

Axis & Allies WWI 1914 Second Edition

These rules make a more historical game while keeping it simple. No modification of game components is required. Anything not mentioned is the same as the A&A WWI 1914 reprint by Renegade Games. The Larry Harris Tournament rules are not used as they are incorporated into these rules.

New Setup

The new setup is as historically accurate as possible. Each infantry represents around 50,000 troops, except in Africa and the Middle East where they represent less. Each fighter represents around 100 aircraft. Each sea unit represents around 2 ships, except for Entente submarines, which are represented at a ratio of around 1-4, as they were generally not that effective. Battleships represent dreadnaughts and pre-dreadnaughts. Cruisers represent battle cruisers, armored cruisers, protected cruisers, light cruisers, and torpedo cruisers. Coastal defense ships, destroyers, and torpedo boats are not represented by units and are considered to be part of minefield defenses. Battleships in territories represent ships under construction.

Austria-Hungary

Bohemia – 3 infantry, 1 artillery
 Galicia – 3 infantry, 1 artillery
 Tyrolia – 3 infantry, 1 artillery
 Vienna – 1 industrial complex, 11 infantry, 3 artillery, 1 fighter
 Budapest – 3 infantry, 1 artillery
 Trieste – 6 infantry, 2 artillery, 1 battleship
 Sea zone 18 – 6 battleships, 4 cruisers, 3 submarines

Britain

London – 2 industrial complexes, 2 infantry, 2 artillery, 1 fighter, 1 battleship
 Wales – 1 battleship
 Canada – 9 infantry
 India – 1 infantry
 Egypt – 1 infantry
 Nigeria – 1 infantry
 British East Africa – 1 infantry
 Union of South Africa – 2 infantry
 Sea Zone 2 – 1 cruiser
 Sea zone 8 – 12 battleships, 13 cruisers, 4 submarines, 1 transport
 Sea zone 9 – 13 battleships, 16 cruisers, 12 submarines, 1 transport
 Sea Zone 16 – 7 cruisers, 1 submarine
 Sea zone 25 – 1 cruiser
 Sea zone 29 – 2 cruisers, 2 transports

Aligned Minor Power

Arabia – 1 infantry

France

Picardy – 2 infantry, 1 artillery
 Brest – 2 infantry, 1 artillery, 1 battleship
 Paris – 2 industrial complexes, 2 infantry, 1 artillery, 1 fighter
 Burgundy – 2 infantry, 1 artillery
 Lorraine – 9 infantry, 5 artillery
 Bordeaux – 2 infantry, 1 artillery
 Marseilles – 2 infantry, 1 artillery, 1 battleship
 Algeria – 1 infantry
 French West Africa – 1 infantry
 French Equatorial Africa – 1 infantry
 Sea zone 15 – 7 cruisers, 3 submarines
 Sea zone 16 – 9 battleships, 3 cruisers, 3 submarines, 1 transport

Aligned Minor Powers

Belgium – 2 infantry, 2 artillery
 Portugal – 1 infantry, 1 artillery

Germany

Kiel – 1 infantry, 1 artillery, 1 battleship
 Berlin – 2 industrial complexes, 1 fighter, 1 battleship
 Prussia – 4 infantry, 4 artillery
 Ruhr – 20 infantry, 20 artillery
 Silesia – 1 infantry, 1 artillery
 Alsace – 9 infantry, 9 artillery
 Kamerun – 1 infantry
 German East Africa – 1 infantry
 South West Africa – 1 infantry
 Sea zone 10 – 18 battleships, 16 cruisers, 12 submarines
 Sea zone 11 – 4 cruisers, 2 submarines, 1 transport
 Sea zone 17 – 1 cruiser
 Sea zone 26 – 1 cruiser

Italy

Piedmont – 2 infantry, 1 artillery
 Venice – 4 infantry, 2 artillery, 1 fighter
 Tuscany – 2 infantry, 1 artillery
 Rome – 1 industrial complex, 5 infantry, 2 artillery
 Naples – 2 infantry, 1 artillery
 Sea zone 17 – 4 battleships, 10 cruisers, 5 submarines, 1 transport

