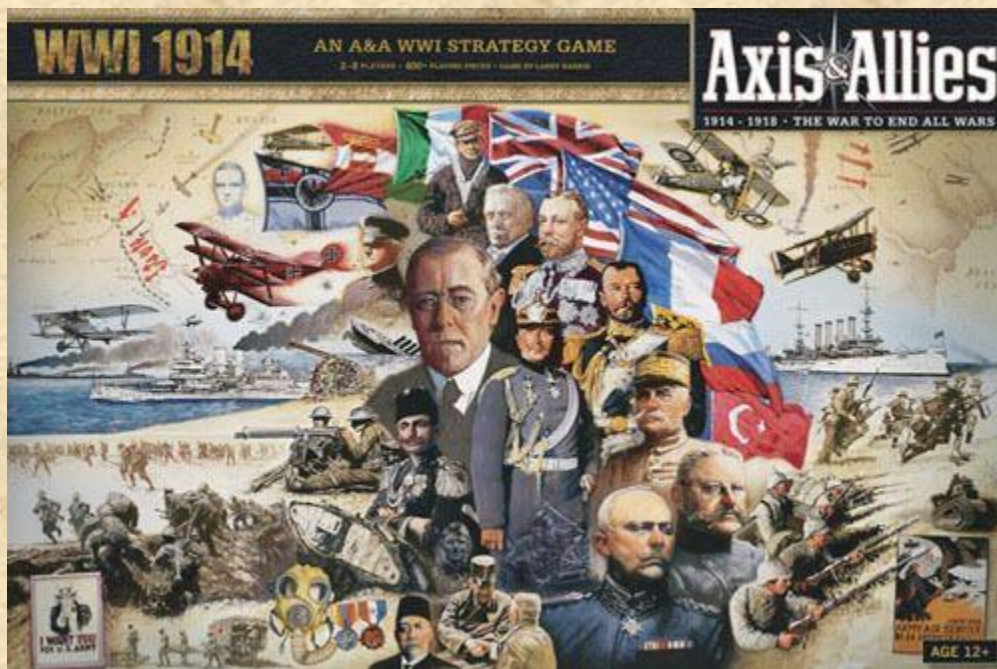


The Unofficial



Axis and Allies 1914 *House Rules & Variants*

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V2 2022-11-19

Table of Contents

1. PURPOSE	1
2. NEW UNITS	2
2.1 Standard Trucks.....	2
2.2 Artillery Trucks	2
2.3 Armored Car.....	2
2.4 Coastal Artillery.....	2
2.5 Destroyers.....	3
2.6 Freighters (Entente Powers Only)	3
2.7 Merchant Raiders (Central Powers Only)	3
2.8 Armored Trains	3
3. RULES ADJUSTMENTS	4
3.1 Tested Changes	4
3.2 Upcoming Changes	4
4. GAME SCENARIOS	7
4.1 Fighting By Numbers (Moderate)	7
4.2 Freighters and Raiders (Moderate)	8
4.3 Deploy the Reserves (Moderate)	9
4.4 The Swiss Alps (Simple)	10
4.5 Reinforcements from Munich (Simple)	10
4.6 From Every Corner of the Empire (Simple)	10
4.7 The Supply Chain (Simple)	11
4.8 Counter-Battery Fire (Moderate)	11
4.9 No Such Thing as Neutral – By Power (Complex)	12
4.10 No Such Thing as Neutral – By Alliance (Complex)	13
4.11 We Need More Production (Moderate)	14
4.12 We Need Tanks Now (Simple).....	14
4.13 Breaking Through (Complex)	14
4.14 Multinational Attacks (Moderate)	15
4.15 Concentrated Attacks (Moderate).....	16
4.16 The Italian Dilemma (Complex).....	16
4.17 Spain Hangs in the Balance (Moderate)	18
5. ACKNOWLEDGEMENTS	20
6. SUPPORT THE <i>UNOFFICIAL HOUSE RULES</i>	20
7. NOTES	22
8. REVISION HISTORY	23



1. PURPOSE

The goal of this rulebook is to offer a set of modified rules to improve the original version of the *Axis & Allies 1914* board game made by Wizards of the Coast.

A great game to start with, experienced AAA players will note that, just like all *Axis & Allies* entries, the base version is not without a few issues. However, this only means that there's an opportunity to make a great game even better.

This rulebook is meant to be used in conjunction with the standard rules from the *Axis & Allies 1914* game. We assume the [clarified rules](#) by Larry Harris are played and the Russian Revolution optional rule is always in play.

