



War of the Worlds (WoW) expansion Version 2.0 for MacGowan & Lombardy's The Great War™ card game

"Yet across the gulf of space,...intellects vast and cool and unsympathetic, regarded this earth with envious eyes, and slowly and surely drew their plans against us. And in the early twentieth century came the great disillusionment." H. G. Wells *War of the Worlds*, 1898

For the background about this expansion and why it was created, see LombardyStudios.com/our-products/free-downloads/

M.1 INTRODUCTION

As the Earth plunges into a rapidly expanding war in 1914, observatories across the world report strange explosions on the surface of the ancient red planet of Mars. Unseen by human astronomers, Martian craft speed across the void on a mission of conquest...

M.1.1 These rules and additional cards expand the scope of MacGowan & Lombardy's *The Great War™* card game to include alien invaders from Mars. With the agreement of both players, the cards in this expansion should all be added to the game as described in **Section M.2.1** below. This expansion is designed so that all of the new cards interact with each other. For the best play experience, add all of the *War of the Worlds (WoW)* cards to the game, regardless of the *TGW* scenario being played. Then, beginning with Turn 1 of the game, follow the modified sequence of play in **Section M.4** of these rules below, which adds the Martian Phase.

M.2 WoW EXPANSION CONTENTS

M.2.1 This expansion consists of 12 cards of the following types:

- A Martian deck of 6 cards. These cards are shuffled and used as a separate deck. (see samples above)
- 1 WoW Random Event (RE) card, which is added to the Random Event deck.
- 1 WoW Bonus card, which is added to the Bonus card deck.
- 4 WoW Neutral cards, which are added to the Neutral deck.

M.2.2 Cards for this expansion are indicated with a planet Mars icon next to the card text. In these rules, the phrase "Martian cards" refers only to the 6 cards in the Martian deck, which are distinguished with a special Red Planet card back.

M.3 NEW MARTIAN PHASE

M.3.1 Martian cards are used in the Martian Phase after Combat Round 1 (see **Section M.4**).

M.3.2 Only the **Traitor** card has a negative Battle Point (BP) value. During the Martian Phase the Martian card's negative BP value is subtracted from the player's BP total.

Example: During the Battle Resolution Phase, the Allies player has the following cards left in-play: **Sir Douglas Haig** (10 BP), **ANZAC Infantry** (10 BP), **Barbed Wire** (10 BP), and **The Traitor** (-6 BP). The Allies score for the Turn is a total of 24 BP (10 + 10 + 10 - 6 = 24).

M.3.3 Each Martian card has a Threat Point (TP) value in a hexagonal icon in the

lower left hand corner of the card. TP represents the effort and resources that human forces must divert in order to defend against the alien threat. A Martian card's TP is not added to a player's BP total during the Martian Phase unless directed by a Martian card's text.

M.3.4 Martian cards **exterminate** cards of **both** players. Any cards exterminated by a Martian card are not cancelled (flipped over) or discarded. Instead, they are immediately set aside and removed from the game. Cards removed in this way may never be captured or returned to a player's deck or hand unless specifically directed by a card's ability.

M.3.5 In order to defeat (cancel) a Martian card's TP value players discard face-up card, either from their hands or from cards that are already in-play. At the end of the Martian Phase, the discarded cards are placed in their respective discard piles and may reenter the game when discards are shuffled to create new draw decks.

M.3.6 Martian cards may also be cancelled by cards that specify that they cancel Martian cards.

M.4 REVISED TURN SEQUENCE WITH MARTIAN PHASE

M.4.1 Each Turn consists of the following steps, as described in **7.0 TURN SEQUENCE**:

Random Event Phase: Unchanged from **7.0 TURN SEQUENCE**.

Round 1 – Defender: Unchanged from **7.0 TURN SEQUENCE**.

Round 1 – Attacker: Unchanged from **7.0 TURN SEQUENCE**.

