

# НАШ ВАРИАНТ

## КАПИТУЛЯЦИЯ (правило имени Вячеслава Зипунова)

Броски на капитуляцию не делаются в первые два хода игры. Очки капитуляции игнорируются. С 1915 г. начинают действовать правила капитуляции, и каждая фракция начинает 3-й ход с 0 очков капитуляции.

Очки капитуляции накапливаются. Если за весь ход фракция не получает ни одного очка капитуляции, то их количество уменьшается на 1.

Если у игрока в конце хода есть ОК, он должен бросать кубики, если на всех «S», то он проиграл.

Число кубиков рассчитывается так:

Если у игрока	1 ОК	– он бросает 4 кубика (1%)
Если у игрока	2 ОК	– 3 кубика (4%)
Если у игрока	3 ОК	– 2 кубика (10%)
Если у игрока	4 ОК	– 1 кубик (33%)
Если у игрока	5 ОК	– он обязан перебросить 1 раз (55%)
Если у игрока	6 ОК	– 2 раза (70%)

## КУБИКИ

В бою результат S на кубике трактуется как «1S» вместо «0».

## ДРУГИЕ ВАРИАНТЫ

По проверке на капитуляцию. Мне бы хотелось сделать вариант, более близкий к тому, что задумал Рейсер. Может сделать так: набитые в разные ходы ОК не суммируются, а поглощаются. Скажем, если в первый ход какая-то держава получила 2 ОК, то если во второй ей набили 3 ОК, у неё становится не 5, а 3. Если набили 2, то остаётся 2, если набили меньше 2, то снижается на 1. А вероятность капитуляции надо увеличить, скажем, сдвинув текущую таблицу на 1-2 разряда.

**No Surrender in 1914** - this variant simply stipulates that there are no surrender rolls made in the first two turns of the game. Surrender points are simply ignored. Beginning in 1915, the normal surrender rules apply and each faction begins 1915 with zero surrender points. This stops the game from ending too early but otherwise does not address any of the objections to the surrender rule.

**Use a 10-sided die for Surrender rolls** - Simply substitute a 10-sided die for the game's 6-sided die when making a Surrender roll. This will decrease the chances that a Surrender roll will fail. The game may still end abruptly, but the odds of not surrendering are more favorable.

**Opposing Surrender Points cancel out** - In this variant, Opposing surrender points cancel each other out on a one-for-one basis. A Surrender roll only happens if one side has had a greater number of Surrender points imposed on itself than it has inflicted upon the opponent.

**Treat Surrender Points as negative Victory Points** - In this variant, the Surrender roll is done away with completely. Instead each time a Surrender Point would be scored (by a successful attack on a Base city, the side that got the surrender Point would instead lose a Victory Point. A maximum of one victory point per base city per turn can be lost in this way. Victory points may not go negative. Surrender points that would cause VPs to go negative are simply ignored. In the game, victory points are won or lost each time a city changes hands. Victory Points lost when a Base is attacked, on the other hand, can never be regained because no city changes hands. The best a defender can do would be to push the attacker away from the Base, so additional victory points would not be lost. Using the variant means the game always ends in 1918 with a VP victory and no chance for "sudden death" game endings.

**Track Surrender Points on the Victory Point Track** - Each time a surrender point is acquired, move the Surrender marker up one on the Victory Point track. If the Surrender marker and Victory point marker for a given faction ever meet, that faction surrenders. This variant places the emphasis on surrender points and exacerbates the problem of one faction dragging down the entire alliance.

**Victory Point Surrender** - Replace the Surrender rule with this rule: A Faction surrenders if its victory point total falls to zero. Base city rules apply except that they give up a victory point when attacked instead of a Surrender point (maximum of one victory point per base city per turn).

**Surrender Roll modifiers** - Before making a Surrender roll, the Faction rolling can buy die roll modifiers by paying victory points. Each victory point paid buys a +1 die roll modifier. A rolled 'S' is ignored and never modified in this way. Players cannot buy die roll modifiers with VP they don't have. Factions must pay for die roll modifiers with their own VPs. No deficit spending and Victory Points can never be less than zero.

**Surrender "Mulligan"** - Surrender does not occur the first time a Faction rolls a Surrender result. Instead, a number of victory points, equal to the Surrender total are awarded to the faction(s) that imposed the Surrender point(s). Flip over the Surrender marker for the faction to indicate that a Surrender "mulligan" has occurred. The second time a faction rolls a Surrender result, the Surrender occurs as normal and the game ends with the following exception: If the Eastern Allies have rolled a 2nd Surrender result before the Treaty of Brest Litovsk is offered then, instead of ending the game due to Surrender, the Treaty of Brest Litovsk is imposed immediately. (Even if this occurs before turn #4.) If the Treaty of Brest Litovsk is imposed in this way and the Central Powers do not meet the Garrison requirements of the treaty, then the CP player MUST meet those requirements by the end of of the Deployment phase of the next turn or the Treaty is invalidated and ignored. If the treaty is invalidated in this way, the Eastern Allies stay in the war, and can still Surrender at a later time and the Treaty of Brest Litovsk can still be re-offered/imposed on turn 4 or later (subject to normal CP garrison requirements).