



Head of Arms Event Table



The New-Fangled Dice Activated Event Deck Chart

As an additional player's aid, Head of Arms now comes with this handy dandy alternative to the Event Deck. This is for players who find printing up and cutting out 76 cards to be a pain in the lower extremities.

The table requires two d10s of different colors and not minding that rolls of 77-100 will have to be done again. This was the most user friendly way to turn 76 cards into the table while keeping their weight.

This table does not change the odds of the Event Deck or how the game is played at all, except of course you roll for the event rather than draw for it.

Event Table

A dice alternative for the 76-card event deck.

How to roll

Roll two ten-sided dice of different colors: one is the tens digit, the other the units digit, giving a result of 00 to 99. On a result of 76 to 99, re-roll (those numbers are not in play). Yes, it's ugly but it keeps the weight of the cards in order.

The Cards column shows how many copies of each event were in the printed deck, and thus how many roll numbers it occupies. The category groupings are for reference only and carry no weighting of their own: a Domestic event is no more or less likely than a Global one except through its card count.

Roll	Event	Cards	Effect
Domestic Events <i>Events that affect the inner workings of your nation.</i>			
00-03	Labor Unrest	4	If drawn in the Spring turn, increase all upkeep of military units by +1 for that year. If drawn in the Autumn/Winter turn, the increase is applied during the next year.
04-05	Government Scandal	2	Lose one Diplomatic Action this turn as the government's focus turns inward.
06-08	War Weariness	3	Any offensive combat suffers -1 land combat CV. This applies to every offensive action, not just one. Defensive actions are not affected. If the nation drawing this card is not at war, it is ignored.
09-10	National Unity Surge	2	Removes the negative effects of one event card. Not used immediately; held and used when needed, like a Get Out of Jail Free card. In case of war, it must be used to counter any negative events affecting the military. If there are no negative military events to counter, it may be used for other purposes.
11-12	Infrastructure Damage	2	Your nation's infrastructure is immediately reduced by one level. If infrastructure is at 1, ignore this card.
13	Corruption Scandal!	1	Domestically, the drawing nation loses all progress in its current infrastructure improvement program: the clock resets to zero, the level stays the same, and all BPs expended are lost. Globally, the drawing nation loses -1 from every other nation's relation level toward it. If no infrastructure program is in effect, lose 15 BP immediately, but relations are unaffected.
Economic Events <i>Events that affect your nation's economy, for good or bad.</i>			
14-16	Boom Times	3	Immediately gain ten points to your ministry's budget. May be played immediately or held for later.

Roll	Event	Cards	Effect
17-19	Bust Times	3	Immediately lose ten points from your ministry's budget. Note: a held Boom Times card may be used to counteract Bust Times.
20-21	Industrial Disease	2	One industrial province will not provide upkeep reduction this year.
Diplomatic Events <i>The treacherous waters of diplomatic relations.</i>			
22-25	Diplomatic Incident	4	Relations worsen by -1 with the country of the drawing player's choice. The -1 is from the other country's relationship toward your nation.
26-28	Diplomatic Breakthrough	3	Relations improve by +1 with the country of the drawing player's choice.
29-30	Foreign Pressure	2	For this turn only, all diplomacy die rolls get a -1 modifier.
31-32	International Outrage	2	-2 on the initiative roll this year.
33	Royal Wedding	1	If the drawing player is a monarchy, their country aligns with another monarchy of their choice: relations on both sides set to level 5 and an official defensive alliance forms. If not a monarchy, the card applies to two monarchies of the player's choice; if only one monarchy exists, it does not apply. The drawing player then rolls a d6: on 1-3 they pay the other monarchy 25 BP as a dowry; on 4-6 they receive 25 BP instead. (If a non-monarchy chose two nations, one takes the drawing player's part and rolls.) The alliance lasts a minimum of two years with relations frozen at 5, after which relations become variable again.
Ministry of War Events <i>Events that hit the Minister of War where they live. Naval and air events may not apply to all nations and eras.</i>			
34-36	Training Deficiencies	3	All ground units suffer -1 CV for the year.
37-38	Combat Innovation	2	Receive +1 CV for all units of one type chosen by the player (ground, naval including riverine, or air) this year. The bonus lasts one year only, until the following end-of-year turn. May be held and played later.
39-40	Ammunition Shortage	2	Artillery effects are lowered by one level this year. A +5 result drops to +3-4, and so on; a +1-2 result becomes 0 (no effect).
41-42	Battlefield Confusion	2	In the first combat resolved that year, the defeated side loses an additional permanent CV to a unit that is part of the most numerous ground forces in the battle (infantry, cavalry, armor). Affects the loser of the first battle fought by the drawing player's forces, whether