Martian Phase:

- Draw one Martian card from the Martian deck.
- Players now try to defeat that Martian card. Beginning with the Defender, each player may alternately *discard* one card at a time, attempting to cumulatively equal or exceed the TP of the Martian card.
- Jokers and Bonus cards may also be *played* at this time to cancel the Martian card only if the Joker or Bonus card specifically cancels a Martian card.
- As soon as the BP total of all cards discarded by both players equals or exceeds the TP of the Martian card, the Martian card is cancelled (flipped face-down).
- A player may pass on discarding a card, but if they do so they may not play or discard any more cards during the Martian Phase.

If the Martian card is not cancelled, its card ability immediately takes effect and it remains in-play until the end of the Turn.

Round 2 – Defender: Unchanged from **7.0 TURN SEQUENCE**.

Round 2 – Attacker: Unchanged from **7.0 TURN SEQUENCE**.

Optional Bonus Card Phase: Unchanged from **7.0 TURN SEQUENCE**.

Battle Resolution Phase: Unchanged from **7.0 TURN SEQUENCE**.

M.4.2 Draw Cards: Unchanged from **7.0 TURN SEQUENCE** except all Martian cards in-play are returned to the Martian deck, which is then reshuffled.

M.5.0 RESOLVING MARTIAN CARDS

M.5.1 If a Martian card is not cancelled, its card ability takes effect immediately.

M.5.2 Many Martian cards **exterminate** Allies and Central Powers cards that are either in-play (face-up only) or in the players' hands (see **Section M.3.4** above). If the Martian card does not specify the cards to be exterminated, the Attacker rolls the d6: if the result is Even, the cards are exterminated from both players' hands. If the roll is Odd, the cards are exterminated from the in-play face-up cards (not cancelled).

M.5.3 Random Selection: If the Martian card requires the random selection of cards that have been played, use the six-sided die (d6) to pick the cards.

M.5.3.1 Assign each player's in-play cards (both face-up and face-down) a number (or range of numbers if there are only 2 or 3 cards) between 1 and 6 from left to right. The owning player then rolls 1d6. The result of the roll determines which card is exterminated. Continue this process until the required total number of cards are exterminated. If a number is rolled that

does not correspond to a card in-play, reroll the d6 until an in-play card is rolled. After each card is selected, reassign the numbers for the next roll.

Example: Each player must exterminate two in-play cards. The Central Powers player has three cards in-play. The first card is assigned the numbers 1-2, the second is assigned 3-4, and the third is assigned 5-6. The Allies player has five cards in-play. Each card is given a single number, and if a 6 is rolled, the Allied player must reroll the die until a valid number is rolled.

M.6 WoW SPECIAL CARD PLAY

M.6.1 Martian cards are only cancelled by cards that specifically target Martian cards. Any exceptions to this rule are described below.

M.6.2 When a Joker or Bonus card is used to cancel a Martian card, its BP will also count toward victory determination in the **Battle Resolution Phase** for that Turn, unless the Joker or Bonus card is later cancelled or discarded. However, the BP of any cards discarded to cancel a Martian card are not counted.

M.6.2.1 Playing and activating Joker and Bonus cards during the Martian Phase is subject to the rules for playing and activating cards found in the Rules **Section 5.0**.

M.6.3 Jokers and Bonus cards from the *WoW* Expansion may be played during a player's Combat Rounds and the Optional Bonus Card Phase, subject to the rules for playing and activating cards found in the Rules **Section 5.1**.

M.6.4 The BP of the Bonus cards **Improved Weapon** and **Improved Doctrine** are doubled (x2) when discarded to counter a Martian card.

M.6.5 When a player uses **The Traitor** Joker card's ability, the card effect of the Martian card is applied to the opposing player and the Martian Phase immediately ends.