You will find a few different categories of changes you can add to the base game :

- A set of units to increase your armies' destructive potential – and cause you more headaches when you are buying your next set of divisions !
- A set of « permanent » rule tweaks that have been tested and will provide a greater depth to the standard game. A fair warning : you may never want to return to the original rules after trying these !
- A set of potential additions to the « permanent » rules that are still being fully tested and can serve as a great basis your own modifications.
- A series of scenarios you can play to change the game's starting conditions or add a new mechanic to increase replayability and try many « what if » situations.

The Great War will become even greater as you unleash these rule changes onto the board ! As time goes on, this rulebook will be updated with adjustments and tweaks, so keep an eye out for revisions.

2. NEW UNITS

Here are some new units that can be added to the game. Stats and abilities can be adjusted per your liking, but these offer good starting points.

2.1 Standard Trucks

- Cost : 5 IPCs
- No attack or defense value
- Can transport 1 Infantry and 1 Artillery, 2 Infantry or 1 Tank 2 spaces. The Truck may move 1 space to get to the units it is loading and unload them one space away. This allows the transported units to use their move to advance another space, which gives them a total move of 2. It is not possible for units to move more than 2 spaces distance when carried by Trucks.
- The Truck is destroyed if the territory it is in is captured by the enemy.

2.2 Artillery Trucks

- Cost : 5 IPCs
- Attack and defense value : 3
- Defense value against aircraft : 1
- Can move 2 spaces
- Can Upgrade an attacking Infantry's value to 3 the same way an Artillery would.

2.3 Armored Car

- Cost : 5 IPCs
- Attack value : 3
- Defense value : 1
- Can move 2 spaces
- Hits scored on the attack by Armored Cars may be affected to enemy Artillery even if he still has Infantry left.

2.4 Coastal Artillery

- Cost : 8 IPCs
- Defense value (against ships) : 3
- Max per territory : 1
- Ships passing through the sea zone adjacent to the land territory where the Coastal Artillery is located are attacked by the coastal guns and sunk on a roll of 1. This attack is free and cannot be countered.
- Coastal Batteries are destroyed by attacking them with ships (standard battle) or if the territory is captured by an enemy power.

2.5 Destroyers

- Cost : 5 IPCs *
- Attack value : 2
- Defense value : 2
- Can move 3 spaces
- Negates the first strike ability of Submarines *

* : Cost and abilities assumes the player is using the permanent rule changes to ships. See section 3 for more detail.

2.6 Freighters (Entente Powers Only)

- Cost : 3 IPCs
- No attack or defense value
- Can move 2 spaces
- See the [“Freighters and Raiders”](#) scenario for their specific abilities

2.7 Merchant Raiders (Central Powers Only)

- Cost : 3 IPCs
- Defense value : 2
- Can move 2 spaces
- See the [“Freighters and Raiders”](#) scenario for their specific abilities

2.8 Armored Trains

- Cost : 9 IPCs
- Attack and defense value : 2x 2
- Armored Trains may move any number of spaces within the owner’s original territories.
- Armored Trains may only move within the power’s original territories.
- Armored Trains may move « reactively » after an enemy declares an attack to reinforce the defense in a territory. This may be done once per round, so if used against one player during his turn, the Train may not move to defend against another power’s attack.
- Armored Trains negate 2 hits on the defense and 1 on the offense.
- There may be only one Armored Train per territory.

3. RULES ADJUSTMENTS

This section covers a series of « permanent » rule adjustments that can be put into the *Axis & Allies 1914* game regardless of other variants you choose to implement. They are an attempt to balance a few issues and offer one new basic unit.

3.1 Tested Changes

These modifications have been thoroughly tested and will produce good results for all players.

- Naval Unit Costs
 - Submarine cost changed from 6 to 5.
 - Cruiser cost changed from 9 to 7.
- Addition of Standard Trucks – [See section 2.1](#) for the rules regarding this unit.
- Aerial Combat Modifications
 - Fighters now hit on a roll of 3 instead of 2.
 - Aerial battles now last only a single turn.
 - Whoever has more Fighters standing at the end of the turn has Air Supremacy. In the event of a tie, no side gains Air Supremacy.
- Restricted Submarine Warfare (RSW)
 - New mechanic that is active from the start
 - During RSW, Germans Submarines located in any sea zone directly adjacent to the UK's home island will now deal 1 IPC of economic damage each during the UK's Collect Phase.
 - Only the UK may lose IPCs to RSW, therefore there is no risk of dragging the Americans into the war until Unrestricted Submarine Warfare is declared.
- Unrestricted Submarine Warfare
 - Submarines in zones 2, 7 and 8 now deal 1 IPC of damage for every submarine in these zones instead of rolling for a hit.
- The *Fighting By Numbers* scenario ([see section 4.1](#) for the details).

