



# 1914 Tournament Rules

This tournament will be a 4 round, Single Elimination (SE) event for **one/two player teams**. You may play solo or have a partner. Starting time for subsequent rounds (2<sup>nd</sup>, 3<sup>rd</sup>, and final) will be based on the end time of the previous round. Final time may vary as well to accommodate all players.

- All games have a time limit of up to: **5 hours and 45 minutes**. (See **END TIME** rules handout for details) not part of this page.
- Tournament play rules are based on **1914 Tournament Rules** designed by Larry Harris (see below). The official 1914 Errata has been updated by Larry/Kevin Chapman for tournament play but **NOT** part of this RULES Pages. (see separate handout)
- Determine who plays what side? The Bidding System used will be an **OPEN** bid for sides. ([See below for details on Bidding](#))

## **Victory Conditions:**

**Either side must capture two enemy capitals.** For the Central Powers, one of the captured capitals must be **Paris**. For the Allies, one must be **Berlin**. **Both Capitals must be held until the end of the US turn for that round.**

**Economic Victory** - If at the end of the game's time limit neither side has captured two enemy capitals, then the alliance with the most points, derived from captured and/or contested ENEMY **homeland** territories, will be the winner. At the end of the final round, each side adds up the number of victory points they have. These points are the sum totals of the IPC values of the **ENEMY homeland** territories captured and/or contested.

What is a homeland territory? All the territories that make up that countries mainland that can all trace an uninterrupted line to that particular capital. (Ex. France Homelands are: Brest, Bordeaux, Marseilles, Burgundy, Paris (also the capital), Lorraine and Picardy. And for Germany: Berlin (also the capital), Silesia, Hanover, Munich, Ruhr, Kiel & Alsace.)

**NEW RULES (NOT part of the OOB rules)** *That must be incorporated into game play for this Tournament.*

**Economic Collapse:** Occurs when at the **beginning** of a power's turn the total IPC value of that power's **homeland** territories that are either captured or being contested by one or more enemy powers equals or exceeds its collapse threshold (see chart below). **If a power suffers an economic collapse, it is unable to purchase/mobilize units or collect income until it recovers. It does, however, retain any IPCs it may have in its treasury.** Once a power's economy collapses, further losses may cause a political collapse, but an economic collapse can be recovered from (and its effects reversed) by being below the collapse threshold at the beginning of a subsequent turn.

### **Economic Collapse Thresholds**

**Central Powers: Austria-Hungary 13, Germany 16, Ottoman Empire 7**  
**Allied Powers: Italy 7, Russian Empire 13, France 8, British Empire 5.**

**Political collapse** occurs when at the **end** of a power's turn the total IPC value of that power's **homeland** territories that are either captured or being contested by one or more enemy powers equals or exceeds its collapse threshold (see chart below). **The effects of a political collapse are permanent and irreversible.**

### **Political Collapse Thresholds**

**Central Powers: Austria-Hungary 16, Germany 18, Ottoman Empire 9**  
**Allied Powers: Italy 9, Russian Empire 15, France 10 British Empire 7**

If a power suffers a political collapse, it is required to immediately surrender and leave the game. It no longer has a turn, and all of its land, air, and sea units are removed from the board. Control of any territories that it was contesting is established, if necessary, using the rules for moving all units on one side out of a contested territory (see "Land Units", page 15 of the rulebook). It also loses control of any territories that it controls, including its homeland territories. If units belonging to other powers on the same side are in these territories, control will likewise be established using the rules for moving all units on one side out of a contested territory; otherwise these territories will be uncontrolled (place any national control marker on it face down to denote this status) until another power moves into them. If a territory originally controlled by the surrendered power is captured by one of its former allies, the capturing power takes control of it. The surrendered power's IPC treasury will be claimed by the first enemy power to gain control of its capital.

## **NEW MOVEMENT RULES**

All land, air, and sea units can usually move two territories or sea zones. In some situations they can move more than 2 spaces and in other cases they can move but one space.

### **Land Unit Movement**

Land units that begin their turn in friendly territories can generally move up to two territories, but they may move only one space when entering a hostile or neutral territory. Also, they must end their movement if they either enter a contested territory or enter any friendly minor aligned power's territory for the first time. Such land units can also be moved by transport, in which case they may either be transported to any territory within range or remain at sea.