Roll	Event	Cards	Effect
			that is the opponent or the drawing player. If the drawing player is not at war, the card is ignored.
43-44	Air Maintenance Issues	2	One air unit of the player's choice may not provide ground support or escort this year. If playing before the era of aerial warfare, or if a nation has no air force, this card is ignored.
45-46	Naval Maintenance Issues	2	One naval unit of the player's choice may not sortie this year. The chosen unit may be ocean-going or riverine as the player prefers.
Global Events <i>Events that affect things on a global scale.</i>			
47-49	Arms Race	3	One unit's upkeep cost is ignored for the year.
50-51	Border Crisis	2	Valid only if relations with a bordering nation (from the drawing nation's side) are below zero. Choose a bordering nation and make a War Check. If the War Check fails, the effects are immediate.
52-53	Neutral Meddling	2	If your nation is at war, a neutral power convinces all Exporter nations not to sell to any belligerent. No country at war may make weapon purchases in the current Procurement Phase. Exceptions: weapons on the Second Hand Market. Training and fortifications are permissible.
54-55	Technological Leak	2	Purchase any Tier Three weapon for half price, even weapons produced by a country that does not sell to you.
56-57	Strategic Surprise	2	Receive a one-time +2 bonus modifier to your Initiative Roll.
58-63	Calm Year	6	No effect. Relax and enjoy forming your evil plans without hindrance.
Political Crises <i>Domestic political crises that test a government's grip.</i>			
64-65	River Territorial Claim	2	The drawing nation must immediately worsen their own relations with one bordering nation by -1. This cannot be directed at a nation with whom the drawing nation is currently at war.
66-67	Forced Alignment	2	The drawing nation must choose one of its alliances to publicly reaffirm: relations with that ally improve by +1, but relations with every non-allied nation worsen by -1. Nations currently at war are not affected.
68-69	The Peasants are Revolting	2	Roll a d10. On 1-4 the drawing nation's government type changes one step: Revolutionary to Authoritarian to Monarchy to Democracy to Monarchy (it wraps). All relations are recalculated immediately using the new government compatibility modifiers.

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			Alliances formed before the change remain in effect as long as the new relations do not fall below zero. On 5-10 there is no change.
70	Assassination!	1	The drawing nation accuses any other nation. The accused rolls a d10 with no modifiers. On 7+ they deflect blame and nothing happens. On 6 or lower, the accusation sticks and the accused nation's relations with all other nations worsen by -1. The accuser may target any nation regardless of relations, but if the accused deflects, the accuser's relations with the accused worsen by -1 for the false accusation.
71-72	Alliance Demands	2	The drawing nation's strongest ally (highest combined relations score) demands they worsen relations with a nation of the ally's choice by -1. If the ally is an NPC, the opposing player chooses the target. If the drawing nation complies, relations with the demanding ally improve by +1. If it refuses, relations with the demanding ally worsen by -2 and the alliance is at risk: a roll of 6 or less on a d10 dissolves the alliance entirely, dropping both nations' relations to 0.
73-75	A Place in the Sun	3	The drawing nation must immediately begin a War Check against the neighbor with whom it has the lowest combined relations (its choice if tied). All normal War Check modifiers apply. If the drawing nation has no neighbor with combined relations below zero, the War Check is made with only a straight -2 modifier and no other modifiers apply.