Aligned Minor Power

Albania – 1 infantry

Ottoman

Constantinople – 3 infantry, 3 artillery, 1 fighter

Smyrna – 2 infantry

Mesopotamia – 3 infantry, 1 artillery

Trans-Jordan – 1 infantry

Sea Zone 20 – 1 battleship, 1 cruiser

Aligned Minor Power

Bulgaria – 18 infantry, 6 artillery, 1 fighter

Russia

Karelia – 2 infantry, 1 artillery, 1 battleship

Livonia – 2 infantry, 1 artillery

Moscow – 1 industrial complex, 4 infantry, 2 artillery, 1 fighter

Poland – 7 infantry, 4 artillery

Belarus – 2 infantry, 1 artillery

Ukraine – 15 infantry, 8 artillery, 1 fighter

Tatarstan – 2 infantry, 1 artillery

Sevastopol – 6 infantry, 3 artillery, 1 battleship

Sea zone 12 – 2 battleships, 5 cruisers, 3 submarines, 1 transport

Sea zone 21 – 2 battleships, 1 cruiser, 1 submarine, 1 transport

Aligned Minor Powers

Romania – 15 infantry, 5 artillery

Serbia – 10 infantry, 3 artillery

United States

United States of America – 2 industrial complexes, 6 infantry, 1 battleship

Sea zone 1 – 5 battleships, 5 cruisers, 1 submarine, 3 transports

Rule Changes

How the War is Won – Page 6

A side wins when 2 or more powers of the opposing side suffer a political collapse. The Entente also wins if the Central Powers have not won by the round limit.

The Great War ended because the Central Powers were not able to achieve an end to the war before they ran out of manpower and resources and the Entente blockade took its toll.

The Political Situation – Page 12

On round 1, Austria-Hungary is required to attack Serbia with at least all their units in Trieste, and Germany is required to attack Belgium with at least all their units in Ruhr, thus beginning the Great War.

Italy and the United States start the game neutral, but with Entente sympathies. The Ottomans start the game neutral, but with Central Powers sympathies. These powers are referred to as major aligned powers. They do not take turns or collect income while they are neutral.

When a minor aligned power enters the war, the major power they join places their control markers on all the territories of that minor aligned power. Those territories are now considered original territories of that major power for liberation purposes.

Entry of Neutral Powers

Place dice in each neutral power with the round number of their historical entry date.

At the start of the round before a neutral power's historical entry date, roll 1 die. On a result of 1-2, that neutral power enters the war that round. If that they did not enter the war, at the start of the next round roll 1 die for them again. On a result of 1-4, they enter the war that round. If they did not enter the war, at the start of the next round they enter the war.

A neutral power will enter the war immediately if attacked.

Mobilizing a Minor Aligned Power – Page 12

Minor and major aligned powers mobilize with the units specified in the setup. A friendly unit does not need to move into the territory.

Round Events Timeline

Place dice in the Sahara to be the round tracker, or if you have the deluxe mat, place a control marker on the IPC tracker with the black side up to be the round tracker.

1914

[1] Summer – No rail movement

[2] Fall – Albania (October 5), Ottoman (October 29)

1915

[3] Spring

[4] Summer – Italy (May 23)

[5] Fall – Bulgaria (October 14)

1916

[6] Spring – Tanks may be purchased by powers with 2 industry

[7] Summer – Arabia (June 5), Portugal (August 7), Romania (August 27),

[8] Fall

1917

[9] Spring – United States (April 6), Tanks may be purchased by powers with 1 industry

[10] Summer

[11] Fall

1918

[12] Spring – Tanks may be purchased by powers with no industry

[13] Summer – War ends on a roll of 1-2 at the end of the round

[14] Fall – War ends on a roll of 1-4 at the end of the round

1919

[15] Spring – War ends at the end of the round

Mobilizing a Minor Neutral Power – Page 12

The number of units a minor neutral mobilizes is dependent on the IPC value.

Infantry – Twice the IPC value

Artillery – The IPC value

Spanish Morocco mobilizes 2 infantry and 1 artillery.

Optional Rule – The Russian Revolution – Page 13

This rule is not used.

New Rule – Political Collapse

A power suffers a political collapse when half or more of the original IPC value of their capital and regional territories is captured at the end of a round. A nation that suffers a political collapse is out of the game. All their units and control markers are removed from the map and any territories they had captured are liberated. Any original areas of the power that suffered political collapse that were still controlled by them are now impassible.

Order of Play – Page 14

Axis & Allies: WWI 1914 Second Edition is played in rounds. 1 round consists of both sides taking a turn. During a turn, all players on a side take their turn and go through the phases simultaneously. The Central Powers take their turn first and then the Entente Powers.

Phase 1: Purchase and Repair Units – Page 14

Tanks may be purchased beginning on round 3 by powers with 2 industry, round 6 by powers with 1 industry, and round 9 by powers with no industry.

New Rule – Industry

A power's industry level is determined by the number of industrial complexes in their capital. This may limit what units a power can purchase.

No industry – may only purchase a max of 1 unit per turn, not including infantry.

1 industry – may only purchase a max of 1 unit of each type per turn, not including infantry.

2 industry – no restrictions.

India is treated as a power with no industry.

Phase 2: Movement – Page 15

Land Units

An army does not have to contain at least 1 infantry unit.

Fighters have 1 move and are a land unit. They do not have to have another land unit in the territory they are in.

New Rule – Rail Movement

Every power can make 1 rail movement per round, except on round 1. With rail movement, a player can move any number of their land units from 1 friendly or contested territory to another friendly or contested territory. This move can go through any number of friendly territories. Units cannot be picked up or dropped off in the middle of the movement. The number of units that can move by rail is limited by the lowest IPC number of a territory that the rail movement begins in, ends in, or goes through.

