

GAME OVERVIEW, CARDS, & GLOSSARY

The Great War (TGW) is a two-player and solitaire card game about World War One (1914-1918). One player represents the Central Powers side and the other player the Entente Allies (or simply "Allies") side.

Card backs, Decks & Discards play mat, and many of the playing cards feature the work of Adventure Gaming Industry Hall of Fame graphic artist Rodger B. MacGowan. These are noted by Rodger's copyright ©.

Two complete 54-card decks of playing cards (Red and Blue decks) are provided with 13 standard playing cards (Ace, King, Queen, Jack, 10 through 2) in each of four suits: Hearts, Diamonds, Clubs, and Spades. These two decks each also have 2 Jokers. These playing cards can be used to play traditional card games such as poker, solitaire, etc.



TGW uses one ten-sided die (1d10) to keep track of Turns and one six-sided die (1d6) to resolve random events.



A **Defender This Turn (DTT)** card keeps track of which side is the defender that Turn.

A **Decks & Discards (DD)** play mat helps organize the decks for game play. A **Battle Mat** is used to keep track of the side that wins each Turn, and cumulative captured Battle Point (BP) totals for each side, using the markers provided.

PLAYING CARDS DESCRIBED

D.1 The 2 decks of 54 playing cards are called the Red deck and Blue deck, noted by a red or blue stripe on the card fronts.

D.2 The Red and Blue decks each have 3 groups of playing cards:

- Central Powers have a dark gray border and Iron Cross insignia.
- Entente Allies have a light brown border and roundel insignia.
- Neutral cards have a light blue border and no Nationality insignia.

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D.3 **Neutral** cards show specific soldiers and equipment. However, both the Central Powers and Entente Allies player may use them since Neutral cards have no Nationality insignia.

D.4 There are **Random Event (RE)** cards with an orange border on the back and no Nationality insignia. One RE card is drawn at the start of every Turn and can affect either one or both players.

D.5 There are **Bonus** cards that have a yellow stripe on the front and no Nationality insignia as both sides may use these Bonus cards.

D.6 There is a deck of 48 extra playing cards (Ace, King, Queen, Jokers, Martians, etc.) with a white stripe on the front. These White deck cards provide optional additional Infantry, Artillery, Leaders (Jacks), etc., and do not constitute a complete standard deck.

D.7 A **Title** at the top of each card identifies that leader, weapon, type of soldier, or event. Many note the dates of command or service. Some scenarios only permit cards for certain years. If no dates are shown, assume that card is available 1914-1918. Text at the bottom describes the card's special abilities, if any.

D.8 Cards may have one or more **icons** that specify a key function or ability. For example, an arrow icon identifies a card that satisfies the requirement to Attack. A card with a Plus (+) may be added (linked) to other cards. An X means that card can cancel an enemy card.

D.9 All cards except Random Events have a **Battle Point (BP)** value inside a circle near the lower left-hand corner of the card. Each side's BP is compared at the end of a Turn to determine the winner of that Turn. Total cumulative BP of captured Nationality cards are compared at the end of the last Turn to determine the winner.

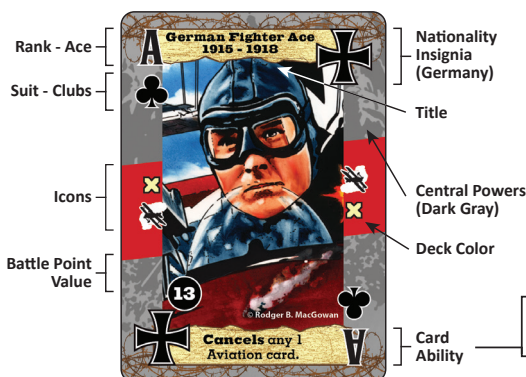
Note: All 200 cards are available as PDF downloads sorted by deck at LombardyStudios.com.

