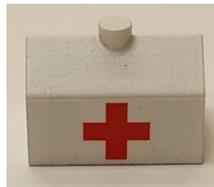




# AXIS & ALLIES WORLD WAR I – 1914



## HOSPITAL AND AMBULANCE – HOUSE RULES

### DEVELOPER – THE PLASTIC COMMANDO

World War I was by all accounts a slaughterhouse, killing millions on both sides during the war. Estimates of military deaths for both the Entente and Central Powers were in the range of approximately 11 million while military casualties were in the range of approximately 23 million. The wounded were treated for horrific injuries, namely from artillery barrage, rapid fire machine guns, and poison gas whether at nearby advanced dressing stations or all the way up to hospitals far removed from the front lines. Initially, horse drawn wagons were used to transport the wounded to a hospital only to be replaced by motorized ambulances. Both the American Ambulance Field Service and the American Volunteer Motor Ambulance Corps began a volunteer ambulance driving service in late 1914 to early 1915. The Ford Model T truck was widely used by the ambulance services. The AAFS was integrated directly into the French Army while the AVMAC was affiliated with the American Red Cross and served both the French and British. The use of motorized ambulance services transporting the wounded to a hospital, along with improvements in medicine, inevitably increased the chances of survival for the severely wounded but also was successful in being able to return much needed fit infantry back to the battlefield. Both sides during the war utilized their own form of ambulance services and hospitals.

- Hospital (Acrylic Marker) – To be utilized in the game as a mechanism for saving infantry units that otherwise would be lost in battle; once purchased and placed, a hospital cannot be destroyed or removed from the game map; only one hospital per territory
- Cost: 6    Attack: N/A    Defense: N/A    Move: N/A



- **Hospital (Acrylic Marker or Building)** can be placed in any mainland theater of war territory on the map (Europe, Middle East, and Africa) fully under control by you and not contested at the time of purchase; a hospital can only be placed in the United Kingdom if one or more territories are under enemy control, otherwise, casualties from a mainland theater of war territory cannot be transported here over land; a hospital cannot be placed in the United States or Canada as each is made up of only one territory without an adjacent territory for hospital placement and casualties from a mainland theater of war territory cannot be transported here over land; similarly, a hospital cannot be built on islands in sea zones to include the Balearic Islands, Corsica, Sardinia, Sicily, and Madagascar again as casualties from a mainland theater of war territory cannot be transported here over land; a hospital cannot be purchased and placed in one of your allied territories, however, you can place an infantry casualty or casualties, if possible, into a nearby allied hospital; casualties can move one adjacent space to a hospital or can be transported via motorized ambulance up to two spaces to a friendly hospital; a hospital can hold at any one time a maximum of 5 infantry casualties; a casualty is released from the hospital (into the same territory as the hospital) after one round of play; if a territory with a hospital falls into enemy hands, any infantry casualties hospitalized are taken prisoner and removed from the game; a hospital in a conquered territory can then be used by the occupying power and its allies



- **Ambulance** – To be utilized in the game as a mechanism for transporting “infantry casualties” on the game map that otherwise would be lost in battle; an ambulance has no attack value and can never participate in the movement turn sequence to simply move healthy infantry on the game map; an ambulance can though be present in a contested territory in order to transport up to 2 infantry casualties if needed to a nearby hospital; should your forces be eliminated by the enemy in a contested territory and you or an allied power have an ambulance or ambulances present in the contested territory, all are lost as an ambulance has no defense; infantry casualties belonging to a friendly power participating in combat can, if able, be transported via your power’s ambulance to a nearby friendly hospital
- **Cost: 2    Attack: N/A    Defense: N/A    Move: 2**