

MacGowan & Lombardy's The Great War™ Examples of Play

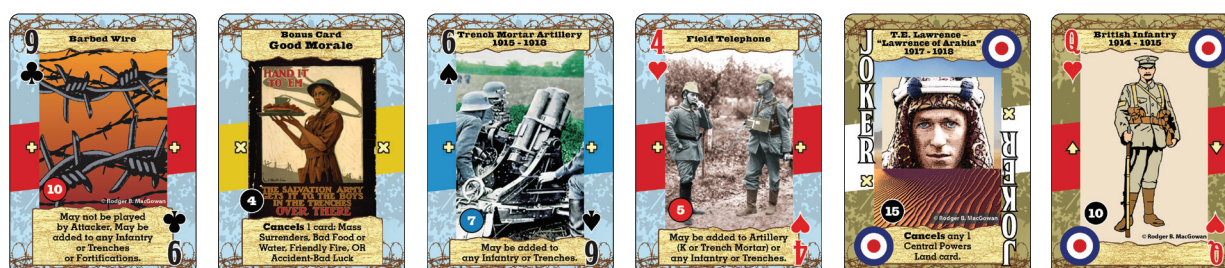
BOTH PLAYERS REBUILD THEIR HANDS AT THE END OF A TURN

After a vigorous Turn in which Allison (Entente Allies) and Gerald (Central Powers) played and activated cards at a furious pace, it's time to rebuild their hands by drawing face-down cards from 3 decks.

Allison ends the Turn with just one card left in her hand: **Barbed Wire**, Neutral, 10 Battle Points (BP 10).

As the Defender for the next Turn, she will draw her cards from the face-down Bonus card, Neutral, and Entente Allies Nationality decks to rebuild her hand first. She draws in this order:

- one Bonus card: **Good Morale** (BP 4).
- two Neutral cards: **Trench Mortar** (BP 7) and **Field Telephone** (BP 5).
- two Nationality cards: **T.E. Lawrence Joker** (BP 15) and **British Infantry Queen** (BP 10).



Gerald ends the Turn with just two cards left in his hand: **von Moltke Jack** (Leader) (BP 10) and **Ambulance Service** (BP 0) Bonus card.

After Allison finishes her mandatory card draws, Gerald begins to draw his cards:

- one Bonus card: **Improved Doctrine** (BP 5).
- two Neutral cards: **Wireless** (BP 5) and **Cavalry Reconnaissance** (BP 5).
- two Nationality cards: **German Fighter Ace** (BP 13) and **von Hindenburg Jack** (Leader) (BP 10).



Allison now draws her final five cards to get her hand up to eleven (see 7.19.1):

- She draws two more Neutral cards: **Radio Interception** Joker (BP 15) and **Infantry Flamethrowers** (BP 8).
- She then draws three more Nationality cards: **British Naval Blockade** (BP 5) and **British Reconnaissance Aeroplane** (BP 9) and **Dazzle Camouflage** (BP 4).

She must discard two cards to get her hand down to nine cards. She chooses to discard **Infantry Flamethrowers** and **Dazzle Camouflage** as the other cards either provide more BP or can neutralize a wide range of enemy cards.



Gerald needs to draw four more final cards to bring his hand up to eleven:

- He draws one more Neutral card: **Observation Balloons** (BP 8).
- He then draws three more Nationality cards: **Submarine Blockade** (BP 4) and **German Heavy Machine-Gun** (BP 11) and **High Seas Fleet** (BP5).

Now he must discard two cards to get his hand back down to nine cards. He discards **Cavalry Reconnaissance** and **High Seas Fleet** because the other cards can either link to other cards in his hand or offer more possibilities for neutralizing Allison's cards.



Here are Allison and Gerald's starting 9-card hands for this Turn

Allison, Entente Allies Defender

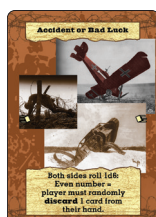


Gerald, Central Powers Attacker



Random Event Phase

As the Defender, Allison draws the RE card **Accident or Bad Luck**. Both players now roll 1d6 to see if they must discard a card.