M.7 WoW OPTIONAL RULES

M.7.1 Random Martian Phase: When setting up the game, remove the **Red Planet** RE card from the Random Events deck. At the end of each Random Event Phase, roll 1d6. On a roll of 1 or 2, the Martian Phase does not occur this Turn. On a roll of 3 or 4, the Martian Phase occurs as noted above in **Section M.4**. On a roll of 5 or 6, the Martian Phase occurs immediately after Combat Round 2 instead of after Round 1.

M.7.2 Unexpected Martian Invasion: Place the **Red Planet** RE card in the Random Events deck. Until the **Red Planet** RE card is drawn in the Random Event Phase, the Martian Phase does not occur. On the Turn in which the **Red Planet** RE card is drawn, resolve it normally. On each Turn after that, the Martian Phase occurs as described in **Section M.4**.

M.8 EXAMPLES OF PLAY

Example #1: The Allies player is the Defender this Turn and played **Fortifications** in Round 1.

- During the Martian Phase, the **Heavier than Air** Martian card is drawn, much to the delight of the Central Powers player because if the Martian card is not cancelled the Allies **Fortifications** card will be cancelled.
- The Allies player discards from their hand a **French FT-17 Tank**, but its 8 BP are not enough to meet the Martian card's TP value of 12.
- Needless to say, the Central Powers player passes since they want the Martian card to cancel the Allies **Fortifications** card.
- To keep their **Fortifications** card in-play, the Allies player now discards from their hand a **Wireless (Radio)** card, which adds its 5 BP to the BP of the previously discarded **French FT-17 Tank**.
- The Martian card is cancelled and its ability does not take effect.

Example #2: During the Martian Phase, **The Pit** is drawn, which causes two more Martian cards to be immediately drawn: **Black Smoke** and **Heat Ray**.

- Neither player wants the Martian cards to take effect.
- The Defender plays first and discards a Neutral **Bomber** for 7 VP.
- The Attacker, however, plays **Humble Bacteria** Joker card, cancelling all three Martian cards.
- The **Bomber** card must go into the Neutral discard pile while the **Humble Bacteria** card stays in-play, contributing its 6 BP to the Attacker's chances of winning the Turn.

Example #3: The human players failed to cancel the **Black Smoke** Martian card and it takes effect, exterminating all Land cards in-play.

- The Allies player has the following cards in-play: **British Tank**, **Allied Naval Blockade**, and **Seaplane**. The Martian card exterminates the **British Tank**, which is removed from the game. The Naval cards are safe, and remain in-play.
- The Central Powers player has the following cards in-play: **Paul von Hindenburg**, **Trench Mortar Artillery**, **German Infantry**, and **Poison Gas**. All four of the Land cards are exterminated, and the Central Powers will be left with a BP total of zero going into Combat Round 2.

Game Contents

Game box

2 Dice: One 6-sided (d6) and One 10-sided (d10)

1 Decks and Discards Play Mat

1 Battle Mat

1 Quick Play Outline card

1 Overview, Cards, and Glossary sheet

1 Examples of Play - FAQ - Card Play Summary folder

1 Rules sheet

1 Solitaire Rules sheet

1 *War of the Worlds* expansion sheet (rules, examples, and FAQ)

1 "Defender This Turn" card

13 Random Event cards – No stripe, orange border on back

22 Bonus cards – Yellow stripe on Neutral blue

54 Red deck cards – Red stripe, a mix of Neutral, Entente Allies, and Central Powers cards

54 Blue deck cards – Blue stripe, a mix of Neutral, Entente Allies, and Central Powers cards

44 White deck cards – White stripe, a mix of Neutral, Entente Allies, and Central Powers cards

White cards are for scenarios that will be posted on **LombardyStudios.com** – you may also use White cards to replace Neutral, Allies, or Central Powers cards of equal rank (Ace for Ace, Jack for Jack, etc.). Visit the website for a complete list and download of the 200 cards in PDF form.

War of the Worlds expansion: 12 cards total, all with a Mars expansion icon, including 1 RE card, 1 Bonus card, 4 White deck jokers, and 6 Martian cards.

— Cards used in Basic Game