3.2 Upcoming Changes

These changes have not yet been fully tested, but are showing good promise and should be tried out if you are looking for simple but interesting ideas.

- Unit Changes

- **Submarines**
 - **Defensive hit die reduced to 1.**
 - **On the attack, submarines call their target and force the defender to lose specific ships upon rolling a hit. This effect is negated by Cruiser* at a 1:1 ratio. This means that each enemy Cruiser* in the battle stops one Submarine from picking its target (the Submarine will still fire and a hit must be deducted from the defender's ships).**
 - **When attacked, Submarines may choose to dive preemptively. The Submarine successfully dives away and cannot be attacked on a roll of 4 or less. On a failed roll, the enemy may attack the Submarine. If the attack is unsuccessful, the Submarine submerges as per the standard rules and is safely out of the battle. The roll to preemptively dive decreases by 1 for every surface ship in excess of the number of Submarines. For example, if there are 3 Subs and 4 surface ships attack them, each Sub must roll a 3 or less to dive away safely.**
- **Cruisers***
 - **Cruisers* can negate the Submarine's ability to target specific ships on the attack.**
 - **Attacking Cruisers can negate the defensive effect of defending Cruisers*.**

** : If Destroyers are implemented in the game, Destroyers take on the role of the items listed with an asterisk.*
- **Starting Naval Unit Changes – Closer to historical accuracy while trying to keep a balance.**
 - **Russia**
 - **Replace Sea Zone 12 Battleship with 1 Submarine and 1 Cruiser**
 - **Replace 1 Cruiser in Sea Zone 21 with 1 Submarine**
 - **Germany**
 - **Remove the 2 Submarines in Sea Zone 7**
 - **Add 2 Battleships and 1 Transport in Sea Zone 10**
 - **France**
 - **Add 2 Submarines in Sea Zone 15**
 - **Replace Sea Zone 15 Battleship with 1 Cruiser**
 - **Replace Sea Zone 16 Battleship with 1 Submarine**
 - **Remove 1 Transport in Sea Zone 16**
 - **United Kingdom**
 - **Add 1 Battleship, 1 Cruiser and 1 Submarine in Sea Zone 4**
 - **Add 1 Battleship and 1 Submarine in Sea Zone 9**
 - **Add 1 Submarine in Sea Zone 19**
 - **Ottoman Empire**

- **Remove 1 Cruiser in Sea Zone 20**
 - **Italy**
 - **Add 1 Submarine in Sea Zone 17**
 - **United States**
 - **Add 1 Battleship and 1 Cruiser in Sea Zone 1**
- **Other Rules**
 - **Restricted & Unrestricted Submarine Warfare :**
 - **The first Submarine in every area that is open to Submarine Warfare now causes 2 IPCs of damage. Each subsequent Submarine in that specific area deals 1 IPC of damage.**
 - **Artillery Neutralization**
 - **This ability starts on Turn 4, as the Tanks come into play.**
 - **Attacking Artillery may choose to perform neutralizing attacks instead of standard attacks.**
 - **On a successful roll, the defender must subtract one Infantry unit and one Artillery unit from the battle. They are suppressed and cannot fire back, but are not killed.**
 - **If there are no more defending Artillery units, each successive neutralization hit suppresses two Infantry units instead.**
 - **Attacking Artillery still promote attacking Infantry and Tank units.**
 - **Remaining non-suppressed defenders defend normally. The rest of combat occurs normally.**

4. GAME SCENARIOS

Here is a set of scenarios you can put into your game occasionally to change the gameplay and provide History with an interesting twist (or use other elements of History more richly)! You may add more than one at a time if you feel adventurous, as *Axis & Allies 1914* offers tons of opportunities to be altered, which adds replay value to an already great game.

These changes are categorized as either Simple, Moderate or Complex, based on how much impact they have on game mechanics. These are subjective comparisons to help you decide which one you might want to try on a given day.

