A Compendium of Tactics and Principal Operations.

AGE 12+
2-8 PLAYERS

Axis & Allies

WWI 1914

AXIS & ALLIES 1914

by Larry Harris

How the game is won

To win the game the Allies (Entente) must capture Berlin and one other enemy key city (Vienna or Constantinople) and hold them until the end of a round of play.

If the Central Powers control at least two Allied key (red) cities, one of which must be either Paris or London, at the end of the United States player's turn, they win the war.

Political Situation

At the start of the game (1914) the combatants are: Austria/Hungry, Germany and Ottoman Empire on one side and Russian Empire, France and British Empire on the other.

Only major powers have standing armies on the map at the beginning of the game. When a major power's forces are moved into a minor power's capital territory one of two events occurs. The minor power either mobilizes to join the entering forces, or it mobilizes to resist the invasion. The reaction depends on the political relationship between the major and minor powers.

The number of units that a minor power mobilizes is twice the IPC value of the capital territory. One of these units will be an artillery, and the rest will be infantry. Serbia is worth two IPCs, so 7 infantry and 1 artillery are placed there. The nationality of the placed units depends on the political status of the minor power. A minor power can only be mobilized once during the game. Entering colonies does not mobilize the minor power.

The Austria-Hungary player, going first, is required to attack Serbia during his opening turn, and in effect begin the Great War. This involves moving land units into Serbia.

The small Russian national emblem indicates that Serbia has a military alliance with Russia. Serbia will be resisting the Austria/Hungarian invasion. Russian pieces will be used to represent the newly mobilized Serbian forces. A minor power can be activated by a ally state, for example Britain can activate Portugal, but France takes control of it.

If a major power moves units into a minor neutral power's capital territory, the invaded neutral power will mobilize forces against the invading force. For example if Germany invaded Holland, one of the Allied players would place his 3 infantry and 1 artillery in Holland.

Some countries like Greece, Ethiopia, Afghanistan or Persia can be persuaded to ally with your side if you can influence them. If France activates Portugal or Belgium it also gets their colonies. In some territories you can start a revolt against its owner.

Country	Allegiance	Possible Influence	Mobilization Strength
Norway	Neutral	X	7 Infantry, 1 Artillery
Sweden	Neutral	X	7 Infantry, 1 Artillery
Denmark	Neutral	X	3 Infantry, 1 Artillery
Holland	Neutral	X	3 Infantry, 1 Artillery
Spain	Neutral	X	7 Infantry, 1 Artillery
Switzerland	Neutral	X	1 Infantry, 1 Artillery
Greece	Neutral	France: 10 IPC Britain: 15 IPC Germany: 20 IPC	3 Infantry, 1 Artillery
Empire of Ethiopia	Neutral	Germany: 20 IPC	3 Infantry, 1 Artillery
Afghanistan	Neutral	Germany: 15 IPC	1 Infantry, 1 Artillery
Persia	Neutral	Ottoman: 20 IPC	3 Infantry, 1 Artillery
Belgium	Pro France	X	3 Infantry, 1 Artillery
Portugal	Pro France	X	3 Infantry, 1 Artillery
Serbia	Pro Russian Empire	X	7 Infantry, 1 Artillery
Montenegro	Pro Russian Empire	X	1 Infantry, 1 Artillery
Romania	Pro Russian Empire	X	5 Infantry, 1 Artillery
Khiva Khanate	Pro Russian Empire	X	1 Infantry, 1 Artillery
Albania	Pro Italy	X	3 Infantry, 1 Artillery
Arabia	Pro Britain	X	1 Infantry, 1 Artillery
Liberia	Pro USA	X	1 Infantry, 1 Artillery
Bulgaria	Pro Ottoman Empire	X	7 Infantry, 1 Artillery
Sultanate of Darfur	Pro Ottoman Empire	X	1 Infantry, 1 Artillery
Jabal Shammar	Pro Ottoman Empire	X	1 Infantry, 1 Artillery
Dervish State	Pro Ottoman Empire	X	1 Infantry, 1 Artillery
Senussia	Pro Ottoman Empire	X	1 Infantry, 1 Artillery
Colony	Allegiance	Influence	Mobilization Strength
Balearic Islands	Spanish	X	X
Spanish Morocco	Spanish	X	X
Belgian Congo	Belgian	French	X
Angola	Portuguese	French	X
Portuguese East Af.	Portuguese	French	X
Territory	Allegiance	Start Revolt	Mobilization Strength
Morocco	French	Germany: 5 IPC	1 Infantry for GER
Lybia	Italian	Ottoman: 5 IPC	1 Infantry for OTT
French Equatorial Af.	French	Germany: 5 IPC	1 Infantry for GER
Union of South Africa	British	Germany: 5 IPC	1 Infantry for GER
Finland	Russian	Germany: 5 IPC	1 Infantry for GER
Ireland	British	Germany: 5 IPC	1 Infantry for GER
India	British	Germany: 5 IPC	1 Infantry for GER
Mesopotamia	Ottoman	Russia: 5 IPC	1 Infantry for RUS
Trans-Jordan	Ottoman	Britain: 5 IPC	1 Infantry for BRI

