

# Worlds' War Alternate History Options

"Imagination is more important than knowledge" -Albert Einstein

## Part One: Alternate History Scenarios

**France Retains Suez Canal Shares (6 points):** The French government chose to retain its canal shares, meaning that the Suez is under joint French/British administration, and Egypt remains virtually independent, although both France and Britain consider it to be within their spheres of influence.

**British Hanover (6 points):** Since all possible male heirs to the house of Hanover were dead by the 1830's, Queen Victoria was able to become the ruler of Hanover, which remains outside of the German Empire at game start, as British pressure prevented Bismarck from annexing the territory in 1866. Hanover begins the game with 2.5 million citizens, one Industry point, 1 Food point, and is under the loose control of Britain, though all British governmental directives must be approved by the local Hanoverian parliament.

**Greater Bulgaria (5 points):** Russia managed to create a large, independent Bulgarian state in the 1878 Berlin Conference, which greatly weakens Ottoman holdings in Europe at game start, but which gives Russia possible access to a warm water port on the Adriatic. Otherwise the 1878 Berlin conference treaty settlement remains in effect. Serbia, Greece, and the Ottomans are all quite unhappy with this arrangement.

**Early Start for Trans-Siberian Rails (6 points):** Russia begins the game with 2 years of the Trans-Siberian railroad already completed.

**Liberal Reforms in Russia (5 points):** Since the 1881 assassination attempt against him failed, Alexander II lived to pass liberal reforms in Russia that created a Duma of large property owners; as a result, the Tzar's personal power in Russia is lessened at game start, but dissent against the Tzar is also lessened, and Russia begins with only a -1 penalty to her base growth rate (as opposed to the normal -2). Furthermore, since peasants are tied less tightly to the land, Russia begins with cheaper Industry investments (\$90 rather than \$100). In addition, Russia begins the game with an improved bond rating (C rather than D).

**British Victory at Majuba Hill (5 points):** The Boers were unable to defeat the British at Majuba hill, and as a result, most of the Boers continued their migration northwards across the Limpopo River over the course of the 1880's. As a result, Britain

begins the game with the mineral-rich Transvaal and Orange River provinces under its control, increasing the value of Britain's Cape Colony by \$20. The Boers, in turn, control a substantial territory north of the Limpopo, which they call the "Matebeleland Republic".

**Seward's Folly (4 points):** The Union starts the game in control of Alaska, Russia having sold the territory to the Union back in 1867. Since the Tzar blew the money on luxurious trinkets, Russia gains no advantage from this sale at game start.

**Independent Bavaria (7 points):** Bavaria chose not to follow the other Southern German states into the German Empire in 1871, and it remains independent at game start. This deprives Germany of 6 million people, as well as 2 Industry, 1 Coal, and 1 Food point.

**Liberal Germany (6 points):** Rather than refusing to accept a "crown from the gutter," the King of Prussia eagerly accepted the crown of a united Germany offered by liberal revolutionaries during 1848, though he got more than he bargained for: liberal Germany is a political mess, with Prussian conservative centralism contending with rival federalist, liberal, and socialist doctrines. Parts of Germany- especially Bavaria- remain semi-autonomous, and some German princes even pursue their own diplomacy. Furthermore, Germany does not include Alsace-Lorraine (German population is reduced by about 1.25 million, and Germany loses one Iron and one Industry resource to France at game start), nor does it have any overseas possessions (Germany's African possessions therefore become uncontrolled territory, and its Pacific possessions are split between France and Britain). What is more, the German army and navy are lower in quality and are weaker at game start (much weaker in the case of the navy). On the other hand, Germany has good relations with France, excellent relations with Britain, and enjoys somewhat accelerated economic development due to the influence of the liberals.

**Sudetenland taken by Germany (4 points):** Bismarck chose to strip Austria-Hungary of the German-speaking Sudetenland following the 1866 Austro-Prussian war. This increases Germany's population by about .75 million at game start, and Germany gains an Austrian Food resource, but Austrian hatred of Germany is increased.

**Independent Kentucky (6 points):** Rather than granting Kentucky to the Confederacy, the peace treaty ending imposed on the Union at the Civil War's end turned Kentucky and its 1.8 million citizens (and 1 coal point) into an "independent republic" serving as a buffer state between the Union and the Confederacy. By treaty, Kentucky is entirely closed to the armed forces of both the Union and the Confederacy. Kentucky's legal system, like the Confederacy's, is harsh towards black freedmen.