4.1 Fighting By Numbers (Moderate)

This variant is one for players who want to take away the more extreme rolls and focus more on strategy and risk-taking. It creates a game with just enough predictability to make decisions and just enough random chance that you will have to gamble sometimes to achieve your objectives. This way, your games will no longer be determined by that crippling roll that crushed your entire strategy. It also has the added benefit of accelerating dice rolls by a lot, giving you more time to play.

In this variant, instead of rolling a die for every unit, you instead add their attack or defense values to calculate casualties, then roll a single die to allocate deviation. This applies for any attacker or defender whose overall hit value is equal to or greater than 20.

- When the battle begins, first resolve air battles normally.
- Then, the attacker adds the attack value of all his units.
- The defender adds the defense value of all his units.
- Each player divides by 6, rounding to the nearest number.
 - For example, the Germans attacks with 20 Infantry, 10 Artillery and 1 Fighter. The Russians defend with 25 Infantry.
 - The German's offensive score is $(10 * 2 + 10 * 3 + 10 * 4 + 2) = 92$.
 - The Russian's defensive score is $(25 * 3) = 75$.
 - The German player inflicts $92 / 6 = 15,33$ hits, which is rounded to 15.
 - The Russian player inflicts $75 / 6 = 12,5$ hits, which is rounded to 13.
- Each player then rolls a single die for deviation.

- On a roll of 1, the number of hits is reduced by 15%, rounded.
- On a roll of 2, the number of hits is reduced by 10%, rounded.
- On a roll of 3 or 4, the number of hits remains unchanged.
- On a roll of 5, the number of hits is increased by 10%, rounded.
- On a roll of 6, the number of hits is increased by 15%, rounded.
- Attacking tanks then reduce the number of hits according to the standard rules.

This rule does not apply to naval combat, nor to air-to-air combat, nor to attackers or defenders whose total hit value is less than 20. This is to allow smaller battles and non-land combat to remain more random, which is also realistic.

4.2 Freighters and Raiders (Moderate)

This scenario uses the Freighter and Merchant Raider units explained in Section 2 to add an economic aspect to the game.

Freighters are built by the Entente Powers only. They represent their commercial abilities as well as the logistical requirements of having to bring the resources of their respective empires to bear against their enemies. As such, they are an opportunity for the Entente to increase their economic power and for the Central Powers to cripple their supply chains.

Freighters:

- See [Section 2.6](#) for their cost and statistics.
- If the Freighter ends its turn in a friendly sea zone containing a naval base that does not belong to its owner (i.e. a British Freighter in a Russian harbor), the power controlling the Freighter receives 2 IPCs. If it instead ends its turn near a friendly territory that does not belong to its power that is worth 2 IPCs or more, it gains 1 IPC.
- The Freighter must move every turn. It cannot stay in one area and claim the IPCs in the same zone two turns in a row.
- If attacked in any way, the Freighter is destroyed.

Merchant Raiders:

- See [Section 2.7](#) for their cost and statistics.
- The Merchant Raider is designed to disrupt the enemy's shipping and can cause a number of events depending on where it is during an Entente power's Collect Phase :

- If the Raider is adjacent to an enemy territory that is worth 1 IPC, roll a die. On a 4 or less, that IPC is destroyed and the enemy power controlling that territory loses 1 IPC from its current amount.
- If the Raider is adjacent to an enemy territory that is worth 2 IPCs or more, roll a die. On a 4 or less, that IPC is immediately stolen from the enemy power. If the roll fails, the IPC is destroyed instead.
- If the Raider is inside an enemy's naval base, it automatically steals 1 IPC from the enemy and rolls a die. On a roll of 4 or less, it steals another IPC.
- Merchant Raiders can « board » enemy Freighters by entering a sea zone where undefended Freighters are present. If this occurs, the Freighter is destroyed and the Raider immediately steals 2 IPCs from the power that controlled the Freighter.
- No more than 2 Merchant Raiders may be in the same sea zone at any time.
- Each Central Power may only have 5 Merchant Raiders at any one time on the board.
- Merchant Raiders are hard to spot. Ships attempting to attack it must find them first.
 - Upon entering a sea zone containing Merchant Raiders, the attacking ships roll a die. If the roll is equal to or less than the number of ships attacking, the Raider is discovered and battle is resolved normally. If the roll fails, the Raider evades detection and the battle ends. The Raider does not move from its current sea zone.

4.3 Deploy the Reserves (Moderate)

This scenario's goal is to throw the initial map's setup a little bit off-balance, which will provide some strategic opportunities and challenges whilst keeping things within a reasonable margin of historical accuracy.

