

# KAISERREICH:

A expansion for GW36v3

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Kaiserreich is an expansion for Global War 36v3. It is based on the lore of the Hearts of Iron IV mod, but is adapted to the Global War experience. It still follows standard rules, but the political situation has changed. Below is a summary of the political situation and rule changes.

## Political Situation:

The world begins split between several blocks and other nonaligned nations. In Western Europe we find the Syndicalists, along with several small nations around the board. Next door is the Central Powers, led by the German Reichspakt. Across the seas are the remains of the Entente, with an ambivalent USA nearly. Finally, in Asia we find some non isolated powers, the Empire of Japan and the Russian Republic. These nations have many smaller allies, and these alliances At the start of 1936, there is no conflicts around the world, but there is tension in the air.

Nation:	Faction:	3	4	5	6	7	8	9	10
Germany	<i>Central Powers</i>	1	1	1	1	1	1	1	1
Austria-Hungary	Central Powers'	1	1	1	1	1	8	8	8
Ottoman Empire	Central Powers*	1	1	1	6	6	6	6	6
Union of Britain	Third International	2	2	2	2	2	2	2	10
Commune of France	<i>Third International</i>	2	2	2	2	2	2	2	2
British Commonwealth	<i>Entente</i>	3	3	3	3	3	3	3	3
French Republic	Entente	3	3	3	3	3	3	3	3
United States of America	Entente'	3	3	3	3	7	7	7	7
Russian Republic	Entente*	3	3	5	5	5	5	5	5
Japanese Empire	Third International*	2	4	4	4	4	4	4	4
Quing Empire	Central Powers'	1	1	1	1	1	1	9	9

- \* Should be played independently if possible
- ` Can be played independently

## GERMANY:

Germany begins the game as its preeminent power. With a large army, navy and airforce, they are able to exert their influence across the world. However, with their vast army of holdings and convy routes they must protect, they are vulnerable to attacks in multiple theatres at once. In Europe, they will have the aid of theri client states in this fight, but the loyalty of their former allies is more doubtful.

Overall, Germany plays much like the UK, but with more of a land focus. If you enjoy combined arms, and aren't afraid of a land war, then Germany is for you.

**Starting Cash on Hand: 12 IPP**

**Starting Income level: 18 IPP**

**Total income: 32 IPP**

**Client states: 14 IPP**

Germany begins the game with its economy in turmoil. They must focus inward, and rebuild their country before war can be effectively waged. Despite this, once war breaks out, they have a huge colonial empire that is waiting to be utilized, along with an array of smaller states.

**Alignment: Central Powers**

**Declaration of War Penalty: 6 IPP**

**Client States: Poland, Lithuania, Baltic Duchy, Ruthenia, Ukraine, Flanders-Wallonia, Morocco**

Germany begins the game as the leader of the Central Powers, as well as an alliance of client states, the Riechspakt, which consists of all their client states other than Morocco. They also control Morocco, and have influence throughout the world. Their victory conditions are far reaching, and they will need all their allies' aid.

### German Bonus Income

<i>Middeleuropa</i>	<i>Control or possession of up to 10 nations in Europe.</i>	<i>+1 for every two</i>
<i>Caucasian Oil</i>	<i>Highest influence, control or possession of Transcaucasia.</i>	<i>+3</i>
<i>Suez Canal</i>	<i>Possession or control of Eastern Egypt or Transjordan</i>	<i>+1 each</i>
<i>Mittelfrika</i>	<i>For possession of a unbroken land supply path from Sea Zone 110 to Sea Zone 116</i>	<i>+1 IPP</i>
Eliminate Syndicalism	If there are no Syndicalist land zones adjacent to Germany or a German client state.	+2
Naval Supremacy	Have a equal or greater number of capital ships than all enemy nations	+1
Eastern Dominance	Control of a Russian city	+1
<b>Remarmerment</b>	<b>Roll at the start of each turn, beginning in 1938.</b>	<b>+1d6</b>
<b>Naval Expansion</b>	<b>Japan or a nation in Europe starts or completes a capital ship.</b>	<b>+1 each time</b>
<b>Socialist Threat</b>	<b>A syndicalist nation controls a new nation in Europe or the Middle East</b>	<b>+1 each time</b>
<b>Rising tension</b>	<b>Any nation declares war on another nation.</b>	<b>+1D6 per nation</b>
<b>Allies in Danger</b>	<b>Any major nation declares war on a member of the Central Powers or Reichspakt.</b>	<b>+1d12</b>

### German Victory Objectives

Reichspakt	If Germany controls all starting territories and client states	1
Naval Power	If Germany has more capital ships than all enemies.	1
Eliminate Syndicalism	Each Syndicalist starting land zone worth one IPP held by Germany	Max 3
Colonial Empire	Germany possesses at least 16 IPP outside of Europe.	2
Economic security	Germany possess more than 60 IPP	1
Restrain the Entente	The Entente does not score more than 10 Victory objectives.	1

# AUSTRIA HUNGARY:

Austria Hungary is a weakly federated power, with varying ethnic groups. However, with few nearby enemies, it has less to worry about than Germany, meaning its relative strength is greater. Its greatest concerns lie in the Balkans, the area comprising all of Greece, Rumania, Bulgaria, Serbian and Albania.

**Starting Cash on Hand: 4**

**Starting Income Level: 6**

**Total Income: 8**

**Alignment: Central Powers**

**Declaration of War penalty: 2 IPP**

## **Austro-Hungarian bonus income:**

Internal stability	Possession of all original territories	+2
Balkan hegemony	Possession of a land zone in the Balkans worth at least 1 IPP	+1 each (Max 3)
Rising Tension	Any two major powers in Europe go to war.	+1
Instability in the Balkans	A Balkan nation or Two Scillies comes under entente or Syndicalist control or alignment	+1 each

## **Austro-Hungarian Victory objectives:**

Maintain the Empire	Austria Hungary possesses all original territories	+1
Balkan dominance	Possession or Control of three Balkan nations, excluding Bulgaria.	+1
Italian stability	The Syndicalists do not control more than two Italian territories and any Austrian or Balkan territories.	+1

# OTTOMAN EMPIRE