During the second round **(1915)** Italy joins the war on the side of the Entente.

During the fourth round **(1917)** United States join the war on the side of the Entente unless they are already in the war (only if Germany attacked US ships before the fourth round or if USA lost more than 3 IPCs in German Unrestricted Submarine Warfare). USA cannot move land units from American soil before it enters the war.

If Petrograd is controlled or contested by Central Powers and at least one more original Russian territory is controlled or contested by the Central Powers and Moscow is controlled or contested by Russia, the Russian revolution immediately occurs and a peace treaty is signed effectively removing Russia from the war. The remaining troops of other players can be withdrawn and they cannot fight on Russian soil. Germany gets: Finland, Livonia, Poland, Belarus and Ukraine. All Russian units outside of original Russian territories or Russian-controlled territories are immediately removed from the board (but not units in Serbia, Romania or Khiva Khanate who continue to fight the Central Powers).

Order of play

The turn order for the game is as follows:

1. Austria/Hungry (Central Powers)
2. Russian Empire (Allies)
3. Germany (Central Powers)
4. France (Allies)
5. Italy (Neutral later Allies)
6. Ottoman Empire (Central Powers)
7. British Empire (Allies)
8. United States (Neutral later Allies)

Setup of the game

Austria-Hungary

Starting income: 26 IPCs

- **Vienna:** 12 Infantry, 2 Artillery
- **Bohemia:** 6 Infantry, 2 Artillery
- **Tyrolia:** 8 Infantry, 2 Artillery
- **Trieste:** 6 Infantry, 2 Artillery
- **Budapest:** 15 Infantry, 3 Artillery
- **Galicia:** 8 Infantry, 2 Artillery
- **Sea Zone 18:** 1 Battleship, 1 Cruiser, 2 Transports

Russian Empire

Starting income: 25 IPCs

- **Finland:** 1 Infantry
- **Karelia:** 2 Infantry
- **Livonia:** 3 Infantry, 2 Artillery
- **Poland:** 6 Infantry, 2 Artillery
- **Belarus:** 6 Infantry, 2 Artillery
- **Moscow:** 6 Infantry, 2 Artillery
- **Ukraine:** 6 Infantry, 2 Artillery
- **Tatarstan:** 3 Infantry, 1 Artillery
- **Sevastopol:** 3 Infantry, 2 Artillery
- **Kazakhstan:** 1 Infantry
- **Sea Zone 6:** 1 Cruiser
- **Sea Zone 12:** 1 Battleship, 1 Transport
- **Sea Zone 21:** 2 Cruisers

Germany

Starting income: 35 IPCs

- **Berlin:** 13 Infantry, 3 Artillery, 1 Fighter
- **Kiel:** 3 Infantry, 4 Artillery
- **Ruhr:** 7 Infantry, 3 Artillery
- **Alsace:** 7 Infantry, 3 Artillery
- **Munich:** 11 Infantry, 3 Artillery
- **Hanover:** 6 Infantry
- **Silesia:** 6 Infantry, 3 Artillery
- **Prussia:** 6 Infantry, 3 Artillery
- **Togoland:** 1 Infantry
- **Kamerun:** 1 Infantry
- **German East Africa:** 1 Infantry
- **South West Africa:** 1 Infantry, 1 Artillery
- **Sea Zone 5:** 2 Submarines
- **Sea Zone 7:** 3 Submarines
- **Sea Zone 10:** 1 Battleship, 2 Cruisers
- **Sea Zone 11:** 1 Cruiser, 1 Submarine, 1 Transport

