3. Italy is greatly reduced by her defeat. Place Overlay #10 on the *TK* map. Apply *British Cyrenaica* (®19.4), *Greek Rhodes* (®36.4), and *Fascist Italy* (®42.5).
4. Italy is reduced by her defeat; unrest follows. Place Overlay #10 on the *TK* map. Apply *British Rhodes* (®19.24). Roll one die (no DRM). 1-3, apply *Communist Italy* (®42.1); 4-6, apply *Fascist Italy* (®42.5).
5. Italy negotiates its way out of major territorial losses. Place Overlay #10 on the *TK* map. If Turkey is an Entente country, apply *Turkish Rhodes* (®68.27).
6. Italy sells out to the Entente in exchange for her overseas possessions, picks up Trieste in the process. Apply *Pro-West* (®48.2) to Italy.

#### †1.21 Italy Defeated (Entente) Table

**Important:** Before rolling on this table, place Overlay #10 on the *TK* map.

1. Italy is blamed for the Entente defeat and punished by her former allies. Apply *Pro-Axis* (®48.2) to Italy, *British Cyrenaica* (®19.4), *British Rhodes* (®19.24), and *French Tripolitania* (®34.22).
2. Italy finds no allies at the peace table; unrest follows. Apply *Libya* (®46) and *Turkish Rhodes* (®68.27). Roll one die (no DRM); 1-3, apply *Communist Italy* (®42.1); 4-6, apply *Fascist Italy* (®42.5).
3. Italy is reduced by her defeat but not disheartened. Apply *Libya* (®46). If Turkey is a Central Powers country, apply *Turkish Rhodes* (®68.27).
4. Italy saves face in post-war negotiations. No Result.
5. A dejected Italy negotiates a separate peace with Central Powers. Apply *Fascist Italy* (®42.5) and *Italian Albania* (®42.6).
6. Italy sells out to the Central Powers, picks up Savoy in the process. Place Overlay #11 on the *TK* map. Apply *Pro-Axis* (®48.2) to Italy and *Italian Savoy* (®42.21).

#### †1.22 Italy Victorious (Central Powers) Table

**Important:** Before rolling on this table, place Overlay #10 on the *TK* map.

1. Italy sees no post-war territorial gains and seethes with resentment. Apply *Pro-West* (®48.2) to Italy.
2. Italy gains nothing for her contributions to the war effort. Fascism follows in the wake of Italian discontent. Apply *Fascist Italy* (®42.5).
3. Italy is mollified with small gains, hardly enough to satisfy the nationalists. Apply *Fascist Italy* (®42.5) and *Italian Albania* (®42.6).
4. Italy is content with small gains. Apply *Italian Malta* (®42.16).
5. Italy is amply rewarded for her contribution to the war effort. Apply *Italian Malta* (®42.16) and *Italian Tunisia* (®42.22).
6. Italy is richly rewarded for her contribution to the war effort and becomes complacent. Place Overlay #11 on the *TK* map. Apply *Italian Corsica* (®42.10), *Italian Malta* (®42.16), *Italian Savoy* (®42.21), *Unprepared Italy* (®42.24), and *Nonalignment* (®48.1) to Italy. Proxy faction must apply either *Italian Egypt* (®42.14) or *Italian Tunisia* (®42.22). If Turkey is an Entente country, Proxy faction must apply either *Italian Antalya* (®42.7) or *Italian Cyprus* (®42.12).

#### †1.23 Italy Victorious (Entente) Table

1. Italy sees no post-war territorial gains and seethes with resentment. Place Overlay #10 on the *TK* map. Apply *Pro-Axis* (®48.2) to Italy.
2. Italy gains nothing for her contributions to the war effort. Fascism follows in the wake of Italian discontent. Place Overlay #10 on the *TK* map. Apply *Fascist Italy* (®42.5) and *Italian Albania* (®42.6).
3. Italy is rewarded with Trieste, but it is not enough to satisfy the appetites of nationalists. Apply *Fascist Italy* (®42.5) and *Italian Albania* (®42.6).
4. Italy is rewarded with Trieste for her contributions to the war effort. Apply *Fascist Italy* (®42.5).
5. Italy is amply rewarded for her contribution to the war effort. Apply *Italian Albania* (®42.6).
6. Italy is richly rewarded for her contribution to the war effort and remains close to its Western allies. Apply *Pro-West* (®48.2) to Italy and *Italian Croatia* (®42.11).

