**Cod War event concept**

First Cod War

Decision 01/event 01 for ICE: Extend the Icelandic territorial waters

* requirements: Iceland has industrial value X representing overfishing, no war with CAN, USA, ENG, NOR (regional sea powers), Iceland controls at least one southern province (those are the ones with fish as resource)
* option A: Extend territorial waters – fish resource bonus modifier for ICE
* option B: Don’t do it right now: Very small dissent hit (angry fishers who have to fish less now)

Decision 01/event 01 for ENG: Iceland has extended its fishing zone

* requirements: Iceland has extended its zone once (and not more), no war between ICE and ENG etc.
* option A: We won’t accept that! ENG gets a negative money modifiers (cost of patrol ships) and relation loss with ICE. ICE loses its fish modifier and gets event 02
* option B: They can have their fish

Decision 02/event 02 for ENG

* requirements: ENG took option A in decision 01
* option A: Continue to harass Icelandic ships: relation loss with ICE
* option B: Accept their claims: ENG loses its money modifier, ICE regains its fish modifier, UN relations bonus