



# PLAYERS GUIDE/CHEAT SHEET



1914 is the WWI version of Axis & Allies board games. Though similar in name, there are many differences in: game mechanics, game play, and number of countries in war just to name a few. Listed are the main differences one should know about before attempting to play this great game:

## Major Changes:

- No limit to building out of factories
- India can NOT build Ships
- **When one moves into an enemy territory, it becomes contested. See what one may do during a turn with land units in "Land Movement" section on this page.**

**War Begins:** Austria-Hungary attacks Serbia.

**America:** Can collect and spend IPC as normal.

- **Doesn't enter into the war until turn 4. (Turn 3 for Tourney Play)**
- Unable to move into any faction or neutral territory.
- Unable to move into any faction port.
- Can enter the war on turn 1 to 3 under the following conditions.
  1. Is attacked by a Central Power.
  2. Germany performs a successful convoy IPC attack by its submarines on its turn.

## Sea Units, Minefields, Amphibious Landings & Battleship Damage & Repair:

### Sea Unit movement;

- All units move two spaces, except **Cruisers** that can move **3 spaces**.
- Sea units must stop their movement when they encounter another enemy ship.
- Submarines can move thru enemy units.
- Transports can carry any two land units and/or fighters; one unit does not have to be an infantry.

### Sea battles sequence

1. Submarines can choose not to defend and submerge, battle ends for these units.
2. Attacker rolls for damage
3. Defender rolls for damage
4. Casualties are removed.
5. Repeat, continues another round of combat.

• **Attacker can end after one round of combat.**

### Minefields;

Any ship entering an enemy port will have to make a roll. A roll of a "1" is a hit and the ship takes the damage.

### Amphibious Landings;

Attacker can only land from a non-contested sea space. If the land space is contested then that faction can choose to unload the units in that space, no combat occurs.

### Naval Battle sequence;

1. **Defenders artillery attacks are resolved.**
2. **Shore bombardments attacks are resolved.**
3. **Both shore bombardments and artillery casualties are removed.**

4. **Artillery attacks are not performed if the land space is contested.**
5. **One round of combat is performed and casualties are removed.**
6. **Attack ends.**

### Battleship Damage and Repair;

- Battleships can take two hits, before they are destroyed.
- Battleships damage can only be repaired at a friendly port at the beginning of that faction's turn phase.

### Land Movement

All land units only move **1** space, with the exception being fighters which can move **2** spaces (planes are not considered land units.)

• **All movement takes place at the same time, during that faction's turn.**

Land Units can:

1. Move into enemy territory to conduct one round of combat
2. Move into enemy contested territory and do nothing
3. Move out of a contested territory without conducting combat but only into territories your country controls since the start of the turn.
4. Move into a friendly territory
5. Not move whether contested or not

If you move units into a hostile territory that contains enemy units, that territory becomes contested. When a territory is **contested**, it generates **no IPC income**. The controlling player immediately removes their control marker from the territory and reduces their income on the National Production Chart by the IPC value of the territory.

Land units that begin the turn in contested territories can only be moved to territories that are controlled by your power, or to territories that are also contested and already contain units belonging to your power. If they are moved by transport, they may also remain at sea.

An army in a territory must contain at least one infantry unit. If you move units into a territory, you must move at least one Infantry unit in if you don't already have one there. If you leave units behind, at least one of them must be an infantry, or another infantry must move in.

If you move all of your units out of a contested territory and leave only units from the other side there, the other side will immediately claim the territory

### Round of Land Combat;

1. **Attacker declares the attack.**
2. **Air superiority is determined.**
3. **Attacker assigns artillery to infantry or armor.**
4. **Attacker rolls damage.**
5. **Defender rolls defense.**
6. **Both sides remove casualties. \*Infantry unit has to be the last casualty when removing units.**
7. **Combat ends.**

### Air Superiority:

- Is determined when there are planes in the same territory on a combat phase.
- Planes will continue combat until only one side remains in that territory, this will determine which faction has air superiority.

