

**A** British Fighter Ace  
1915 - 1918



13

Cancels any 1 Aviation card.

---

**K** British 18-Pounder  
Field Artillery



11

May be added to any Infantry or Tank or Trenches.

**A** German Fighter Ace  
1915 - 1918



13

Cancels any 1 Aviation card.

---


**K** German 21-cm  
Mortar Artillery



15

May be added to any Infantry or Trenches. Cancels 1 Fortifications or Trenches.

**A** French Fighter Ace  
1915 - 1918




13

Cancels any 1 Aviation card.

---

**K** French 155-mm  
Heavy Artillery



13

May be added to any Infantry or Tank or Trenches. Cancels 1 Trenches.

**Q** **British & Commonwealth Infantry 1916 - 1918** 



**10** 

© Rodger B. MacGowan

**Q** **German Infantry 1914 - 1918** 



**10** 

© Rodger B. MacGowan

**Q** **French Infantry 1914 - 1918** 



**10** 

© Rodger B. MacGowan

**J** **Helmuth von Moltke 1914** 



**10** 

© Rodger B. MacGowan


**May combine any 2 non-Naval cards for Attack or Defense.**


**J** **Sir Douglas Haig 1915 - 1918** 




**10** 

**May combine any 2 non-Naval cards for Attack or Defense.**

**J** **Joseph Joffre 1914 - 1916** 



**10** 

**May combine any 2 non-Naval cards for Attack or Defense.**

**10** British Vickers Heavy Machine Guns (HMG) 



**11** © Rodger B. MacGowan

May not be played by Attacker, May be added to any Infantry or Trenches.  **01**

---

**9** Barbed Wire 



**10** © Rodger B. MacGowan

May not be played by Attacker, May be added to any Infantry or Trenches or Fortifications.  **6**

**10** German DWM Heavy Machine Guns (HMG) 



**11** © Rodger B. MacGowan

May not be played by Attacker, May be added to any Infantry or Trenches.  **01**

---

**8** British Reconnaissance Aeroplanes 



**9** © Rodger B. MacGowan

May be added to Artillery (K only) AND may look at 2 cards in enemy hand.  **8**

**9** Reinforced Trenches 



**12**

May not be played by Attacker, May be added to any Infantry or Trenches or Fortifications. Cancels all Attacking Field Guns.  **6**

---

**8** German Reconnaissance Aeroplanes 



**9** © Rodger B. MacGowan

May be added to Artillery (K only) AND may look at 2 cards in enemy hand.  **8**

**7** Observation Balloons  
1916 - 1918

**8**

May be added to Artillery (K or Trench Mortar).

**6** Trench Mortar Artillery  
1916 - 1918

**7**

May be added to any Infantry or Trenches.

**9**

**7** Fortifications

**9**

Only Defender may play and only as first round card — cancels all Attack cards except those that cancel Fortifications.

**5** British Tanks  
1916 - 1918

**8**

May be added to any Infantry or Tank AND cancels 1 HMG.

**6** Poison Gas  
1916 - 1918

**9**

May be added to any Artillery AND cancels 1 non-Naval Plus card.

**5** French FT-17 Tanks  
1918

**8**

May be added to any Infantry or Tank AND cancels 1 HMG.

**4** **Wireless (Radio)**

**5**

May be added to Artillery (K or Trench Mortar) or any Infantry.

**2** **Submarine (U-boat) Blockade 1915-1918**

**4**

Cancels and discards any 1 Allies card.

**4** **Field Telephone**

**5**

May be added to Artillery (K or Trench Mortar) or any Infantry.

**JOKER** **“Lions Led By Donkeys”**

**15**

Cancels 1 Jack.

**3** **British Naval Blockade 1915-1918**

**5**

Cancels and discards any 1 Central Powers card.

**JOKER** **Radio Interception**

**15**

Cancels 1 Wireless AND may look at 2 cards in enemy hand.

**T.E. Lawrence - "Lawrence of Arabia" 1917 - 1918**



© Rodger B. MacGowan

**15**

Cancels any 1 non-Naval non-Aviation Central Powers card.

**What Could Possibly Go Wrong?**



Defender rolls 1d6:  
Odd number = both players must trade 1 Bonus or Neutral card with their opponent.

**Mata Hari & Spies**



**15**

Cancels 1 Jack.


**Bonus Card Trench Raid Ground Reconnaissance**



**2**

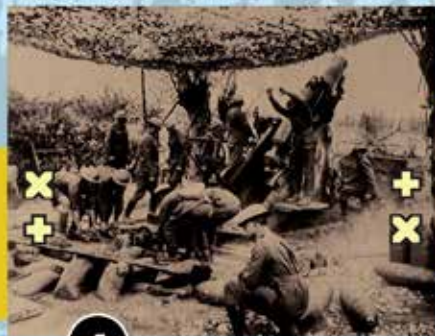
May look at 1 card in enemy hand. May add Flamethrower to look at 2 cards.

**Inadequate Training**



Both sides roll 1d6:  
Odd number = player must randomly discard 1 card from their hand.

**Bonus Card Camouflage**



**4**

May be added to any Defender card. Cancels 1 enemy Bomber or Recon Aeroplane.