In this scenario, every power except the USA is allowed to purchase and place units on the map equal to their starting IPC value. This "free" bank of units can be spread around the map at the player's leisure while following these restrictions:

- Units must be placed in areas where there are already units belonging to this power.
- The territory in which units are added may not have more than twice the original number of units.
 - For example, Italy has initially 2 units in Libya (1 Infantry and 1 Artillery), which means that the Italian player may add up to two units in this territory.

- Each power may only add a maximum of 2 Transport Ships and 2 Trucks (if this unit is used in the game) regardless of how many they could purchase with their IPCs.
- Fighters may be purchased, but only one may be added per territory.

The United States, not being at war at the beginning of the game, will instead receive 5 additional IPCs per turn for its first four turns, for a total of 20 bonus IPCs. If it enters the war before its fourth turn, it receives the remaining IPCs immediately.

To avoid players simply blocking each other with more units and maximize the impact of this variant, each player will secretly write down his unit placements. Every unit will then be placed one player at a time based on the revealed notes.

4.4 The Swiss Alps (Simple)

This scenario account for the natural barrier that the neutral country of Switzerland and its mountainous range represents.

In this variant, the country of Switzerland is considered impassable and may not be invaded by either side.

4.5 Reinforcements from Munich (Simple)

This scenario is meant to help the Central Powers to deploy troops faster to the frontlines and even the odds.

In this variant, Germany may use the Munich (München) territory as a secondary deployment area, much in the same way that the UK uses India.

4.6 From Every Corner of the Empire (Simple)

This scenario is meant to help reinforcements get a bit faster to the frontlines while showing where all the soldiers came from.

In this variant, players may place 1 unit from their production queue each turn on any original territory they control that has an IPC value of 3 or more. The unit must be an Infantry unit or, if other Infantry units are present in that territory, an Artillery. Territories worth 6 IPCs or more may receive 2 units, either Infantry or Artillery.

4.7 The Supply Chain (Simple)

This scenario adds a new resource to open possibilities and give low value territories a bit more power: supplies.

In this variant, powers collect both IPCs and supplies from their territories. Every territory yields 1 supply every turn. Supplies are distributed immediately to the territories that the power wishes to send them into. A territory may hold a maximum of supplies equal to twice the number of units your power has in that territory.

Your power can stockpile supplies to a maximum of three times your current IPC count. Surplus supplies are lost.

Supplies are useful for combat. As such, they can make the difference in a battle.

- During combat, consume 1 supply to increase the hit die of one attacking or defending land unit by 1.
- You may use any quantity of supplies, but each unit can only receive a single bonus per battle.
- Supplies can only be used on land units that are in the same territory they are located in.

Supplies are destroyed if captured by the enemy.

4.8 Counter-Battery Fire (Moderate)

This scenario gives you the option of sacrificing raw killing power for surgical strikes designed to take out the enemy's fire support.

In this variant, Artillery units may perform a counter-battery attack instead of a standard attack.

- When an attack is declared, the attacking and defending powers may declare that they will perform counter-battery (CB) fire.
- If they choose the CB option, they may select up to half of their total Artillery units for this attack. The selected Artillery pieces are set aside for identification.
- Artillery units performing CB attacks do not provide an attack bonus to attacking Infantry.
- Once normal combat is resolved, the CB Artillery units roll their dice.
 - Rolling a 2 destroys an enemy Artillery. This number is increased to 3 if its power has Air Superiority.

- Rolling a 1 destroys an enemy Artillery and negates 1 hit from the enemy Artillery.
- CB Artillery may only be selected as legitimate targets for enemy CB fire if every other Artillery unit has been destroyed.

4.9 No Such Thing as Neutral – By Power (Complex)

This scenario changes neutral minor powers into countries whose allegiance may be “swayed” by the individual Entente or Central Powers.

Before the game begins, each power is provided with one turn’s worth of IPCs. These will be used to auction off every neutral minor power’s alignment. Starting with the highest IPC value minor powers, every Entente and Central Power country bids for this minor power’s alignment. The bid’s turn order is identical to the game’s turn order.

As a neutral power at the beginning of the game, the United States does not participate in the bidding process.

The minimum cost a player must pay to “align” a neutral power is the IPC value of this minor power.

- For example, Spain must be “purchased” for a minimum 4 IPCs.

Once a bidder successfully wins the bid, he pays the amount promised and the neutral power is now aligned with the player’s country. It will now behave as per the original game’s rules as an aligned minor power.