### Neutral Territories:

There are two types of Neutral territories;

- Large Icon rally's troops in defense or to joins an aligned faction.
- Small Icon for control, example; territories in Africa except Somalia.

### Aligned Neutral Territories:

When an aligned faction enters a territory that is aligned, troops rally to support that faction.

#### Sequence;

1. Place a total number of troops equal to double the IPC value of the territory, one unit has to be artillery.

**Example;** Russia move one unit into Romania, the territory is aligned and rallies 6 Russian troops, 5 infantry and 1 artillery.

### Non-Aligned Neutral territories;

1. Place a total number of troops equal to double the IPC value of the territory, one unit has to be an artillery.

**Example;** Austria-Hungary move one unit into Romania; the territory is non-aligned and rallies 6 Russian troops, 5 infantry and 1 artillery, to combat the Austria-Hungary troops.

### Combat troops, Air superiority & One Round of Combat

#### Unit Attack Value;

**Infantry** = 2 or less; +1 for each accompany artillery unit.

**Artillery** = 3 or less; +1 for Air superiority.

Note; if the unit has both infantry and armor units, the artillery can only accompany units on a 1-for-1 basis. Attacker must choose which unit to support.

**Armor** = 2 or less; +1 for each accompanying artillery unit.

Takes two hits before the unit is destroyed in attack phase only.

• Can't be built until turn 4.

**Plane** = 2 or less.

#### Unit Defense Value;

**Infantry** = 3 or less.

**Artillery** = 3 or less; +1 for Air superiority

**Armor** = 1;

Takes only 1 hit in defense.

Can't be built until turn 4.

**Plane** = 2 or less.

### IPC Income, Contested Capitals & Infantry builds.

• Faction collection IPC income at the end of the factions turn.

• Contested capitals *can* collect income and mobilize units. They must be **controlled** by an enemy before they lose these abilities.

• You don't have to build an infantry if you already have one in the capital. You just have to have at least one in the capital after you mobilize (whether new or pre-existing).

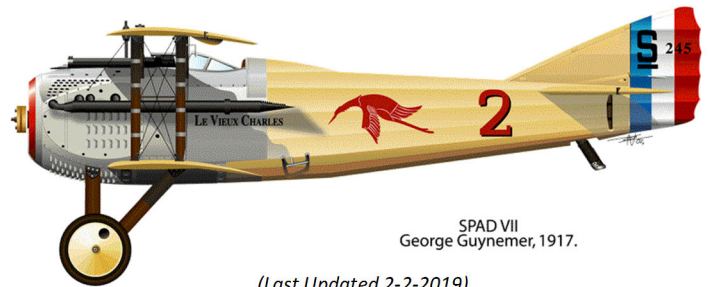
### Victory Conditions:

#### Central Power victory;

• Control 2 Allied Capitals, with one of them being **Paris** or **London**, at the end of America's turn.

#### Allies Victory;

• Control 2 Central Power capitals, with one of them being **Berlin**, at the end of America's turn.



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## Order of Play



Austria/Hungary



Russian Empire



Germany



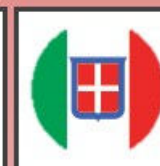
France



British Empire



Ottoman Empire



Italy



United States

### Turn Sequence

1. Purchase and repair units
2. Movement
3. Conduct combat
4. Mobilize new units
5. Collect income

### Unit Cost

Infantry	3 IPCS
Artillery	4 IPCS
Tank	6 IPCS
Fighter	6 IPCS
Battleship	12 IPCS
Cruiser	9 IPCS
Submarine	6 IPCS
Transport	6 IPCS

### Combat Sequence

#### Land Combat

1. Place Dice on the Battle Board
2. Determine Air Supremacy
3. Attacking Units Fire
4. Defending Units Fire
5. Remove Casualties
6. Conclude Combat

#### Sea Combat

1. Attacking Units Fire or Submerge
2. Defending Units Fire or Submerge
3. Remove Casualties
4. Press or Break Off Attack