**Axis Allies 1914 Optional rules:**

**Neutral Italy:  (Turn 1 only)**

Italy is neutral unless attacked by the Central Powers.  If attacked, then Italy immediately enters the war against the CP.  This includes attacks against Albania

and Libya. Otherwise during turn 1 the following restrictions are in place:

1. Italy may only move to its original territories, Albania, or neutral countries.

Sea movement is not restricted, however it may not attack CP naval forces.

2. Allied powers may not move into Italian original territories or Albania.
3. The CP may enter and conduct amphib assaults against any territories except

original Italian territories and Albania, without having to battle Italian sea forces.

Attacks against Italian naval units is voluntary.  The CP may select to attack only AP

naval units.

4. SZ 17 mines are only activated if Italy, Libya, or Albania attacked by amphib assault.

**Destroyers:**

If a defending transport is eliminated, it may roll a defending hit that represents escorting destroyers.  The destroyers get a hit with roll of 1.

**Open sea lanes - Atlantic and Mediterranean:**

Sea zones 1, 16, and 17 DO NOT have complete mine field coverage that prevents

movement through these zones.  Mine attacks are only triggered if the there is an

amphib assault into adjacent territory that is under control of the controlling power of

the owner of the sea zone port territory (including if port contested).  Eg.  Attacks into Egypt are NOT subject to mine attack.  Only Italy, Albania, and Libya are protected.