**Early German Naval Program (5 points):** Germany starts the game with 5 E-class battleships on the docks, with 2 years of construction already completed. As a result, British public opinion towards Germany at game start is "dislike".

**Slavery's Unending Empire (5 points):** The Confederacy refused to bow to British and French pressure for slave emancipation, and slavery remains in force in the Confederate states. As a result, the Confederacy produces 2 more Raw material points and one extra Tropical point at game start, and investment costs are lower in these fields. At the same time, the Confederacy's economic growth rate is -4 (as opposed to the normal -2) and British and French public opinion dislikes the Confederacy at game start. In addition, the Confederacy starts the game with a C bond rating rather than a B, since most of the world considers the Confederacy to be economically backwards.

**Home Rule Passed (6 points):** William Gladstone managed to convince the British parliament to pass Home Rule for Ireland, and as a result, Ireland starts the game as a British commonwealth territory, with Victoria as the titular head of state but an independent Parliament, much like Canada and Australia. Britain thus starts the game with 4 million less inhabitants, and two less food points, but still enjoys captive market trading rights over 2 Irish Food and demand for 1 Good. Furthermore, Union hatred of Britain is reduced.

**The "Great Lakes Treaty" (4 points):** As part of the treaty ending the American Civil War, the Union is forbidden to move more than 5,000 troops, or to build any fortifications, within 100 miles of the Union border with Canada. In addition, the Union is forbidden to station any warships on the Great Lakes, and the Union begins the game without the warships the Union normally starts with on the great lakes. There are no restrictions on Canadian or British ships, troops, or fortifications.

**Independent Quebec (5 points):** The Union may have lost the American civil war by defeat at Gettysburg, but despite this, by the war's end Union troops had overrun much of southern Canada, and the final peace between the Union and the Confederacy was written to reflect this reality. As a result Quebec, with its 1.2 million citizens and 1 food resource, starts the game as an independent state. By treaty, however, Quebec is not allowed to join the Union, nor is it allowed to restrict British shipping along the Saint Lawrence River.

**French Canal Project successful (6 points):** The French Canal project begun in the 1880's has enjoyed limited success, and France starts the game with lease rights to the Panama canal zone, plus 1 year of construction already completed.

**West Virginia remains Confederate (5 points):** Although in Union hands at the war's end, West Virginia and its .75 million citizens was returned to the Confederacy in the peace treaty. As a result, one Coal resource passes from Union to Confederate hands at game start.

**Papal States Remain Independent (4 points):** Due to pressure from Austria and France, Italy was unable to incorporate Rome and its surrounding province into the new Kingdom of Italy. The Papal States remain independent, though under the protection of France and Austria, and Italy loses 3.5 million of its game start population as well as an

Industry and Food resource.

**Venice Remains Austrian (6 points):** The Kingdom of Sardinia was so horribly defeated in 1866 that the province of Venetia, and her 3 million inhabitants (plus one industry point), remained in Austrian hands in the resulting peace treaty. As a result, one of Italy's industry points starts the game in Austrian hands, and the Austrian fleet starts off stronger at game start. Italy's fleet begins the game proportionally weaker.

**Austria gains Bosnia/Herzegovina (5 points):** As a result of hardball diplomacy in the 1878 Berlin Conference, Austria walked away the acknowledged master of the formerly Ottoman provinces of Bosnia/Herzegovina, which have been directly annexed by the Habsburg Crown. Serbia and (to a lesser degree) Russia are unhappy with this state of affairs.

**Italy gains Istria (7 points):** The Kingdom of Sardinia managed to inflict a stunning defeat on the Austrians in 1866, and was able to claim all of Istria, with its .75 million inhabitants, in the resulting peace treaty. In addition, the Italian navy is larger than normal at game start, and the Austrian navy is smaller, respectively.

**Italian "Protectorate" in Albania (5 points):** Italy successfully managed to gain a protectorate (worth \$6/year) over the Ottoman province of Albania at the 1878 Berlin Conference, and also obtained Corfu, where it maintains a naval base at game start. Both Austria and Russia are somewhat displeased by Italy's interference in Balkan affairs.