MacGowan & Lombardy's **The Great War™ (TGW)** Version 6.0, Copyright © 2021, Lombardy Studios and RBM Studio - Published by LombardyStudios.com

Decks & Discards (DD) Play Mat



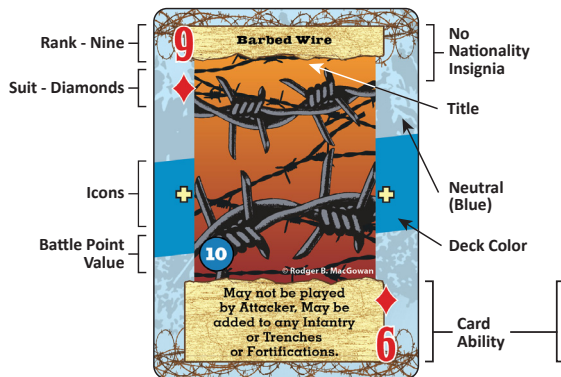
Central Powers



Bonus



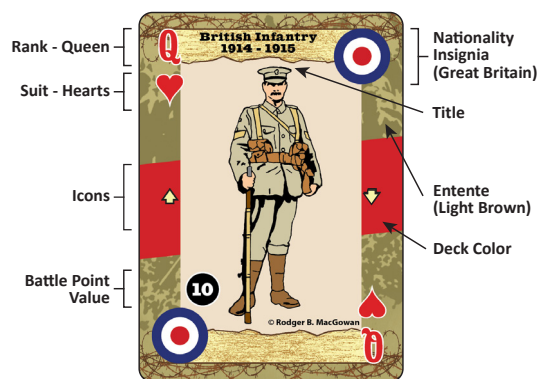
Neutral



Random Event



Entente Allies



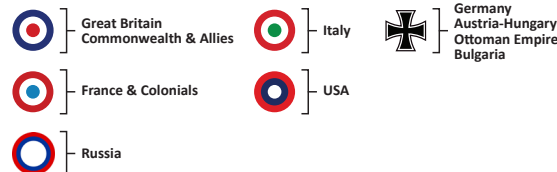
White Deck



Icon Types



Nationality Insignias





Battle Mat (markers provided)



GLOSSARY OF GAME TERMS

G.1 Activate: A card's special ability such as discard, cancel, or combine (see G.10 Card Ability) is not automatically activated when the card is played. Players must announce they are implementing (activating) the ability, which can be done immediately after the card is played or later in the Turn. When a Joker or Bonus card is played to interrupt an opponent's Combat Round or to cancel a Random Event its ability is immediately activated. Most cards can only activate once in a Turn (see exception rule 6.1).

G.2 Artillery: The "King of Battle," represented mostly by King (K) cards. Field Guns have a cannon icon  and represent smaller field pieces. Artillery types also include Mortars and Howitzers.


G.3 Attack: Cards with an arrow icon . Both Attacker and Defender may play these cards in a Turn. The Attacker must play an Attack card during at least one Combat Round of the Turn.

G.4 Attacker: Plays second in each Turn and must play at least one Attack card (denoted with an arrow icon) in Combat Round 1 or 2 of the Turn.

G.5 Aviation: Cards with an aeroplane icon on them.

G.6 Battle Points (BP): How much a face-up card is worth at the end of a Turn. Total BP for each side are compared to determine the winner of that Turn.

G.7 Bonus: Cards that have a light blue border, and a yellow stripe. They may be used by both sides like Neutral cards. Unlike other non-Joker cards, many Bonus cards may be played during an opponent's part of a Combat Round. Bonus cards played are shuffled back into the Bonus card deck at the end of every Turn.

G.8 Cancel: Card ability indicated by an  icon. Flip the cancelled card face-down. Its Battle Point value and effects are not counted for that Turn, and its abilities cannot be activated but remain in place if already activated.

G.9 Capture: Captured enemy Nationality cards are taken at the end of a Turn and placed face-down in the winner's captured enemy cards area of the DD play mat. They stay there until the end of the game.

G.10 Card Ability: Also known simply as an ability, it is usually a special effect described in the card's text. A few cards such as **Fortifications** and **Trenches** have abilities that remain active during the entire Turn. Unless otherwise noted, a card's ability can only be used once per Turn (see G.1 Activate and G.32 Rotate).


G.11 Central Powers: Cards with an Iron Cross and dark gray border. Represents German, Austrian, Ottoman, and Bulgarian forces.

G.12 Combat Round: A Turn consists of 2 Combat Rounds. During each round, the Defender for that Turn plays cards from their hand face-up first, followed by the Attacker.

G.13 Combine: A card ability (usually possessed by Leaders - Jacks) that allows a player to play multiple additional cards as a single action. This ability may be activated as soon as the card is played, or later in the Turn (see G.1 Activate).

G.14 Defender: Plays first in a Turn and wins BP ties.

G.15 Dice (two): A yellow ten-sided (1d10) die is used to keep track of the current Turn. On the d10, the 0 equals 10. A white six-sided die (1d6) is used for some Random Event (RE) cards to determine if one or both sides are affected by that RE card.