# Chapter 2: Between the Wars 1923-1936

To perform this step, you will roll on two Narrative Tables in turn. Apply any results as you go and then roll on the Outcome Table.

➀ **1920s Political Climate Table**

➁ **1930s Economic Climate Table**

**⮩ Between the Wars Outcome Table.**

After completing this step, you will start play with the Mar-Apr 1937 (Spring) Turn.

## Narrative Tables

**➀ 1920s Political Climate**

1. Germany refused admittance to Locarno discussions. Roll on **Independence Movements Table** (†2.1). -1 DRM to **Between the Wars Outcome Table**.
2. America declines to expand Kellogg-Briand discussions: -1 DRM to **Between the Wars Outcome Table**.

**3-4:** The League of Nations maintains international peace. No Result.

1. Nationalist movements take hold. Roll on **Independence Movements Table** (†2.1).
2. US joins and strengthens the League of Nations. Roll on **Independence Movements Table** (†2.1). +1 DRM to **Between the Wars Outcome Table.**

**➁ 1930s Economic Climate**

1. The Great Depression wracks Germany particularly hard. Apply *Reduce German Leadership* (®35.17). -1 DRM to **Between the Wars Outcome Table**.

**2-3:** The Great Depression leads to widespread unrest: -1 DRM to **Between the Wars Outcome Table**.

1. Recession/recovery cycles. Roll with -1 DRM on **Naval Arms Race Table** (†2.2).
2. Recession/recovery cycles. Roll on **Naval Arms Race Table** (†2.2).
3. Steady economic growth helps Germany repay its war debts. Apply *Increase German Leadership* (®35.17). Roll with +1 DRM on **Naval Arms Race Table** (†2.2). +1 DRM to **Between the Wars Outcome Table**.

## Outcome Table

**⮩ Between the Wars Outcome Table**

1. A new Dark Age descends upon Europe. 🗹**General Insurrection**
2. Europe sits on the brink of revolution. 🗹**Instability**
3. Popular Fronts and nationalist movements take to the streets, cause troubles. 🗹**Agitation**
4. Order is maintained in the streets, but the people are restless and events remain unpredictable. 🗹**Erratic Electorates**
5. Europe slowly and quietly recovers from the carnage of the Great War. 🗹**Stability**
6. Peace in our time. War is all but unthinkable. 🗹**Peace & Prosperity**

Go to the appropriate Outcome Checklist (on the Chapter 2 Outcome Checklist card) and perform the listed steps in order.

## Event Tables

#### †2.1 Independence Movements Table

1. Balkan belligerence. Proxy faction must apply *Austro-Hungarian Loss* (®14.8).
2. Iberian independence. Proxy faction must apply *Spanish Loss* (®64.8).
3. North African nationalism. Proxy faction must apply *French Loss* (®34.14).
4. Russian rabble rousing. Proxy faction must apply *Russian Loss* (®60.34).
5. Mid-east muddles. If there is a Turkish marker in the *TK* Ceded Lands Box, Proxy faction must apply *Turkish Loss* (®68.25); if not, Proxy faction must apply *British Loss* (®19.15).
6. Asian agitation. Roll on **Asian Independence Movements Table** (†2.26).