Threat of Invasion

Some countries are military powerhouses instead of (or as well as) economic ones. Therefore, they can intimidate countries into staying neutral even if the other side tries to buy them off.

- Germany, the Austro-Hungarian Empire, and the British Empire may call a Threat of Invasion move once each during the entire bid process.
- Once a country from the opposing alliance (Entente or Central Powers) wins a bid, these three powers may invoke their Threat of Invasion.
 - This forces the winning bidder to pay 50% more money than the bid states, rounded up.

- Every other power of that player's alliance must also pay 2 IPCs from their own auction money to ensure the neutral country is swayed, as a show of unity and strength. Here is an example:
 - France wins the bid for Spain at 8 IPCs.
 - Germany declares a Threat of Invasion on Spain.
 - France must now pay 12 IPCs to acquire Spain.
 - Russia, Italy and the UK must now also pay 2 IPCs each, for a total of 18 IPCs for what was originally an 8 IPC investment!
- If the winning side accepts to pay the penalty, the bid is won by the purchasing country.
- If the winning side cannot or decides to not pay the premium to overcome the Threat of Invasion:
 - The threat succeeds and the neutral country remains neutral.
 - The neutral country can no longer be bid for and will stay a neutral minor power for the rest of the game. The normal game rules apply to it from now on.
 - The country that originally won the bid loses half the value of the bid, rounded up.
- Regardless of the outcome, the Threat of Invasion is used up and may not be used again by that country.
- A player may not use its own Threat of Invasion to invalidate the other side's Threat of Invasion.

This process is repeated for every neutral minor power until all neutral countries are "aligned" or every player runs out of IPCs to bid with. In the latter case, minor powers that were not bid on due to lack of money or interest (some countries may be passed by all players) remain neutral for the game and act as per the original game rules for the rest of the game.

4.10 No Such Thing as Neutral – By Alliance (Complex)

This scenario is very similar to the previous one, with three differences:

- The Entente and the Central Powers now pool their respective countries' IPCs and "purchase" the minor power's allegiances as a group, so they are now only two sides bidding.
- The Central Powers have two Threats of Invasion attempts and the Entente has a single Threat to play.
- During the bidding process, the side making the bid must announce the new price AND to which specific country the neutral power would be aligned to.

- For example, if the Entente decides to bid 4 IPCs on Norway and wants to allocate the country to the UK, the players must declare “We bid 4 IPCs on Norway to be aligned with the UK”.

4.11 We Need More Production (Moderate)

This scenario allows players to increase their production capacity to either improve their economic situation or allow more staging areas for his armies.

At the beginning of the game, every country – except the United States – places a factory token in one territory of his choice. The territory must meet the following criteria:

- The territory must be controlled by the country that places the factory.
- The territory must be worth at least 2 IPCs.

The player may choose one of the following effects for the factory:

- The factory increases the territory’s IPC output by 3
- The territory with a factory may now serve as a staging ground and purchased units may be placed there. The number of units that can be placed in that territory is twice its IPC value, to a maximum of six.

If the territory containing the factory is captured by enemy powers, the factory is destroyed and lost until the end of the game. It may not be replaced or rebuilt anywhere else during the game.

4.12 We Need Tanks Now (Simple)

This is a simple scenario to give more time for tanks to be useful (it also is a little more historically accurate).

Tanks are now available starting on Turn 3 instead of Turn 4.

4.13 Breaking Through (Complex)

This scenario will change the game mechanic of contested territories and prevent your opponents from holding back your massive armies with a single Infantry. This will force you to rethink delaying actions and defense.

In this scenario, it is possible to break through enemy defending units when there aren't enough of them to hold the line.

When a player commits to an attack in a territory that was originally contested, his units that were already in that territory at the beginning of the turn (reinforcements from other territories may not perform this special move) may *break through* the enemy forces if he has at least twice as many forces as the defender has.

- *Breakthrough* forces can be made up of all units that began their turn in the contested territory and that are in excess of twice the defending numbers.
 - For example, the German player attacks with 50 units a French position 15 strong.
 - Germany has 15 units in that territory at the beginning of its turn, and 35 are marched in as reinforcements.
 - The French forces can hold back 30 German units. Up to 20 German divisions may *break through*.
 - Since only 15 German units were present in the territory at the beginning of their move, the German player may send those 15 in a *breakthrough* move.
- In a *breakthrough* move, the player moves the allowed units from the contested territory into another enemy or contested territory, even if this contested territory does not contain units that belong to your power.
 - If moving into an enemy territory, this is resolved as a normal attack.
 - If moving into another contested territory, you may either perform an attack or a reinforcement move.