### Sea Unit Movement

All sea units that begin their turn in a sea zone that has a friendly naval base have their movement range extended by one sea zone. A friendly naval base is one that is in a territory that is either controlled by you or a friendly power or is contested and was originally controlled by you or a friendly power.

### Naval Mine Fields

Sea units must end their movement when they enter a sea zone containing an active enemy minefield **after** they begin to move (not counting the sea zone they started in).

Here is a quick bullet point list of possible movements other than 2 spaces that the units can make.

- Land units can only move one territory when entering a hostile or neutral territory.
- Land units must end their movement when entering a contested territory.
- Land units must end their movement when entering any friendly minor aligned power's territory for the first time.
- Land units can only move one territory when leaving a contested territory.
- Sea units can move 3 sea zones (cruisers can move 4) if they begin their turn in a sea zone that has a friendly naval base.
- Sea units must stop when entering a mined sea zone.

### NAVAL RETREATS

The attacker (never the defender) may choose to retreat from sea combat. **However, the attacker may not choose to retreat if the only defending units remaining in the sea zone are submerged submarines.** All remaining attacking units (excluding submerged subs) must retreat together to the same sea zone, regardless of where they came from. Transports may not offload units after retreating.

### UNRESTRICTED SUBMARINE WARFARE

The number of IPCs deducted from the British Empire's or United States' income by German submarine attacks is determined by rolling one die for each attacking submarine and totaling the results of the rolls showing a "3" or less. Any rolls of "4" or higher are ignored.

**\*UNITED STATES ISOLATION:** If the US is not at war at the start of its **3rd** turn, the US will enter the war at that time. **Not the 4th.**

### Bidding for Sides:

The actual bid will be for a number of IPC's that the one side will grant, from the bank, to the other before the start of the game. This number of IPC's may be used to buy game pieces only! **You may not save the money.** Once the bid number has been determined, the side receiving the bid will make their purchase and place all pieces purchased from the bid on the game board in territories/sea zones that you occupy at the start of the game. If the bid was high enough you could purchase more than one unit, you may purchase units for more than one of your allied countries but you may NOT mix the bid units purchased for one country with units of an allied country. Also, units may not be placed in Neutral Countries.

To determine who starts the bidding, both sides will roll two dice. The winner, the higher number, chooses whether to start the bidding or defer. Whoever starts the bid, must announce what side they wish to play (Central or Allies) and issue a **positive** bid (**minimum 1 IPC**). If your opponent takes the bid at 1 IPC then obviously, they wanted to play the other side and the 1 IPC is lost. If they choose to increase the bid, then the bidding will continue until one side accepts the bid IPC value and buys units accordingly.

**(Example of Bidding :**) Team A vs. Team B: Team A wins the coin toss and elects to defer their bid. Team B starts the bidding and announces that they would like to be the Allies, hence, giving money to the Axis. They start the bid at "5" IPC's; next, Team A bids "7"; Team B bids "8"; Team A stops the bidding at "8" and takes the Axis. Team A now has 8 imaginary IPC's to purchase units and place them on the game board in territories/sea zones which they occupy with units before play. In the above scenario, that would be the Axis. After placement of these units, the game then starts as usual. Remember any bid money left over is gone...

**Event Tardiness:** If during any tournament round, a team (both members) are tardy for the start of their next game by more than 15 minutes of the designated start time for that round, this will cause forfeiture in the game and disqualification from the SE event.

**Dice Rolling:** The game comes with a base set of dice. Using your own dice for rolling to speed up play is encouraged. But if done so, you **must** let your opponent use any dice you bring to the table. Please, don't let dice rolling become a problem in any game...

### Electronic Devices

- No electronic devices (phones, laptops etc.) are permitted for assistance during Tournament play games.

**Judges Decisions:** Running NEW tournament events are never easy. If there is a dispute over the rules, questions or confusion regarding any portion of game play, please ask the judges and we will try to do our best to answer your questions. All judges' decisions are final and not subject to debate! **Good Luck and Have Fun!**