#### †2.2 Naval Arms Race Table

1. Western powers abide by the Washington and London naval treaties, despite the withdrawal of Italy and Japan in 1936. No Result.
2. With war seeming inevitable, the 1936 London talks break down. Apply *British Naval Rearmament* (®§19.19), *French Naval Rearmament* (®§34.17), and *US Naval Rearmament* (®§71.8).
3. Germany participates in naval talks in 1932, prompting French outrage. Apply *French Naval Resurgence* (®§34.18) and *German Naval Resurgence* (®35.20). Roll with -1 DRM on **Russian Naval Builds Table** (†2.3).
4. Japan declines the 1930 London Naval Treaty. Italy participates but is eager to keep pace with rival France. Apply *Italian Carrier* (®§42.8) and *Japanese Naval Rearmament* (®§43.15). Roll on **Russian Naval Builds Table** (†2.3).
5. Japan’s absence in London leads to a complete breakdown of talks in 1930. Apply *British Naval Resurgence* (®§19.20), *French Naval Resurgence* (®§34.18), *Italian Naval Resurgence* (®§42.18), *Japanese Naval Resurgence* (®43.16), and *US Naval Resurgence* (®71.9). Roll on **Russian Naval Builds Table** (†2.3).
6. Washington talks founder completely in 1922, leading to a massive naval arms race. Apply *British Naval Race* (®19.18), *French Naval Race* (®34.16), *Wonder Weapons* (®35.28), *Italian Naval Race* (®42.17), *Japanese Naval Race* (®43.14), and *US Naval Race* (®71.7). Roll with +1 DRM on **Russian Naval Builds Table** (†2.3).

#### †2.3 Russian Naval Builds Table

**Important:** Apply any DRM from the **Naval Arms Race Table.** Also apply a -1 DRM to this roll if the current Russian Leadership is Communist Russia or a +1 DRM if the current Russian Leadership is Tsarist Russia.

1. The Russian Navy will have to make do. No Result.
2. Russia continues with plans to reconstruct a Great War-era battleship. Apply *Battleship Poltava* (®§60.1).
3. Russia accelerates development of K-class and KU-class submarines. Apply *Russian K-boats* (®§60.29).
4. Russia joins the naval aviation arms race. Apply *Russian Carrier* (®§60.13).
5. Russia advances with limited orders for new battlecruisers. Apply *Russian Naval Resurgence* (®§60.38).
6. Russia moves full speed ahead with orders for new battlecruisers. Apply *Russian Naval Race* (®60.37).

#### †2.4 Gains & Losses Table

Roll for the specified country on this table only if it is in play.

**1-2:** Darkness gathers. Proxy faction must apply *[Country] Loss*.

**3-4:** Status quo. No Result.

**5-6:** The sun never sets. Proxy faction must apply *[Country] Gain*.

#### †2.5 Tsarist Russia Table

1. Revolution! Apply *Communist Russia* (®60.4).
2. Power coup! Apply *Constitutional Tsar* (®60.5).
3. Independence movements threaten to erupt. Axis faction must apply either *Fifth Columns* (®35.6) or *Unprepared Russia* (®60.47).
4. Nicholas maintains control and suppresses unrest. No Result.
5. Russia renews old alliances. Germany responds. If *Aggressive France* (®34.1) is not in effect, apply *Franco-Russian Alliance* (®34.6) and *German Diplomacy* (®35.12).
6. The new Tsar readies Russia for war. Apply *Prepared Russia* (®60.9).

#### †2.6 Constitutional Tsar Table

1. Communist radicals seize the Duma. Apply *Communist Russia* (®60.4).
2. Political factions violently divided, government weathers storm of secessionism. Proxy faction must apply *Russian Loss* (®60.34).
3. Trouble with independence movements and neighboring nations. Roll for Russia on **Gains & Losses Table** (†2.4).
4. An era of relative tranquility and stability. No Result.
5. The new Tsar makes friends abroad. Apply *Russian Diplomacy* (®60.16).
6. Grand Duke Michael leads Imperialist coup. Apply *Tsarist Russia* (®60.45).

#### †2.7 Communist Russia Table

1. Industrial disruptions threaten Russia’s readiness for war. Apply *Unprepared Russia* (®60.47).
2. The Red Army is a mighty engine. Soviet faction must apply *Russian Gain* (®60.25).
3. Lenin’s death creates a leadership vacuum; Stalin and Trotsky vie for power. Roll one die (no DRM). 1-3: apply *Collective Security* (®60.2); 4-6: apply *Political Purges* (®60.8).
4. Lenin lives just long enough to build the Soviet state. No Result.
5. The Comintern carries the struggle to other countries. Soviet faction must apply either *Comintern Committees* (®60.3) or *Russian Intelligence* (®+60.28).
6. Communist leaders turn moderate. Apply *Constitutional Tsar* (®60.5). Proxy faction must apply *Russian Loss* (®60.34).