Defender Allison rolls an even number, but before she discards a card from her hand, she plays and activates a **Good Morale** Bonus card (BP 4) that cancels the RE card's effects ONLY for her. Attacker Gerald must still discard a card if he rolls an even number on 1d6 unless he also has a card to cancel the RE card (Gerald rolls an odd number and is not forced to discard one of his cards).



Defender Combat Round 1

Allison, as the Defender, plays first and decides to throw down a massive force right off the bat. She must play one card and chooses the **British Infantry** card (BP 10) because the **Barbed Wire** (BP 10) and **Trench Mortar** card (BP 6) and **Field Telephone** card (BP 5) link (add) to the **British Infantry**, so she plays them immediately.



Attacker Combat Round 1

Now Gerald leaps into action as the Attacker. His one card is a **von Moltke** Jack (BP 10) and simultaneously he plays his **Improved Doctrine** Bonus card (BP 5), making **von Moltke** impervious to cancellation unless Allison can play a Joker or Bonus card along with her own **Improved Weapon/Doctrine** Bonus card. This **ID** card allows Gerald to combine an additional card. This also satisfies the requirement that the Attacker must play an Attack card during the Turn. Allison winces, looking at the **T.E. Lawrence** Joker (BP 15) she was about to play but chooses to hold since she cannot cancel the **von Moltke** card that has the **Improved Doctrine** attached. Gerald grins evilly and activates **von Moltke** to play a **German Fighter Ace** (BP 13) and **German Heavy Machine Guns** (BP 11). Because the **Improved Doctrine** Bonus card allows **von Moltke** to combine one more card, Gerald simultaneously activates the **Improved Doctrine** card to play a **von Hindenburg** Jack (BP 10) at the same time. However, before Gerald can activate **von Hindenburg** to combine two more cards, Allison interrupts and plays **T.E. Lawrence**. This cancels **von Hindenburg**. At this point, Gerald would love to play his **Ambulance Service** Bonus card (BP 0) to de-cancel **von Hindenburg** to bring in more cards. However, **Ambulance Service** is not a Plus card, and Gerald already played **von Moltke** as his mandatory card play for this Combat Round.



Score at the end of Combat Round 1

Total BP so far: Allies 51; CP 39.

Defender Combat Round 2

At this point, Allison doesn't have a lot of options, but she decides to take out one of Gerald's cards to widen her lead. She plays **British Naval Blockade** (BP 5) and activates it to discard Gerald's German Fighter Ace. She would have loved to add **British Reconnaissance Aeroplane** (BP 9) to her **Trench Mortar Artillery**, but since it's not a King (K) card, it's an invalid target for the link and that particular Aviation card doesn't link to any of Allison's other in-play, face-up cards.



Attacker Combat Round 2

CP Attacker Gerald now has some lost ground to make up. He plays his **Submarine Blockade** (BP 4) and activates it to discard Allison's British Infantry. Gerald chooses to not discard **T.E. Lawrence** and its high BP because he hopes to capture that powerful Joker card. Although he's still behind in BP, Gerald plans to surprise Allison and restore the **von Hindenburg** card and its BP during the Optional Bonus Card Phase.



Score at the end of Combat Round 2

New total BP: Allies 46; CP 30.

Optional Bonus Card Phase

As the Defender, Allison gets the first chance to play one last Joker or Bonus card (but not both). Worried what Gerald might have as a surprise, she plays her **Radio Interception** Joker (BP 15). This also allows her to look at the two remaining cards in Gerald's hand, noting the irony when she sees his unplayed **Wireless** card that her **Radio Interception** card could have cancelled. For his part, Gerald now realizes that **von Hindenburg's** (10 BP) won't close the gap. Even if he brought **von Hindenburg** back, non-Bonus, non-Joker cards can't activate during this phase making it impossible for **von Hindenburg** to combine with the **Wireless** and **Observation Balloons** cards. Therefore he hangs on to **Ambulance Service**, **Wireless** and **Observation Balloons** for the next Turn.



