	Triggers	1 attacks	1 occupies	1 uses chemical	1 uses nuclear	2 attacks	2 occupies	2 uses chemical	2 uses nuclear	Event activated	Event cancelled	Force 1 winning	Force 2 winning	Turn	Unit destroyed	Variable value
Effects																
Activate Event																
Air Shock 1																
Air Shock 2																
Air Transport 1																
Air Transport 2																
Cancel Event																
Cease Fire																
Cool Front																
Disband Unit																
Enable Event																
End Normal																
End Victory 1																
End Victory 2																
Force 1 Track																
Force 2 Track																
Formation Orders																
Guerillas 1																
Guerillas 2																
Move Bias 1																
Move Bias 2																
News Only																
Nuclear Attack																
Nuclear OK 1																
Nuclear OK 2																
Open Fire																
Pestilence 1																
Pestilence 2																
PO 1 Activate																
PO 2 Activate																

	Triggers	1 attacks	1 occupies	1 uses chemical	1 uses nuclear	2 attacks	2 occupies	2 uses chemical	2 uses nuclear	Event activated	Event cancelled	Force 1 winning	Force 2 winning	Turn	Unit destroyed	Variable value
Effects																
Rail Damage 1																
Rail Damage 2																
Rail Repair 1																
Rail Repair 2																
Rail Transport 1																
Rail Transport 2																
Refugees 1																
Refugees 2																
Remove Zone 1																
Remove Zone 2																
Replacements 1*																
Replacements 2*																
Sea Transport 1																
Sea Transport 2																
Set Ownership 1																
Set Ownership 2																
Shock 1																
Shock 2																
Strategic Bias 1																
Strategic Bias 2																
Storms																
Supply 1+																
Supply 1-																
Supply 2+																
Supply 2-																
Supply Point 1																
Supply Point 2																
Supply Radius 1																
Supply Radius 2																

	Triggers	1 attacks	1 occupies	1 uses chemical	1 uses nuclear	2 attacks	2 occupies	2 uses chemical	2 uses nuclear	Event activated	Event cancelled	Force 1 winning	Force 2 winning	Turn	Unit destroyed	Variable value
Effects																
Theater Option 1																
Theater Option 2																
Theater Recon 1																
Theater Recon 2																
Use Chemicals 1																
Use Chemicals 2																
Variable+																
Variable-																
Victory 1+																
Victory 2+																
Warm Front																
Withdraw Army																
Withdraw Unit																
ZOC Cost 1																
ZOC Cost 2																