France

Starting income: 24 IPCs

- **Paris:** 6 Infantry, 2 Artillery, 1 Fighter
- **Picardy:** 6 Infantry, 2 Artillery
- **Brest:** 1 Infantry

- **Bordeaux:** 1 Infantry
- **Burgundy:** 6 Infantry, 2 Artillery
- **Lorraine:** 6 Infantry, 2 Artillery
- **Morocco:** 1 Infantry
- **Algeria:** 1 Infantry
- **Tunisia:** 1 Infantry
- **French West Africa:** 1 Infantry
- **Sea Zone 15:** 1 Battleship, 1 Cruiser, 2 Transports
- **Sea Zone 16:** 1 Battleship, 1 Transport

Italy

Starting income: 14 IPCs

- **Piedmont:** 6 Infantry, 2 Artillery
- **Venice:** 6 Infantry, 2 Artillery
- **Tuscany:** 1 Infantry
- **Rome:** 6 Infantry, 2 Artillery
- **Naples:** 1 Infantry
- **Libya:** 1 Infantry, 1 Artillery
- **Somaliland:** 1 Infantry
- **Sea Zone 17:** 1 Battleship, 1 Cruiser, 1 Transport

Ottoman Empire

Starting income: 16 IPCs

- **Constantinople:** 6 Infantry, 2 Artillery
- **Smyrna:** 6 Infantry, 1 Artillery
- **Ankara:** 6 Infantry, 1 Artillery
- **Mesopotamia:** 3 Infantry, 1 Artillery
- **Syrian Desert:** 1 Infantry
- **Trans-Jordan:** 3 Infantry, 1 Artillery
- **Sea Zone 20:** 2 Cruisers
- **Sea Zone 28:** 1 Transport

British Empire

Starting income: 30 IPCs

- **London:** 6 Infantry, 2 Artillery
- **Wales:** 4 Infantry, 1 Artillery
- **Yorkshire:** 1 Infantry
- **Scotland:** 1 Infantry
- **Canada:** 6 Infantry, 2 Artillery
- **India:** 6 Infantry, 2 Artillery

- **Egypt:** 6 Infantry, 2 Artillery
- **Anglo-Egyptian Sudan:** 1 Infantry
- **Rhodesia:** 1 Infantry
- **Union of South Africa:** 2 Infantry, 1 Artillery
- **Sea Zone 2:** 1 Cruiser, 1 Transport
- **Sea Zone 9:** 1 Battleship, 2 Cruisers, 1 Transport
- **Sea Zone 19:** 1 Cruiser, 1 Transport
- **Sea Zone 29:** 1 Battleship, 1 Cruiser, 1 Transport

United States

Starting Income: 20 IPCs

- **United States of America:** 6 Infantry, 2 Artillery
- **Sea Zone 1:** 1 Battleship, 1 Cruiser

Units

All units except Tanks are available for production at the beginning of the game. Tanks are available from round 4 of play (1917).

A fighter must end its move in a territory containing land units belonging to your side (Entente or Central Powers). German submarines can start Unrestricted Submarine Warfare.

Axis & Allies 1914: Unit Reference Chart

Unit	Cost (IPC)	Attack Strength	Defend Strength	Move Range	Special Rules
Infantry	3	2 Upgr 3	3	1	• Upgrades to 3 when attacking paired with artillery • Last surviving unit in battle must be infantry • At least 1 infantry required to support any other land units (Artillery, Tank, Fighter)
Artillery	4	3 Upgr 4	3 Upgr 4	1	• Support Infantry or tank attacks (infantry or tank upgraded to 3 if paired with Artillery unit). • Upgrades to 4 with Air superiority
Tank	6	2 Upgr 3	1	1	• Upgrades to 3 when attacking paired with artillery • Attacking tank denies 1 hit of defender
Fighter	6	2	2	2	• May move through any region (hostile, sea zones), but must end move at own land units. • Fight against other fighter until one side survives • If Air superiority won, Artillery units upgrade to 4 • Remaining fighters strafe against enemy units
Battleship	12	4	4	2	• Sustain damage ability • Support landing units with coastal fire
Cruiser	9	3	3	3	• Fastest ship
Submarine	6	2	2	2	• May submerge instead firing during battles • Does not control sea zones • May move through hostile sea zones • Germans may start total U-Boot Krieg
Transport	6	0	0	2	• Can transport up to 2 land units • Does not control sea zones