#### †2.8 Imperial Germany Table

1. A democratic revolution brings crisis, but order is quickly restored. Apply *Democratic Germany* (®35.4). Proxy faction must apply *German Loss* (®35.19).
2. The changing times force Kaiser Wilhelm to accept reforms. Apply *Constitutional Kaiser* (®35.3).
3. An era of relative tranquility and stability. No Result.
4. German posturing turns belligerent. Apply *French Diplomacy* (®34.10).
5. Germany prepares for a rematch of The Great War for “King and Country.” Apply *Prepared Germany* (®35.26).
6. Germany prepares for a rematch of The Great War, prompting France to do the same. Apply *Prepared France* (®34.24) and *Prepared Germany* (®35.26).

#### †2.9 Constitutional Kaiser Table

1. Putsch! Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6: apply *Nazi Germany* (®35.25).
2. Kaiser Wilhelm II is blamed for Germany’s woes and abdicates the throne. Apply *Democratic Germany* (®35.4).
3. The reformed German state struggles to hold together. Proxy faction must apply *German Loss* (®35.19).
4. Prince Friedrich Wilhelm leads the nation in a time of uncertainty. Roll for Germany on **Gains & Losses Table** (†2.4).
5. Krupp and Junkers influence preserves German strength and militarism. No Result.
6. “Era of Aggrandizement,” Germany readies for a rematch. Apply *Prepared Germany* (®35.26).

#### †2.10 Democratic Germany Table

1. Civil strife rends fabric of German society, plebiscites threaten geographic integrity. Proxy faction must apply *German Loss* (®35.19). Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6: apply *Nazi Germany* (®35.25).
2. Exasperated electorate seeks a strongman. Roll one die (no DRM). 1-3: apply *Communist Germany* (®35.2); 4-6: apply *Nazi Germany* (®35.25).
3. Germany turns inward as it deals with the transitional process. Apply *Unprepared Germany* (®35.27).
4. Franz von Papen achieves modest foreign policy success. Apply *German Diplomacy* (®35.12).
5. The new German state expands its sphere of influence. Axis faction may apply either *German Diplomacy* (®35.12) or *German Intelligence* (®+35.16).
6. Oskar von Hindenburg leads a conservative coalition restoring Kaiser Wilhelm as titular German leader. Apply *Constitutional Kaiser* (®35.3).

#### †2.11 Communist Germany Table

1. Nazi putsch! Apply *Nazi Germany* (®35.25).
2. Communists fail to consolidate power. Apply *Democratic Germany* (®35.4).
3. German Red Army restores lost lands by force. Axis faction must apply *German Gain* (®35.14).
4. Thälmann exports revolution to Germany’s neighbors. Axis faction may apply either *Fifth Columns* (®35.6) or *German Intelligence* (®+35.16).
5. Industrial disruptions threaten Germany’s readiness for war. Apply *Unprepared Germany* (®35.27).
6. A nervous Britain tries containment. Apply *British Diplomacy* (®19.5).

#### †2.12 Nazi Germany Table

1. Strasser divides party; Nazis fail to consolidate power. Apply *Democratic Germany* (®35.4).
2. Hitler firmly in charge, but his bellicose rhetoric alarms Germany’s neighbors. Western faction may apply either *British Diplomacy* (®19.5) or *French Diplomacy* (®34.10).
3. Hitler consolidates power after a round of purges. No Result.
4. Hitler and von Ribbentrop achieve notable diplomatic victories. Apply *German Diplomacy* (®35.12).
5. Hitler prepares the German people for war. Apply *Prepared Germany* (®35.26).
6. Hitler’s rapid rearmament alarms Western ministries. Apply *Prepared Germany* (®35.26). Western faction may apply either *British Intelligence* (®+19.10) or *Prepared France* (®34.24).

