



## OVERVIEW

1. The basic game is played in 10 turns, each turn consisting of 2 rounds.
2. Both players may have a maximum of 9 cards in their hand: a mix of Bonus, Neutral, and Nationality cards.
3. Player with most Battle Points (BP) at the end of the game wins. (See victory levels on opposite side of this sheet.)

## SET-UP & TURN SEQUENCE - SECTIONS 2.0 AND 3.0

4. Separate the red, blue and white decks into one Neutral draw deck and two Nationality draw decks. Shuffle these draw decks. Randomly select and remove from the game 2 cards each from the Nationality draw decks and the Neutral draw deck. Randomly select and remove from the game 1 card each from the Bonus and Random Event draw decks. Do not look at these cards.
5. Deal each player 2 Bonus and 6 Neutral cards. After looking at the cards, each player chooses 1 or both Bonus cards and 1 or 2 of these Neutral cards. Each player then draws 5-7 Nationality cards to fill their initial 9-card hand.
6. Flip the "Defender This Turn" (DTT) card to indicate which side is the Defender in turn one. Rotate the ten-sided die to indicate Turn One.
7. Play 2 rounds (see column at right). A turn also has 2 optional card plays.
8. At the end of each turn both sides may hold or discard cards from their hands. Each player must refill their hand to 9 cards by first drawing the second Bonus card from step 5 (if still available) or draw 1 new Bonus card. Each player may then take 1 or 2 of the Neutral cards dealt out in step 5 or draw 1 Neutral card from the draw deck, plus draw as many Nationality cards as needed—both players must add 1 Bonus card and 1 Neutral card to their hands every turn.
9. Flip the "Defender This Turn" card to indicate which side is the Defender in the next turn and rotate the yellow ten-sided die to indicate the next turn.
10. Place the appropriate Nationality marker on the Turn Winner track, and choose markers to update the Cumulative Battle Points on the Battle Mat.
11. Except for captured enemy cards and the eight cards removed at the beginning of the game, at the end of 5 turns reshuffle all cards back into the appropriate five draw decks: Random Events; Bonus; Neutral; two Nationality decks.
12. Repeat steps 7-10 until all turns of the basic game or a scenario are completed.

## — 2 ROUNDS PER TURN —

### BATTLES, SCORING AND SPECIAL CARDS - SECTIONS 4.0, 5.0 AND 6.0

- A. Defender draws one **Random Event (RE) card** and places it face up. Roll the white six-sided die if required and apply any effects.
- B. **OPTIONAL: Defender then Attacker may play one Bonus or Joker card. This action is not considered part of a round and is not mandatory.**
  - All cards are played from your hand face up.
  - Both players must play at least one Nationality card in the first or second round.
  - Opposing side may play a Bonus or Joker that is a cancel card to interrupt an enemy card play. This action ends the round.
- C. **ROUND 1 – Defender plays one card – if that is not canceled they may then play one or more Plus cards that link to that card.**
- D. **ROUND 1 – Attacker plays one or more cards as in step C.\***
- E. **ROUND 2 – Defender plays one or more cards as in round 1.**
- F. **ROUND 2 – Attacker plays one or more cards as in round 1.\***
  - \*At least one of Attacker's cards must have an Attack arrow – play in first or second round.
- G. **OPTIONAL: Defender then Attacker may play one final Bonus or Joker card. This action is not part of round 2 and is not mandatory.**
- H. Side with most face up Battle Points wins the turn and captures all enemy Nationality cards played that turn. Defender that turn wins ties.
  - Plus cards, Jacks, and some Bonus and Joker cards enable more than one card to be played in the same round.
  - Cancel cards flip enemy cards face down - canceling their Battle Points and effects. Canceled enemy cards can be captured.
  - Cancel cards can cancel enemy cards already played or played after that cancel card.
  - Discarded cards are not captured.

## 1.0 Victory Levels

**1.2** At the end of the last turn of the game or scenario, count the Battle Points of all enemy Nationality cards you captured and any friendly Nationality cards still in your hand. Compare the two opposing sides' BP total to determine the level of victory:

- A) MORAL VICTORY. One side has 10 to 19 more BP than the other side.
- B) TACTICAL VICTORY. One side has 20 to 39 more BP than the other side.
- C) OPERATIONAL VICTORY. One side has 40 to 79 more BP than the other side.
- D) STRATEGIC VICTORY. One side has 80 more BP than the other side.

**1.3** Draw: One side has only 1 to 9 more BP than the other side.

**1.4** Do not count the BP of any cards in your Nationality draw deck or discard pile. Do not count the BP of Neutral or Bonus cards. Random Event cards have no BP.

## Frequently Asked Questions (FAQ)

Q: *Can a Plus (linked) card be played by itself?*

A: YES! Any Bonus, Nationality, or Neutral card may be played by itself, even if it links to other cards.