G.16 Discard:  Some card abilities can force a card to be discarded from the opponent's played cards or from the opponent's hand. At the end of each Turn, both players also discard cards from their hands to bring their hand size down to 9.

G.17 Entente Allies: Cards that have a roundel and light brown border. Represents British, French, Russian and Allied forces.

G.18 Hand: Cards a player holds that are not yet revealed.

G.19 Face-down: Cancelled cards are turned (flipped) face-down. Their BP are not counted, nor can their abilities be activated, nor can other cards be linked to them after they are turned face-down.

G.20 Face-up: Cards placed face-up from a player's hand in a Turn count their BP for victory and may use their abilities once per Turn. A few cards may activate their abilities more than once per Turn as noted on those cards.

G.21 Flip: Turning a card over from face-up to face-down to show it has been cancelled. The **Defender This Turn** (DTT) card is also flipped at the end of a Turn to show which side is the Defender for the next Turn in the basic game.

G.22 In-play: Cards played face-up or flipped face-down (cancelled) are considered in-play. Discarded cards are not in-play.

G.23 Infantry: The "Queen of Battle," represented mostly by Queen (Q) cards. All cards with the word "Infantry" in the title count as Infantry cards. Heavy Machine Guns (HMG) of all Nationalities also count as Infantry.

G.24 Jokers: Special cards that may be played during an opponent's part of a Combat Round to cancel a card right after it is played thereby preventing its ability from being activated.


G.25 Land card: A card without an Aviation or Naval icon.

G.26 Linking Card: A card that can be added to another card (see G.30 Plus below).

G.27 Nationality: A player's side and corresponding deck, either the Central Powers or Entente Allies.

G.28 Naval: Cards with an anchor icon on them. Both sides may play Naval cards in Combat Round 1 or 2 of a Turn. Some Naval cards cancel enemy Naval cards. Naval blockade cards can cancel and discard enemy Nationality cards.

G.29 Neutral: Cards that have a light blue border and no Nationality insignia. They show soldiers and equipment from different nations. They may be used by either side.

G.30 Plus: A card with a Plus icon  that may be played by itself or linked to other cards. Plus cards may be played immediately after the card they link to is played, or saved and played later, even in a later Combat Round during the Turn. The only limit to how many Plus cards the player may play is the number of such cards in their hand and the availability of eligible targets for linking. Multiple Plus cards can link to a single card, as long as those Plus cards are allowed by their text to link to that card.

G.30.1 For example, you may play both a **British Reconnaissance Aeroplane** and a **Neutral Observation Balloon** that link with the same **British Artillery** (King) card.

G.31 Random Event (RE): Cards that have an orange border on the backs of the cards. They represent unexpected events and circumstances and can affect 1 or both players. 1 RE card is drawn by the Defender and played during the Random Event phase at the start of every Turn.

G.32 Rotate: After a card uses its ability it is rotated 180 degrees to show it may not be used again that Turn. Note that **Fortifications** cancel enemy cards for the entire Turn and therefore are never rotated when activated – but can be cancelled.

G.33 Scenario: Historical battles and campaigns use specific cards and additional rules and/or variations on the rules to depict the unique conditions that affected the operations (to be posted on LombardyStudios.com).

G.34 Turn: Completed when the battle is resolved and both players have refilled their hands. Players alternate Turns being the Defender. In the Basic Game the Central Powers is the first Defender, representing the fact that Germany was usually on the defensive on the Western Front from 1915-1918.

Credits

Rodger B. MacGowan (RBM): Package design, cover art, logos, Decks & Discards play mat, and card art noted by RBM copyright.

Dana Lombardy: Historical research and game design for MacGowan & Lombardy's **The Great War™** card game.

Mark Schumann: Card template and icon designs, and some card illustrations for first version of the game.

Daniel Zillion: Further card development and colorized images, Battle Mat, and all other graphic layout.

Mark Kaczmarek: Game developer.

Craig Robertson: Playtester, proofreader and editor. **War of the Worlds** expansion designer.

Chris Janiec: Playtester and Naval Rules.

David Ells: Special thanks for Kickstarter support!

Michael Posey & David Smith: Teacher's Guide

In addition to RBM illustrations, many card images are from the postcard collection of Dana Lombardy, U.S. Library of Congress, U.S. National Archives and other copyright-free sources. Images obtained from other archives are noted on those cards. Special thanks to aviation author Steve Suddaby.

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- In Memoriam, our friend and fellow gamer