#### †2.13 European Popular Movements Table

1. Strikes and demonstrations across Britain. Roll one die (no DRM). 1-3: apply *Communist Britain* (®19.30); 4-6, apply *Fascist Britain* (®19.31).
2. Semard and Bucard vie for political control of France, stopping short of civil war. Britain scrambles to find friends. Roll one die (no DRM). 1-3: apply *Communist France* (®34.2); 4-6: *Fascist France* (®34.5).After applying either result, the Western faction may apply *British Diplomacy* (®19.5).
3. Bordigo challenges Mussolini for political control of Italy. Roll one die (no DRM). 1-3: apply *Communist Italy* (®42.1); 4-6, apply *Fascist Italy* (®42.5).
4. Caballero and Franco vie for political control of Spain, stopping short of civil war. Roll one die (no DRM). 1-3: apply *Communist Spain* (®64.1); 4-6: apply *Fascist Spain* (®64.3).
5. Ataturk faces new challenges. Roll on **Gains & Losses Table** (†2.4) for Turkey.
6. Nationalist movements shake Eastern Europe. Roll on **Eastern Europe Upheaval Table** (†2.14).

#### †2.14 Eastern Europe Upheaval Table

1. Austria-Hungary faces internal upheaval while sparring with its neighbors. Roll on **Gains & Losses Table** (†2.4) for Austria-Hungary. Roll one die (no DRM). 1-3: apply *Communist Austria-Hungary* (®14.11); 4-6: apply *Fascist Austria-Hungary* (®14.14).
2. The Baltic States battle to maintain autonomy between Germany, Poland, and Russia. Roll on **Gains & Losses Table** (†2.4) for Baltic States.
3. Poland seeks a greater place between its German and Russian neighbors. Roll on **Gains & Losses Table** (†2.4) for Poland.
4. Russia continues to fight independence movements. Sweden expands its presence. Roll on **Gains & Losses Table** (†2.4) for Russia. If Finland is not part of Russia, apply *Swedish Finland* (®65.2).
5. Suphi challenges Ataturk for political control of Turkey. Roll one die (no DRM). 1-3: apply *Communist Turkey* (®68.1); 4-6: apply *Fascist Turkey* (®68.4).
6. Ukraine struggles to maintain its territory against Russian advances. Roll on **Gains & Losses Table** (†2.4) for Ukraine.

#### †2.15 European Civil War Table

1. Strikes and demonstrations across Western Europe. Roll one die (no DRM). 1-3: apply *French Civil War* (®34.9) and *British Diplomacy* (®19.5); 4-6: apply *Italian Civil War* (®42.9).
2. Violence in the streets stops short of civil war. Roll on **European Popular Movements Table** (†2.13).
3. Croats and Serbs renew old rivalries. If Austria-Hungary is a Neutral Minor Country, apply *Austro-Hungarian Civil War* (®14.4). If Austria-Hungary is *not* a Neutral Minor Country, roll with a -2 DRM on **Proxy Wars Table** (†2.18).
4. Franco leads a Nationalist uprising against Republican Spain. Apply *Spanish Civil War* (®64.6).
5. Tensions divide the Young Turks. The Caliphate attempts to restore Ottoman rule. Apply *Turkish Civil War* (®68.13).
6. Bloodshed and troubles across Eastern Europe. Roll one die (no DRM). 1-3: apply *Caucasian Civil War* (®25.2); 4-6: apply *Ukrainian Civil War* (®70.5).

#### †2.16 European Powderkeg Table

This table will direct you to roll on one or more *TK* Area Tables. If the result on the Area Table is a Neutral Minor Country, the Axis faction must roll on the *TK* **Diplomatic Incident Table** for that Country.Treat any result of “Roll on the Guarantee Table” as No Result.

1. Troubles in Transylvania. Roll on **Area Table: Balkans**.
2. Gambles in Galicia. Roll on **Area Table: Central**.
3. Adventures in Levant. Roll on **Area Table: Middle East**.
4. Scourges in Scandinavia. Roll on **Area Table: Northern**.
5. Crises in Ukraine, nationalism in North Africa. Roll on **Area Table: Ostland** *and* on **Area Table: North Africa**.
6. Woes in Western Europe. Roll on **Area Table: Western**.

#### †2.17 European Arms Race Table

If you are rolling twice on this table and you roll the same number on both dice (i.e., “doubles”), flip the Axis, Soviet, and Western Minor Country Prod markers in their *TK* Conditional Event Boxes to their +2 sides after applying the Creation Event.