Territories

All territories exist in one of four conditions:

Friendly: Controlled by you or a friendly power, or an unmobilized minor aligned power on your side.
Hostile: Controlled by an enemy power, or an unmobilized minor aligned power on the other side.
Contested: Not controlled by any power, and occupied by units of one or more powers on each side.
Neutral: Not controlled by any power and not aligned with either side.

Friendly sea zones contain no surface warships (this doesn't include submarines and transports) belonging to an enemy power. Hostile sea zones contain surface warships belonging to an enemy power. Some sea zones contain naval base symbols. Each of these sea zones shares its naval base symbol with an adjacent territory. These sea zones allow the power that controls the corresponding territory to mobilize new sea units (original territories only) and repair its battleships.

Industrial Production Credits (IPCs) are the money of the game, representing capacity for military production. A power can't lend or give IPCs to another power, even if both powers are on the same side. Contested territories do not generate IPCs.

Turn Sequence

1. *Purchase and repair units* (order units and pay for them). A battleship, which can take two hits, is laid on its side after the first hit. During this phase, your damaged battleships can be repaired, but only if they are in sea zones that share a naval base symbol with a territory that your side controls. There is no cost to repair damaged battleships.

2. *Movement* (at the end of this phase you must have at least one infantry unit in each territory in which you have land units and/or fighters). Enemy submarines and/or transports don't make a sea zone hostile, so they do not block any of your units' movement, nor do they prevent your transports from loading or offloading in that sea zone. As the moving player, you have the option of attacking an enemy submarine and/or transport that shares a sea zone with you. However, if a warship makes such an attack, even against an unescorted transport, that warship must end its movement in that sea zone. It is possible for some of your units to stop in a sea zone and attack while others continue moving through the sea zone, assuming that conditions there don't require them to stop. Submarines are capable of moving undetected due to their ability to submerge and thus have special movement rules. A submarine can move through a hostile sea zone without stopping. Submarines are capable of moving undetected due to their ability to submerge and thus have special movement rules. A submarine can move through a hostile sea zone without stopping. A transport can carry land units and/or fighters belonging to your power or to friendly powers. A transport's cargo capacity is any two land units and/or fighters. Your units can offload

from your transport in the same turn in which it loaded them (whether or not the transport moves), or the units can remain at sea until a future turn. Any units aboard a transport are considered cargo until they offload. Cargo cannot take part in sea combat and is destroyed if the transport is destroyed. You can offload units belonging to friendly powers during your turn and they fight alongside you during your turn if you invaded an enemy territory. A transport cannot ignore enemy submarines to offload units for an amphibious assault unless at least one warship belonging to the attacking power is also present in the sea zone at the end of the Movement phase. If a sea zone is hostile, it must be made friendly through sea combat before the amphibious assault or reinforcement can commence. Immediately before the combat is resolved, any defending artillery present in the attacked territory can make a pre-emptive strike against all of your offloading land units and fighters as they come ashore. The defender rolls one die for each defending artillery unit, scoring a hit on each roll of 3 or less. You must then immediately remove one unit for each hit scored (attacking tanks do not absorb hits as on the shore). The number of battleships that can bombard the shore is limited to the number of units that offloaded from your transports. In case of amphibious reinforcements (the territory is already contested) there are no artillery or battleship bombardment. The allies cannot move land units into colonies of minor powers unless they are activated or controlled by the Central Powers.