The *breakthrough* move occurs regardless of what happens in the original territory, so if the defenders survive the onslaught, the territory remains contested. This will require some strategic decision making.

4.14 Multinational Attacks (Moderate)

If you want to reduce the advantage of multinational defence in *Axis & Allies*, this scenario will help you.

In this variant, it is possible to perform a multinational attack on your turn by using up your ally's movement.

To set up a multinational attack:

- When making your attack move, declare that it will be a multinational attack.
- Declare which of your ally or allies' forces will join you in the attack.

- Resolve combat normally.
- The units from your ally or allies which have accompanied you in the assault may not move on their power's turn.
- If you are using the units from an ally whose turn was taken before yours, they must not have moved during their turn to attack. Otherwise, they may not join in the attack.

4.15 Concentrated Attacks (Moderate)

Another scenario option to help break through the multinational defenses.

In this variant, you may now choose to focus your attack on a particular enemy instead of the entire frontline.

- When you declare a concentrated attack, designate the power you are attacking.
 - The minimum number of units you will be fighting will be that power's units plus 25% of ALL other remaining units in that territory.
 - Example 1: There are 20 British units with 10 French units and Germany chooses to attack the French with 20 divisions, so the French divisions (10) AND 25% of the British ones ($25\% * 20 = 5$) may defend themselves.
- Roll a die.
 - If you roll 3 or less, you do not fight additional enemies.
 - If you roll 4 or more, you add 25% of ALL other remaining units to the number of defending divisions.
 - In the case of Example 1 above, this means you would add ANOTHER 25% of the British units into the fray, for a total of $10 + 5 + 5 = 20$.
- Resolve combat normally.

Choosing a concentrated attack comes at the cost of losing any amount of "overkill" that the attacker gets over the defending force. This means that, if the attacker managed to score more hits than there are defending units, the remaining hits are not transferred over to the defending units that did not participate in the battle. This will require you to choose wisely as to when you wish to deal specific damage compared to widespread damage.

4.16 The Italian Dilemma (Complex)

This scenario is an interesting "what if" based on Italy's original alignment with the Central Powers and later change to the Entente side as the war progressed.

In this variant, the Central Powers and the Entente compete to gain Italy's favors and convince its government to join their respective cause.

At the beginning of the game, Italy is neutral to both sides, but receives IPCs normally and it can produce and move its units inside its territories. It may also attack neutral minor powers. This neutrality is automatic on Turn 1. If, however, it is attacked by any power during this turn, it will automatically join the opposing alliance for the rest of the game.

Starting on Turn 2, just before Italy begins its turn, there is a negotiation round with both the Entente and Central Powers. Italy makes a series of demands in exchange for its allegiance.

- **The demands may be:**
 - **A one-time lump sum of IPCs**
 - **A recurring per-turn payment of IPCs**
 - **A number of military units being handed over (to a maximum of 10 units), or**
 - **A promise to help invade a territory with the goal of Italy controlling this territory by the end of a specific turn.**
- **If only one side agrees to the terms, the negotiation is over, and Italy joins the war on that side.**
- **If both sides are willing to accept the offer, the Entente and the Central Powers may offer more to ensure successful negotiations. Italy joins the war on the side of the highest bidder.**
- **If both sides refuse the demands, Italy stays neutral for this turn. It may purchase and move units, as well as invade neutral territories.**

Starting on Turn 3, if Italy is still neutral, it may perform one of the following actions:

- **It can make another series of demands in return for its allegiance.**
- **It may also decide to unilaterally attack one side or the other. If it does, Italy joins the war against the side it has just attacked.**
- **If Italy feels extremely confident, it may attack BOTH sides and begin its own war against the world.**

Italy can attack without negotiating or after negotiations have failed. It cannot, however, betray its word if it has successfully negotiated an alliance.

Beginning on Turn 4, and every turn thereafter, if Italy entered into a negotiated agreement with one side, it may decide to defect if the deal is not honored.

- For example, if the Central Powers negotiated a deal where they would give 5 IPCs per turn to Italy and fail to do so at one point, Italy may choose to defect to the Entente side.
- Another example would be that Italy entered war on the side of the Entente in exchange for the promise of capturing Trieste by the end of turn 5, but at the end of that turn the territory is not under Italy's control. It could then defect over to the Central Powers.