1. Military talks between Latvia, Lithuania, and Estonia. Apply *Extra Forces* (®16.5) to Baltic States.
2. Balkan tensions cause Greece to extend the Metaxas Line and refit its navy. Apply *Extra Forces* (®36.1) to Greece.
3. Sweden raises expeditionary troops anticipating the war to come. Apply *Extra Forces* (®65.1) to Sweden.
4. Italy scrapes together extra forces to defend its North African possessions. Apply *Extra Forces* (®42.4) to Italy.
5. Rif War experience leads to the development of Spanish armored tactics. Apply *Extra Forces* (®64.2) to Spain.
6. Portugal raises troops for a potential colonial war. Apply *Extra Forces* (®58.2) to Portugal.

#### †2.18 Proxy Wars Table

1. Serbia is the focus of renewed troubles. Apply *Proxy War* (®48.3) to Serbia/Yugoslavia (whichever exists as a Minor Country).
2. Territorial squabbles over Banat and Transylvania lead to war. Apply *Proxy War* (®48.3) to Hungary/Austria-Hungary (whichever exists as a Minor Country).
3. The Balkans remain a powderkeg. Apply *Proxy War* (®48.3) to Bulgaria.
4. The fate of Galicia must be determined once and for all. Apply *Proxy War* (®48.3) to Poland.
5. Internal pressures tear a country apart. Roll with +1 DRM on **European Civil War Table** (†2.15).
6. Tensions in Iberia rise to a flash point. Apply *Proxy War* (®48.3) to Spain.

#### †2.19 Western Preparation Table

1. Western leaders continue in denial over cataclysm to come. Proxy faction must apply *Unprepared Britain* (®19.33), *Unprepared France* (®34.26), or *Unprepared Italy* (®42.24).
2. Lax security undermines war preparations. Apply *German Intelligence* (®+35.16).
3. Britain and France sleep. No Result.
4. Complacency is rampant. Foreign agents infiltrate important posts. Axis faction may apply *Unprepared Britain* (®19.33), *Unprepared France* (®34.26), or *Unprepared Italy* (®42.24). If it does so, Soviet faction may apply either *Comintern Committees* (®60.3) or *Russian Intelligence* (®+60.28).
5. Western intelligence networks are alert to the threat. Apply *British Intelligence* (®+19.10). Western faction may apply *Anglo-Portuguese Alliance* (®58.1).
6. The West is ready for the fight. Western faction must apply *Prepared Britain* (®19.32), *Prepared France* (®34.24), or *Prepared Italy* (®42.23). Western faction may apply *Anglo-Portuguese Alliance* (®58.1).

#### †2.20 US Election Table

1. Long challenges Roosevelt for the 1936 election, unleashing a sea change in US politics. Roll one die (no DRM). 1-3: apply *Communist US* (®71.1); 4-6: apply *Fascist US* (®71.2).
2. Roosevelt wins the 1936 election while outfoxing isolationists. Apply *Prepared US* (®71.4).
3. Roosevelt wins the 1936 election on a platform of continuing the New Deal. No Result.
4. Foreign policy debates dominate the 1936 election. Apply *US Intelligence* (®+71.6).
5. Hoover wins the 1932 election, leaving a deep legacy of isolationism. Proxy faction must apply either *Lend-Lease Veto* (®71.3) or *Unprepared US* (®71.5).
6. Hoover defies political convention and wins a third term in 1936. Apply *Lend-Lease Veto* (®71.3) and *Unprepared US* (®71.5).

#### †2.21 Emperor Showa Table

1. The February 26 Incident leaves Japan feeling uncertain. Roll one die (no DRM). 1-3: apply *Army Leadership* (®43.1); 4-6: apply *Navy Leadership* (®43.25).
2. Coup! The February 26 Incident threatens the Emperor’s life. Roll one die (no DRM). 1-3: apply *Kodoha Leadership* (®43.24); 4-6: apply *Toseiha Leadership* (®43.27).
3. The Kodoha faction loses face in the February 26 Incident, leaving moderate Army leaders in charge. Apply *Army Leadership* (®43.1).
4. While rival army factions bicker, Japan’s naval leadership has the Emperor’s ear. Apply *Navy Leadership* (®43.25).
5. The new Emperor takes an active role in international diplomacy. Roll on **Showa Diplomacy Table** (†2.22).
6. The new Emperor continues the reforms prompted by “Taisho democracy.” Roll one die (no DRM). 1-3: apply *Communist Japan* (®43.2); 4-6: apply *Constitutional Emperor* (®43.3).