Naval mine fields

All sea zones that have a naval base symbol are considered to be mined. While the adjacent territory with the naval base symbol is either under the control of its original side or contested, any enemy ship that moves into or through such a sea zone may strike a mine. At the end of this phase, the player controlling the corresponding territory (or the original controller if it's contested) rolls one die for each of your ships that moved into or through each enemy minefield sea zone. Each ship is called out one at a time and one die is rolled. A roll of 1 will mean the removal of the ship, except for undamaged battleships, which instead become damaged.

Suez Canal

The Suez Canal connects the Mediterranean Sea (sea zone 19) to the Indian Ocean (sea zone 28). The canal is located inside the territory of Egypt, so no land or air movement is required to cross the canal within Egypt, and land units and fighters can move freely between Egypt and Trans-Jordan. If you want to move sea units through the canal, your side (but not necessarily your power) must control Egypt.

3. *Conduct combat*

1. Place Dice on the Battle Board
2. Determine Air Supremacy - fighters on both sides fight. For each die roll of 2 or less, one enemy fighter is removed (after both players have rolled). Unlike the land battle itself, the air supremacy battle continues until one side has established air supremacy by eliminating all the enemy's fighters.
3. Attacking Units Fire (multinational forces in one territory can attack together and are promoted by air supremacy together)
4. Defending Units Fire (multinational forces in one territory must defend together)

5. Remove Casualties

6. Conclude Combat - If there is still at least one unit from each side in the territory, it remains contested. However, if all of the units on one side have been eliminated, the other side takes control of the territory.

Sea battle

Unlike a land battle, a sea battle can go on for multiple rounds of combat as long as the attacker wants to continue. You, as the attacker, can stop the battle at the end of any combat round. Whenever a submarine, attacking or defending, has the ability to roll a combat die, it can elect to submerge instead. If it does so, it is placed on its side, indicating that it has used its ability to submerge and is withdrawing from the battle. The submarine, although submerging rather than firing, is still subject to the results of that round's enemy combat die rolls. If they roll a hit the submarine may be chosen as a casualty or must be the casualty if it is the only target. If the submarine survives the die roll and submerges, it is considered to have broken off from the battle and may not fire or be taken as a casualty in any subsequent round of the battle.

4. *Mobilize new units* (purchased units are now put into play). Place all of your new land units and fighters on your power's capital territory. The British Empire player may also place any number of land units and fighters in India, which represent troops from the Pacific British Crown colonies in Bombay. Place all of your new sea units in any sea zone that shares a naval base symbol with a territory that you originally controlled (has your power's emblem) and is not currently controlled by an enemy power. If there is more than one such sea zone, you may split your new sea units between them in any way that you wish. New units can enter play even in a contested territory or hostile sea zone. No combat occurs because the Conduct Combat phase is over.

5. *Collect income* (depending on the IPC values of territories you control). If your capital is under an enemy power's control, you can't collect income. The German player can declare that he will begin unrestricted submarine warfare at any time during the game. Once this is declared, Germany will conduct submarine attacks against both the United States' and the British Empire's shipping routes during their respective Collect Income phases. On each of these powers' turns, the Germany player will roll 1 die for each German submarine in sea zones 2, 7, and/or 8. For each die roll of 1 or 2 the attacked power will deduct 1 IPC from the income it collects during this phase.

Capturing a territory

If your power takes control of a territory, whether by capturing it in combat or through all enemy units moving out and leaving your units in possession of it, you place your power's control marker on it and adjust your power's national production level. If you capture a territory that was originally controlled by another power on your side, you "liberate" the territory. Rather than you taking control of it, the original controller regains the territory and adjusts that power's national production level accordingly. However, if the original controller's capital is in enemy hands at the end of the phase in which you would otherwise have liberated the territory, you capture the

territory instead. If you capture an enemy capital you collect all unspent IPCs from the treasury of the original controller of the captured capital as long as you hold the capital. The original controller of the captured capital is still in the game, but cannot collect income from any territories they still control and cannot purchase new units. You do not collect IPCs from the controlling power when you liberate a capital. For example, if the British Empire's player takes Paris from Germany, Germany's player does not surrender any IPCs. Keep in mind that Petrograd is the nominal capital of the Russian Empire, but Moscow is the hub of military and economic activity (Russia can produce units only in Moscow). If Germany captures Petrograd it does not get Russian IPCs.