Rail movement is not allowed on round 1 because the railroads are already considered to be in use for the initial mobilizations.

Sea Units

Submarines and battleships have 1 movement.

Transports and cruisers have 2 movement.

Sea units that begin their turn in a sea zone with a friendly naval base have +1 movement.

Naval Mine Fields – Page 17

Sea units must end their movement when they enter a sea zone containing an enemy minefield after they begin to move, not counting the sea zone they started in.

Sea units that start their turn in a sea zone with an enemy controlled naval base must roll for mine hits if they move out of that sea zone.

A hit from a mine will sink any sea unit, even an undamaged battleship.

If a loaded transport is sunk by a mine, any units on it are lost.

Multinational Forces – Pages 17, 22

Units from different powers on the same side can attack and defend together. The player with the most units in a contested territory decides if they will attack. All players on the same side that are involved in a battle mutually determine the casualties. If they cannot agree, the opponent chooses. Each player rolls separately for their units.

If a multinational force captures an original enemy territory, all players that are involved in the capture of the territory mutually determine who will control the territory. If they cannot agree, the player with the most land units in the territory controls it. If there is a tie, the original owner of the territory chooses between the tied players.

Determine Air Supremacy – Pages 18-19

An air supremacy battle only lasts for 1 round of combat. The side with the most fighters remaining in the territory has air supremacy. If there is a tie, neither side has air supremacy.

Step 6: Conclude Combat – Page 19

If no units from any power remain a colony of a minor aligned power after a battle, the power that it is aligned with will assume control if the minor aligned power is at war.

Sea Combat – Page 20

Sea battles last for 1 round of combat. After 1 round of combat, any remaining defending units may retreat to 1 adjacent friendly sea zone that any attacking units did not enter the combat from. If the defender did not retreat and they have naval combat units other than submarines remaining, the attacking units must retreat to a single adjacent sea zone that at least 1 of the attacking units came from. Transports may not offload units after retreating.

Amphibious Assault Land Combat – Page 22

Attacking land units do not fire in the first turn of combat in an amphibious assault. Defending artillery do not get to make a pre-emptive strike against the offloading units.

Phase 4: Mobilize New Units – Page 23

New land units are placed in that power's controlled, uncontested capital territory, up to the IPC value of the territory. New infantry may also be placed in any of that power's controlled, uncontested regional territories, up to the IPC value of the territory. New battleships are placed in an uncontested capital or regional territory with a naval base. They are considered under construction and not mobilized into the adjacent sea zone with a naval base until the mobilize units phase of the following round. Only 1 battleship can be under construction in a single territory at a time. If the territory is contested, the battleship construction is paused until the territory is no longer contested. If the territory is captured, any battleship under construction is destroyed.

Collect Income – Page 23

Each power collects 1 IPC for each neutral power that they control a territory adjacent to.

Spanish Morocco is considered part of Spain. Powers do not collect 2 IPC if they control territories adjacent to both Spain and Spanish Morocco.

Example: Germany collects 3 extra IPC for controlling territories adjacent to Holland, Denmark, and Switzerland if those neutral powers are still neutral.

Unrestricted Submarine Warfare – Page 23

This rule is not used.

Winning the Game – Page 23

A side wins when 2 or more powers of the opposing side suffer a political collapse.

The Entente also wins if the Central Powers have not won by the end of round the round limit. At the end of round 13, roll 1 die. On a result of 1-2, the war ends and the Entente win. If the war did not end, at the end of round 14 roll 1 die again. On a result of 1-4, the war ends and the Entente win. If the war did not end, it ends at the end of round 15 and the Entente win.

Alternatively, if there is not enough time to finish the full game, the side with the most IPC income at the end of a chosen round wins. This does not count IPCs that players have saved. Major and minor aligned powers that are still neutral and powers that have suffered a political collapse do not count towards this total.

Historical Rules (Optional)

Those wanting a more historical game can play with these optional rules. Neutral powers enter the war on specific rounds, tanks may only be produced by specific powers starting on specific rounds, and the Entente win if the Central Powers have not won by the end of round 14.

Historical Round Events Timeline

1914

- [1] Summer – No rail movement
- [2] Fall – Albania (October 5), Ottoman (October 29)

1915

- [3] Spring
- [4] Summer – Italy (May 23)
- [5] Fall – Bulgaria (October 14)

1916

- [6] Spring
- [7] Summer – Arabia (June 5), Portugal (August 7), Romania (August 27), Britain may purchase tanks
- [8] Fall – France may purchase tanks

1917

- [9] Spring – United States (April 6)
- [10] Summer
- [11] Fall – Germany may purchase tanks

1918

- [12] Spring
- [13] Summer
- [14] Fall – War ends