The Italian player is solely responsible for deciding whether he should defect once the deal is no longer being respected.

Defection can only occur once during the game. Once Italy switches sides, the change is permanent.

In the rare event that Italy declared war against both sides, it can use its position to continue to make demands in exchange for ceasing hostilities with one of the alliances. At that point, Italy must choose one side.

At the end of the game, Italy wins or loses with the side it is allied on. If it is still neutral or at war with both sides when one of the alliances capitulates, Italy will be victorious if it reaches an economic value of 26 IPCs.

4.17 Spain Hangs in the Balance (Moderate)

Although Spain was neutral throughout the Great War, there were immense internal social, economic, and political pressures for it to join both sides. In the end, it kept its neutrality, but it could have been different.

In this "what if" scenario, Spain is an active minor colonial power with limited means and an ever-increasing tension within its population to support either Germany or France. This scenario is designed to be slightly skewed in favor of the Central Powers, but still allows the Entente to try to turn the tide.

For this scenario, you will need a set of units to represent the neutral armies of Spain and a marker to track Spain's alignment. Place 7 Infantry and 1

Artillery on the Spanish mainland, 1 Infantry and 1 Artillery in Spanish Morocco, and 1 Transport and 1 Cruiser in Sea Zone 14. Since Spain is neutral, it can be in the same sea zone as the French ships. Spain begins the game with 5 IPCs and will play after Italy's turn.

Each turn, Spain will purchase ships or armies and attempt to stabilize its damaged economy by conquering neutral territories. As its military power grows, so will the support towards Germany will increase. As Spain's economy increases, however, so will its support towards France grow. The Spanish prefer the Entente, but if pushed enough, might join the Central Powers.

At the end of Spain's turn, perform the following actions:

- Calculate the number of land units Spain possesses that are in Spain itself.
- Add half the number of land units Spain possesses that are outside of Spain.
- Subtract the amount of IPCs Spain *currently has in its hand*.
- Germany and France each roll one die to gain diplomatic weight with the Spanish government. Add half the German value to the total (do not round), and subtract the French value to the total.
- If France loses the roll, it may pay up to 2 IPCs to add to its roll.
- Move the Spain alignment tracker according to the result.
- Here is an example:
 - Spain ends its turn with 8 units in Spain and 4 outside Spain. This gives is a total of 10 points.
 - It collects 6 IPCs, which it adds to the 1 IPC it kept in its hand. This gives a total of -7 points.
 - Germany rolls a 3 and France rolls a 2.
 - France lost the roll, so it elects to pay 1 IPC to compensate.
 - Overall, the alignment marker of Spain moves $10 - 7 + 3/2 - 2 - 1 = 1,5$ points towards Germany (if the result is negative, it moves towards France).

If Spain's alignment reaches 6 points in favor of Germany, it enters the war on the Central Powers' side. All its units and territories fall under German control. If Spain's alignment reaches 6 points in favor of France, it enters the war on the Entente's side. All its units and territories fall under French control. Once Spain joins a side, up to three units per turn may be deployed directly in Spain.

5. ACKNOWLEDGEMENTS

The *Unofficial Axis & Allies 1914 House Rules & Variants* is a personal endeavor that came to life after long discussions with several *Axis & Allies* players and modders. Many of the ideas in this manual were inspired by these discussions. As such, special thanks to the following groups and companies are in order.

- The [Axis and Allies Facebook group](#), an active community of amazing players and game modders.
- The [Everything Axis and Allies Facebook group](#), another group of hardcore players who live and breathe AAA games.
- The following wargame suppliers:
 - [Historical Board Gaming](#)
 - [Combat Miniatures](#)
 - [I Will Never Grow Up Games](#)

6. SUPPORT THE *UNOFFICIAL HOUSE RULES*

This manual is offered freely for all players to enjoy, improve, and tweak to their hearts' content. If you would like to support the effort behind keeping this document up to date, feel free to visit the [WorldWarGaming.org](#) website or browse our [Shapeways shop](#) for great units to add to WWI games such as *Axis & Allies 1914*.

You can also use the Shapeways shop contact email to send comments, questions, and suggestions for this guide.

8. REVISION HISTORY

REVISION	DATE	CHANGES
V1	2022-04-26	Original Release
V2	2022-11-19	Updated the Tested Changes Section New Game Scenarios Proposed Updated Some Game Scenarios

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