#### †2.22 Showa Diplomacy Table

1. Japan seeks oil guarantees from the Netherlands East Indies. Apply *Navy Leadership* (®43.25). Axis faction may apply *Dutch-Japanese Alliance* (®51.1).
2. Japan forms an alliance with Siam, potentially opening the door to Southeast Asia. Apply *Navy Leadership* (®43.25). Axis action may apply *Siamese-Japanese Alliance* (®62.3).
3. Northern China falls under Japan’s sway. Apply *Army Leadership* (®43.1) and *Japanese Diplomacy* (®43.4).
4. Factional infighting frustrates all diplomatic efforts. Apply *Army Leadership* (®43.1).
5. Anticipating the fight to come with Russia, Japan’s military leaders push for a renewed pact with Britain. Apply *Army Leadership* (®43.1) and *Treaty with Britain* (®43.28)
6. A series of unfortunate border incidents in Manchuria convince Japanese leadership to look south. Apply *Navy Leadership* (®43.25) and *Treaty with Russia* (®43.29).

#### †2.23 Chinese Unification Table

1. The Northern Expedition fails against the Warlords. Sun Yat-sen seeks closer ties with Russia to prop up the dream of a united China. Apply *Communist Kiangsu* (®26.2) and *Neutral Kansu* (®26.15). Proxy faction must apply either *Pro-Axis* (®48.2) or *Extra Forces* (®26.6) to Hopeh.
2. Chiang drives the Communists out of eastern China, but Mao quickly regroups. Apply *Communist Yunnan* (®26.4) and *Neutral Kansu* (®26.15).
3. Chiang drives the Communists out of eastern China; Mao gathers his forces near Chengtu. Apply *Communist Szechwan* (®26.3) and *Neutral Kansu* (®26.15).
4. Chiang drives the Communists out of eastern China; Mao is forced to take the “Long March.” No Result.
5. Chiang suffers a setback in the Central Plains War to rival KMT cliques. Proxy faction must apply *Nonalignment* (®48.1) to Hopeh or Szechwan.
6. Chiang’s great victory in the Central Plains War advances the dream of a unified China. Proxy faction must apply either *Pro-West* (®48.2) or *Extra Forces* (®26.6) to its choice of Hopeh or Szechwan

#### †2.24 Japanese Adventurism Table

1. The IJA goes to the very gates of Peiping. Apply *Japanese Tientsin* (®43.22) and *Japanese Tsingtao* (®43.23). +1 DRM to subsequent roll on **Sian Incident Table** (†2.25).
2. The IJA secures all of Manchuria, destabilizing the region. Proxy faction must roll on **Gains & Losses Table** (†2.4) for Mongolia.
3. The IJA secures all of Manchuria. No Result.
4. Japan is forced to negotiate an early end to its adventures. Apply *Hopeh Jehol* (®26.9).
5. Russia intervenes to preserve its rights to Manchurian railways. Japan forced to negotiate. Apply *Hopeh Jehol* (®26.9) and *Russian Heilungkiang* (®60.27).
6. The Mukden Incident fails to ignite. Apply *Free Manchukuo* (®26.7) and *Hopeh Jehol* (®26.9). -1 DRM to subsequent roll on **Sian Incident Table** (†2.25).

#### †2.25 Sian Incident Table

**Important:** Remember to apply a +1 or -1 DRM to this roll if you were directed to do so on the **Japanese Adventurism Table** (†2.24).

1. Chiang and Mao would rather fight each other. Apply *Communist Acceptance* (®26.1).
2. Chiang fights Japanese expansion while Mao consolidates his power base. Apply *Communist Acceptance* (®26.1) and *Nationalist Resistance* (®26.14).

