



# AXIS & ALLIES WORLD WAR I – 1914



## MACHINE GUN – HOUSE RULES

DEVELOPER – THE PLASTIC COMMANDO

Following the development of the first automatic machine gun known as the “The Maxim Gun” by Hiram Maxim in 1884, which of interest was initially rejected by the British Army in the early 1900’s for its potential worth on the battlefield and deemed an improper form of warfare, this rapid fire weapon along with other variations such as the Vickers, Maschinengewehr, and Hotchkiss would go on to revolutionize and change the face of land based war forever. The use of the machine gun in World War I was one of the deadliest weapons of the war claiming tens of thousands of lives and established itself as a superior defensive weapon making infantry assaults very costly. Machine guns varied in rates of fire from 450-600 rounds per minute. During the opening offensive of the Battle of the Somme in 1916, the British suffered an unimaginable 60,000 casualties due in part to relentless fixed machine gun fire.



- Machine Gun (Acrylic Marker) – To be utilized in the game as a defensive weapon only against enemy infantry
- Cost: 4    Attack: N/A    Defense: 4 or less \*    Move: 1
- Machine Gun (Acrylic Marker) paired with an infantry unit at the time of purchase; able to move in the same manner as an infantry unit on the battlefield map, including by transport ship and rail
- Unlike the normal order of play for land combat where attacking units fire, defending units fire, and then casualties are removed, a Machine Gun unit fires first and if a hit is scored then an attacking enemy infantry “casualty” and/or “casualties” must roll a 6D to determine whether or not an attack roll will be permitted; *if attacking tanks though are involved in the land combat, the “attacking tank rule” for absorbing hits applies (i.e., for each attacking tank, one die hit is removed)*
- \* Following a successful defense by a machine gun unit that hits on 4 or less, up to two attacking enemy infantry units are selected as casualties (this represents the costly effect of massed infantry assault against a heavy machine gun fixed fire strong point with high rate of fire); an attacking enemy casualty is then required to roll a 6D; with a roll of 5 or less an attacking enemy infantry casualty is cut down by a hail of rapid fire bullets and immediately removed from battle with no attack; with a roll of 6 though, an attacking enemy infantry casualty is wounded and placed into a hospital in an adjacent friendly territory or transported via ambulance up to two spaces to a friendly land territory with a hospital; if no hospital is available or accessible via ambulance, the attacking enemy infantry casualty dies from his wounds and is immediately removed from battle with no attack