End of Turn

Final BP total: Allies 61 versus CP 30. Allison wins the Turn in a blowout. She now gets to choose one card to return to her hand, and keeps the **Trench Mortar** card (the Turn winner is not allowed to keep Neutral or Nationality cards with their BP in a black circle). She also captures all of Gerald's Nationality cards, adding a whopping 35 points to her overall score (only Nationality cards count toward victory in the game). All other cards are placed in the appropriate discard piles or shuffled back into the RE or Bonus decks.

Allison and Gerald now rebuild their hands for the next Turn, starting with Gerald who becomes the Defender.

Frequently Asked Questions (FAQ)

Q: If the Attacker plays a Joker card as an interrupter to cancel a card during the Defender's part of the Combat Round, does the Attacker still get to play cards during the Attacker phase of that Combat Round?

A: YES! The Attacker's Combat Round proceeds normally, regardless of any Joker or Bonus cards played during the Defender's Combat Round.

Q: Can a Plus (linked) card be played by itself as my one card play for a Combat Round?

A: YES! Any Bonus, Nationality, or Neutral card may be played by itself as the single card played by a player during a Combat Round. For example, the Bonus card **Sea Mines** could be played by itself as your single card play in a Combat Round.

Q: Is a player required to immediately play Plus cards that link (add) to other cards?

A: NO! Plus cards may be played after the card they link to is played. For example, in the same Combat Round, or in the next Combat Round 2 to a card played in Combat Round 1 or the Random Event Phase.

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

A: The player who owns and plays the cancelling or discarding card chooses the enemy card to be cancelled or discarded.

Q: If cards I wanted to play in Combat Round 1 were prevented from being played by an enemy card, may I play those cards in Combat Round 2? They were not cancelled – I just could not play them from my hand.

A: YES, but they may not be played to a linking card that was cancelled. For example, if a Jack (Leader) was cancelled in Combat Round 1, no cards may be played in Combat Round 2 that link to that cancelled Jack.

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

A: YES! It may even choose 2 (or more) Jacks and each of those Jacks may immediately activate to combine 2 more cards unless they are cancelled.

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 they are cancelled. All other cancel cards may only cancel one enemy card once per turn – rotate these cards 180 degrees to indicate that their cancel ability has been used for this Turn.

*Q: If the Random Event card **What Could Possible Go Wrong?** is drawn, must players trade the exact same type card?*

A: NO! Each player secretly chooses the Bonus or Neutral card they want to trade with their opponent.

Q: If the Attacker plays a Bonus card with an Attack arrow in the Random Event Phase or Optional Bonus Card Phase, does that count as the Attacker's attack card for this Turn?

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

Q: Can a cancellation be undone and a cancelled card brought flipped back face-up?

A: YES! If their card abilities allow it, some cards such as **Ambulance Service** Bonus card can un-cancel a card. Otherwise, once a card is cancelled it remains cancelled for the entire Turn and can be captured by the opposing player.

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

A: Poison gas produces smoke clouds that obscure ground targets.

Q: May I play a cancel or discard card and wait until later in the Turn to use its cancel or discard ability?

A: YES! Cards such as Bonus/Joker, **Anti-Aircraft**, **Fighter Ace** and **Heavy Bombers** may all be played and use their ability to cancel or discard later in the Turn. Examples:

- Defender plays a Joker in Combat Round 1 of the Turn. Attacker now knows that a card they play in Combat Round 1 or 2 could be cancelled 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 ability this Turn.
- Defender plays a **Fighter Ace** card in Combat Round 1. Attacker plays a **Fighter Ace** card in Combat Round 2. The Attacker's **Fighter Ace** can cancel the Defender's **Fighter Ace** played in Combat Round 1 before it may use its cancel ability unless the Defender also played an **Improved Weapon** or **Improved Doctrine** Bonus card with their **Fighter Ace**. In this case the Defender's **Fighter Ace** can cancel the Attacker's **Fighter Ace**.
- Defender plays an **Anti-Aircraft (AA)** Neutral card in Combat Round 1. If the Attacker then plays a **Heavy Bombers** Neutral card in Combat Round 1, it can activate and discard the **AA** card. If the Defender played a **Heavy Bombers** card in Combat Round 1 it can be cancelled by an **AA** card played by the Attacker in Combat Round 1 unless the **Heavy Bombers** card was played with an **Improved Weapon/Dctrine** Bonus card. Note: Discards are not cancelled cards and may not be captured.
- In Combat Round 2 the German Defender plays a **Submarine Blockade** card, discards an Allies card and is rotated 180 degrees. The Allies Attacker then plays a **Dazzle Camouflage** card, cancels the **Submarine Blockade** card and is rotated 180 degrees.