**3-4:** Mao fights Japanese expansion while Chiang consolidates his power base. No Result.

**5:** Chinese response undermined by Kempeitai infiltration. Axis faction may apply *Japanese Intelligence* (®+43.8).

**6:** The Second United Front is strong. Apply *Nationalist Resistance* (®26.14).

#### †2.26 Asian Independence Movements Table

1. Chiang rallies the Nationalists to the idea of a united China. Western faction must select one Neutral Chinese Country and apply *Pro-West* (®48.2) to it.
2. Irredentist Mongolian elements make their voices heard. Proxy faction must roll on **Gains & Losses Table** (†2.4) for Mongolia.
3. Warlordism and inertia stifle dreams for a united China. Proxy faction must select one Neutral Chinese Country and apply *Nonalignment* (®48.1) to it.
4. Widespread independence movements threaten old empires. Roll **Asian Unrest Table** (†2.27).
5. Mao gathers popular support for the Communists. Soviet faction must select one Neutral Chinese Country and apply *Pro-Soviet* (®48.2) to it.
6. Western colonies clamor for home rule. Roll **Western Decolonization Table** (†2.28).

#### †2.27 Asian Unrest Table

1. Ba Maw escapes arrest, threatens to lead independence movement. Apply *Rebellious Burma* (®22.2).
2. The Indian National Congress rejects Gandhi’s call for nonviolence, demands direct action. Apply *Rebellious India* (®38.2).
3. Phan Boi Chau outwits Ho Chi Minh, lays the seeds for future Vietnamese independence. Apply *Rebellious Indochina* (®39.2)
4. Ibrahim Yaacob’s KMM party agitates the Malayan populace. Apply *Rebellious Malaya* (®47.2).
5. Gregorio Aglipay foments rebellion in The Philippines. Apply *Rebellious Philippines* (®55.2).
6. Widespread independence movements threaten Western colonial rule. Proxy faction applies its choice of *one* of the following, though the selected event *cannot* be applied to a Neutral Minor Country: *Rebellious Algeria* (®10.2), *Rebellious Burma* (®22.2), *Rebellious Egypt* (®31.2), *Rebellious India* (®38.2), *Rebellious Indochina* (®39.2), *Rebellious Malaya* (®47.2), *Rebellious Morocco* (®50.3), *Rebellious Philippines* (®55.2), or *Rebellious Syria* (®66.3). Then *roll again* on **Asian Unrest Table** (†2.27).

#### †2.28 Western Decolonization Table

1. The Yen Bai Mutiny of 1930 leads to a successful countrywide revolution. Apply *Free Indochina* (®39.1).
2. Calvin Coolidge accelerates the timeline for Philippine independence. Apply *Free Philippines* (®55.1).
3. Ba Maw leads Burma to independence. Apply *Free Burma* (®22.1).
4. Ibrahim Yaacob leads a successful Malayan nationalist movement. Apply *Free Malaya* (®47.1).
5. Gandhi leads his country to “hind swaraj” in 1931*.* Apply *Free India* (®38.1), *East Pakistan* (®53.1), and *Free Pakistan* (®53.2).
6. Gandhi achieves independence for India. East and West Pakistan divided by tensions. Apply *Bangladesh* (®17), *India* (®38.1), and *Free Pakistan* (®53.2).

#### †2.29 Asian Arms Race Table

If you are rolling twice on this table and you roll the same number on both dice (i.e., “doubles”), flip the Axis, Soviet, and Western Minor Country Prod markers in their *DS* Conditional Event Boxes to their +2 sides after applying the Creation Event.

1. A resurgent Beiyang Army exerts influence in North China. Apply *Extra Forces* (®26.6) to Hopeh.
2. Russian aid flows to China’s northern territories. Apply *Extra Forces* (®26.6) to Kansu.
3. German aid is used to reorganize KMT armies. Apply *Extra Forces* (®26.6) to Kiangsu.
4. The Netherlands increases military spending to protect its overseas colonies. Apply *Pro-West* (®48.2) and *Extra Forces* (®51.2) to NEI.
5. Phibun arms his forces for war with French Indochina. Apply *Pro-Axis* (®48.2) and *Extra Forces* (®62.1) to Siam.
6. A resurgent Guominjin gathers strength after the Central Plains War. Apply *Extra Forces* (®26.6) to Szechwan.