

rx 21/02

1914 III

by Stephen Jilks

- 1) The rules of the variant 1914 II apply except where modified below.
- 2) The game takes place simultaneously on two boards; player A controlling the Entente on board 1 and the Axis on board 2, with player B controlling the Axis and Entente respectively.
- 3) Each game lasts five years (1914 - 1918). After the Winter 1918 adjustments, the player with the highest combined total from both boards is deemed the winner.
- 4) Italy begins the game as an armed neutral. This means the Italian units are in place on their home centres and hold as if in civil disorder. If any of these units are dislodged from these initial centres, they are disbanded.
- 5) The player starting the game in control of the Axis forces may start the game with any legal arrangement of units for his countries. These unit types are revealed with the Spring 1914 moves.
- 6) During adjustment phases, players may build in any vacant centre they control instead of simply the initial home centres. Each country may only build in vacant centres it controls.
- 7) The "Key" rule is in operation.