**Nice and Savoy remain Italian (4 points):** Although Italy promised Nice and Savoy to France as the price of French support against Austria in 1859, Cavour managed to wriggle out of this promise, and thus the French-speaking territories of Nice and Savoy, with their .5 million inhabitants, remain Italian at game start. As a result, French public opinion dislikes Italy at game start.

**Orleanist France (5 points):** French conservatives managed to get a member of the house of Orleans elected king following 1870, and France starts the game as an authoritarian state with few institutional limitations on the government's power. Only a weak assembly ruled by the wealthy elite checks the "patriot-king's" power. In addition, the French were able to maintain control of Mexico, which starts the game as a client state and a captive market for France under the rule of the Austrian Archduke Maximilian's son. On the other hand, France begins the game with a reduced bond rating (B rather than A).

**Confederate Puerto Rico (5 points):** The Confederates managed to secure Puerto Rico, and its .4 million inhabitants, for themselves following their war with the Spanish Empire. In addition, the Confederacy starts with a port at San Juan and a Tropicals investment opportunity in Puerto Rico.

**Confederate Mexican Protectorate (7 points):** The Confederacy starts the game with a protectorate over Mexico, which gives it a captive market over all Mexican resources. In addition, the Confederacy maintains a puppet government in Mexico that essentially gives the Confederacy control over Mexico's domestic and foreign policy. As a result of Confederate occupation of Mexico, most of Latin America looks on the Confederacy with extreme dislike.

**French Taiwan (6 points):** Following the 1883-1885 Sino-French war, France managed to gain control of Taiwan, and another 5% of the China trade share as well, taken off the British share. As a result, the British public dislikes France at game start.

**Early Japanese Industrialization (6 points):** Japan begins the game with an additional 2 industry points, and its industrial investments cost \$70.

**Early Japanese Rail-Building (5 points):** Japan begins the game having just completed her first railway upgrade, and gains all the normal advantages of from a completed domestic rail net, including faster growth rate, cheaper investments, and greater chance of investment success.

**Union Submarines (4 points):** The Union has managed to keep abreast of the Confederate submarine program, and as a result, the Union starts the game with E-class submarine technology.

**Early Sino-Japanese War (7 points):** Due to an accelerated military program, Japan begins the game with an additional regular infantry division, an additional cruiser, two additional destroyers, and control over Taiwan, gained from China as the result of an 1888 war.

**"Block" of any of the above (2 or 3 points):** If a player so desires, he or she may chose to use alternate history points defensively, to ensure than one or more of the alternate history scenarios listed above does not go into effect. The cost to do so is one-half the point cost of the alternate history scenario, rounded down. If you block a given scenario, and no one picks that scenario, your points are not refunded.

NOTE: if two players pick mutually incompatible AH scenarios, they will cancel each other out.

## **Part Two: Other Uses of AH Points**

**Early Synthetics Research (3 points):** Due to early scientific breakthroughs on the field of synthetics, your nation starts with the ability to research improved synthetics. Normally, research into improved synthetics will not be allowed until c. 1905.

**Early Weapons Research (1 point):** For each point spent, a player starts with an additional 20% of research already accomplished in the weapon tech (naval or army) of

their choice. Players may choose to spend multiple points on the same or on different types of weapon tech.

**Improved Relations (2 points):** As a result of diplomatic exchanges and cooperation before 1890, the public opinion status between any two of the nine "great powers" (the player spending the points must specify which) start off better than normal. Players may chose to spend points on improved relations multiple times, on the same or on different countries.

**Improved Military (1 point):** Players may use AH points to buy additional military equipment at game start, at the following rates. In terms of ships, 1 point buys .5 Battleships, 2 Cruisers, 2 Transports, 2 Subs (if the player has the capability), 8 Destroyers, or 8 Gunboats. In terms of ground equipment, 1 point buys 4 Machine Guns, 3 Regular Infantry, 3 Reserve Infantry, 2 Field Artillery divisions, or 1 Heavy Artillery division. All equipment purchased is at E-class tech level. Players may spend as many points as they like on improved military, but if you spend more than 4 points, you must split it roughly equally between army and naval expenditures (so 3 points on the navy and 2 on the army would be legal, though 4 and 2 would not).

**Cash (1 point):** Your nation begins the game with an additional \$40 in cash. Only a maximum of 2 points may be spent this manner, so each player may only start the game with a maximum of \$80 extra cash.