



AXIS & ALLIES WORLD WAR I – 1914

TRUCKS – HOUSE RULES

DEVELOPER – THE PLASTIC COMMANDO



- Trucks are to be utilized in the game as a land transport unit only for moving infantry and/or artillery units; infantry and/or artillery units may not move before loading onto trucks or move after offloading; trucks can transport a maximum of 1 infantry and 1 artillery unit each for combined movement of 2 units; cannot transport 2 infantry or 2 artillery units; trucks can move infantry and/or artillery units up to 2 game spaces on land but cannot “blitz” in taking territory; trucks can move independently on land and can be loaded onto transport ships for movement overseas; trucks have no defense and must be the last unit chosen as a combat casualty

• Cost: 4 Defense: N/A Attack: N/A Move: 2