Tips for Play

- Many Plus cards link to Infantry and HMG cards.
- **When in doubt, do exactly what it says on the card.**

CARD ERRATA

Mass Surrenders card should read "Attacker only may play in the Optional Bonus Card Phase of any Turn. **Cancels** 1 Infantry."

CARD PLAY SUMMARY

(also see **Section 7.0** of rules)

1. You must play a single card from your hand in each of your 2 Combat Rounds unless you have no cards in your hand. This card is played in front of you, face-up. If that card is immediately cancelled it is turned face-down, but is still considered to be in-play.
2. **Improved Weapon (IW)** and **Improved Doctrine (ID)** cards are the only cards that may be played simultaneously with another card. **IW** and **ID** cards can prevent a card from being cancelled unless the cancelling card also has an **IW** or **ID** card.
3. You may also play additional cards from your hand only if those cards can combine with or be added to your other cards that are in-play and face-up. You may not combine or add cards to cancelled (face-down) cards.
4. Plus (+) cards are usually the cards that may be added to in-play, face-up cards.
5. Any card may be added to a face-up, in-play card that has the combine ability (usually a Jack), subject to the limitations of the Jack's card ability. For example, a Jack (Leader) that is in-play and face-up may combine another Jack with it, or a Bonus card, or a Joker, or two **Fighter Aces**, etc.
6. As long as the cards in your hand can be combined or added to in-play, face-up cards, you may play any or all of the cards in your hand during your phase of a Combat Round.
7. During your Combat Round your opponent may play a Joker or Bonus card to interrupt your play and cancel or discard your card, as detailed in Step 11 below.
8. You may (but are not required to) play a single Joker or Bonus card in the Optional Bonus Card Phase.

ACTIVATING A CARD'S ABILITIES

9. During your Combat Round, you may activate the card abilities of any cards that you have in-play, either played during the current Combat Round or at a previous point during this Turn, as long as those cards have not already been activated or cancelled.
10. Turn an activated card 180 degrees to indicate that card has used its ability for the Turn. A card may be activated only once per Turn unless its text indicates otherwise.

INTERRUPTING YOUR OPPONENT'S CARD PLAY & CANCELLING A CARD

11. Either player may interrupt their opponent's play if they have a Joker or Bonus card that can cancel or discard the opponent's card just played. Otherwise, players are limited to playing and activating cards during their own Combat Rounds, and Bonus or Joker cards (only) during the Random Event or Optional Bonus Card Phases.

For example, a player (Attacker or Defender) plays a Jack as their first card during their Combat Round. The other player may immediately play a Joker or Bonus card that cancels the Jack and thereby prevents the Jack from activating to combine (add) any more cards to it since it is now cancelled. However, the player may still continue the Combat Round and play cards that link (add) to or combine with other cards already in-play.

If the Jack were played simultaneously with an **Improved Weapon** or **Improved Doctrine** card, it could only be cancelled if the opposing player's Joker or Bonus card also has an **IW** or **ID** card with it.

ENDING THE TURN

12. When both Combat Rounds are complete, each player, starting with the Defender, may play 1 Joker or Bonus card during the Optional Bonus Card Phase.
13. As long as you play at least one card per Combat Round, you may hold cards to play in the Optional Bonus Card Phase of that Turn, or hold cards to play in the next Turn.
14. When both Combat Rounds and the Optional Bonus Card Phase are completed, players count the Battle Points (BP) of their face-up, in-play cards to determine who won that Turn.