Q: *If a Bonus or Joker card is played in the first optional play of a turn, may cards be played in the first or second rounds or final optional play that link to that Bonus or Joker card?*

A: YES! Linking cards may be played anytime after the card they link to is played.

Q: *Who gets to choose which enemy cards are canceled or discarded if it is not specified as "random"?*

A: The player who owns and plays the card that specified an enemy card is canceled or discarded chooses the enemy cards to be canceled or discarded.

Q: *If cards I wanted to play in the first round were prevented from being played by an enemy card, may I play those cards in the second round? They were not canceled – I just could not play them from my hand.*

A: Yes, but they may not be played to a linking card that was canceled. For example, if a Jack (leader) was canceled in round one, no cards may be played in the second round that link to that Jack.

Q: *Can a Jack (leader) choose a Jack as one of the cards it may combine with?*

A: YES! It may even choose two (or more) Jacks and each of those Jacks may immediately choose two more cards to combine with.

Q: *If the Attacker plays a Bonus card with an Attack arrow in the first optional card play of a turn, does that count as the Attack icon for this turn?*

A: YES! But the Attacker must still play at least one Nationality card this turn.

Q: *If I play a Joker that is a Nationality card in the final optional play at the end of a turn, does that count as my one Nationality card this turn?*

A: YES! A Joker Nationality card may be played in either round or either optional plays in a turn.

Q: *How can Poison Gas cancel an Aviation Plus card?*

A: Poison gas produces clouds of smoke that obscures ground targets.

Q: *Can a cancellation be undone and a canceled card brought back into play?*

A: The Bonus card **Ambulance Service** enables a player to flip one of their canceled cards back to active (face up) status. Otherwise, once a card is canceled it remains canceled for the entire turn, and it can be captured if the enemy player wins that turn.

Q: *If the canceled card is the only nationality or attack card played, do you need to play another nationality or attack card?*

A: No! The canceled card still counts as "played" even though its effects and BP are not counted that turn.

Q: *If cards linked to a Leader are played and then that Leader is canceled later in the turn, are those cards linked to the Leader also canceled?*

A: No! A Leader must be canceled immediately in order to prevent any linked cards from being played. If the Leader is immediately canceled by the opponent's interruption, the linked cards are not canceled and remain in that player's hand because they could not be played. And that round ends. If the Leader is not canceled immediately, the cards linked to that Leader remain in play unless canceled by other cards.

Q: *Can I change which card is canceled later in the turn?*

A: No! A card may only use its cancel effect once per turn – it is turned 180 degrees to show that its cancel effect was used. The can-

celling card may not later change which card it canceled.

Q: *Can a card cancel enemy cards more than once per turn?*

A: Only **Fortifications** and **Reinforced Trenches** can cancel enemy cards for the entire turn unless their effect is canceled (see 6.5). All other cancel cards may only cancel an enemy card once per turn – rotate them 180 degrees to indicate that their cancel effect has been used.

Q: *May I play a cancel card and wait until later in the turn to use its effect?*

A: Yes! Bonus/Joker, **Anti-Aircraft**, and Aviation cards **Ace**, **Zeppelin Raids**, and **Heavy Bombers** may all use this card play tactic. For example:

- Defender plays a Joker in the first Optional play of the turn. Attacker now knows that a card they play in Round 1 or 2 might be canceled by this Joker. This may dissuade the Attacker from playing such a card this turn, but it also may result in the Defender's Joker not using its effect this turn.

- Defender plays an **Ace** card in Round 1. Attacker plays a **Recon Airplane** in their Round 1. Instead of immediately canceling the **Recon** card, the **Ace's** cancel effect may be held until Round 2.

- Defender plays an **Ace** card in Round 1. Attacker plays an **Ace** card in Round 2 – the Defender's **Ace** from Round 1 may immediately cancel the Attacker's **Ace** before it may use its cancel effect unless the Attacker's **Ace** also has an **Improved Weapon** or **Improved Doctrine** Bonus card – in this case the Attacker's **Ace** may cancel the Defender's **Ace**.

- Defender plays an **Anti-Aircraft** (or **Ace**) card in Round 1. Attacker plays a **Heavy Bombers** card in Round 1 – the **AA** (or **Ace**) card may immediately cancel the **Heavy Bombers**. If the **Heavy Bombers** card is played before an **AA** or **Ace** card, the player holding the **AA** or **Ace** card must immediately discard both from their hand and not play them this turn. Note: discards are not canceled cards and may not be captured.

## Tips for Play

- Infantry and HMG cards are very valuable as many Plus cards link to them.
- Cards played in the 2<sup>nd</sup> round of a turn can link to cards played in the 1<sup>st</sup> round.
- When in doubt, do exactly what the text on the card says.

Updates, additional Q&A, historical scenarios, and more will be posted at **The-Great-War-Game.com** – and **LombardyStudios.com**