

# Basic Game Examples of Play

Allison (playing the Allies, of course) and Gerald (playing the Central Powers) begin the next turn of their game. They both hold 9 cards in their hands, and Gerald is the Defender this turn.

**RANDOM EVENT PHASE:** Gerald draws one Random Event (RE) card and reveals it. It's the **Accident or Bad Luck** card and both players must immediately roll the d6. Allison is lucky and rolls a 3 – she may keep all 9 of her cards. Gerald rolls a 4 and must randomly discard a card from his hand. He grimaces and holds his cards up – but hidden from Allison. Allison picks one of these cards and places it aside. It is one of Gerald's bonus cards, but that is not revealed to Allison until the end of this turn.

**OPTIONAL BONUS CARD PHASE 1:** The Defender (Gerald), then the Attacker (Allison)

may each play a bonus card from their hand. This is optional, and both Gerald and Allison choose to hold onto their bonus cards for later in the game.

**ROUND 1 – DEFENDER:** Gerald is the Defender and must play at least one card first. He plays a **Reinforced Trenches** Neutral card face up, followed by a **Barbed Wire** Neutral Plus card that links to it. Allison checks her hand, looking for any Field Artillery (also called Field Guns) cards. If she were to play one, it would be immediately canceled (and flipped over) by the **Reinforced Trenches** card.

**ROUND 1 – ATTACKER:** Now Allison must play at least one card with an Attack arrow during this round or her next round. She plays a **British Infantry** (Queen) card face up. Because it has an Attack arrow, she has sat-

isfied that requirement. Gerald doesn't have a card that can cancel the infantry, so Allison plays (face-up and in line with the Infantry) a **British 4.5-inch Howitzer** (King) card, an **Observation Balloon** Neutral card, and a **Trench Mortar** Neutral card. The **British 4.5-inch Howitzer** and the **Trench Mortar** are both Plus cards that link to the **British Infantry** card, and the **Observation Balloon** may be added to either Artillery card. Allison uses the **British 4.5-inch Howitzer** card to cancel the **Reinforced Trenches** card, which Gerald must flip face down. Allison rotates the **British 4.5-inch Howitzer** card 180 degrees to show that it has been used. Gerald's **Barbed Wire** card is not canceled and remains face-up.

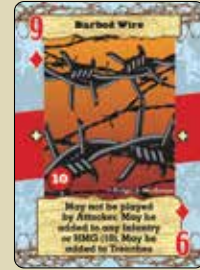
Gerald is the Defender this turn.

Random Event Phase. Both players roll the d6.

Gerald plays **Reinforced Trenches** and the **Barbed Wire** card that links to it.



Defender  
— Round One —



Allison plays an **Infantry** card. Gerald does not cancel it, so Allison may immediately play the 3 additional cards shown that link to the Infantry or to each other. The **Artillery** card cancels and flips Gerald's **Reinforced Trenches** card.

Defender  
— Round One —



Attacker  
— Round One —



**ROUND 2 – DEFENDER:** Gerald plays **Paul von Hindenburg** (Jack), a leader that allows him to play two more non-Naval cards of any type. Allison doesn't have any Jokers or Bonus cards in her hand that can cancel the Jack, so Gerald immediately follows up by playing two **German Fighter Ace** cards and a single **Improved Weapons** Bonus card that links to the second **German Fighter Ace** that he played. Gerald uses the first **German Fighter Ace** to cancel Allison's **Observation Balloon**, which is flipped face down. Note that he could have used either **German Fighter Ace**, but chose to save the upgraded German

Fighter Ace for later. If Allison had a "Lions Led By Donkeys" Joker card, she would have been able to cancel **Paul von Hindenburg** as soon as it was played, preventing Gerald from playing either of his **German Fighter Aces** (and the **Improved Weapons** card) and ending Round 2 for both of them.

**ROUND 2 – ATTACKER:** Allison sadly surveys the remaining cards in her hand. Her prospects are pretty grim. She holds four cards: **Dazzle Camouflage**, **British Submarine Blockade**, **French Reconnaissance Aeroplane** and the **Night Barrage** Bonus card. She

considers using the **British Submarine Blockade** card to cancel and discard one of the **German Fighter Aces**, but that still wouldn't give her enough Battle Points (BP) to win the turn. On the other hand, she could use the **French Reconnaissance Aeroplane** to take a peek at a couple of Gerald's cards, but that card would be easily canceled by the second **German Fighter Ace**. She sighs and plays the **Dazzle Camouflage** card, because she MUST play a card during the round. Passing is not an option, even if a player has a losing position.

Gerald plays his Jack **Paul von Hindenburg**. Allison cannot cancel it so Gerald immediately plays both of his **Aces** cards and the bonus card **Improved Weapon**. One of his Ace cards cancels and flips Allison's **Observation Balloon** card.

Defender  
— Round Two —



Attacker  
— Round One —



Allison's remaining cards will not help her win this turn, but she must play one last card. She chooses **Dazzle Camouflage**, hoping to draw better cards for the next turn.

Defender  
— Round Two —



Attacker  
— Round Two —



**OPTIONAL BONUS CARD PHASE 2:** Gerald already played his only Bonus card, the **Improved Weapons**, so he can't play a Bonus card (Allison doesn't know this). Allison decides to hang onto her **Night Barrage** Bonus card, hoping that it will come in handy on a later turn.

**BATTLE RESOLUTION PHASE:** Gerald gleefully counts his BP for a total of 51 against Allison's 34. Because they were both canceled and face down, the **Reinforced Trenches** and **Observation Balloon** cards do not contribute

their BP to either total. The Central Powers side won this battle, and Gerald surveys the played cards to select his prize. He chooses to seize Allison's **Trench Mortar** Neutral card and place it in his hand, while the **British Infantry**, **British 4.5-inch Howitzer**, and **Dazzle Camouflage** Allies cards are all captured and placed face down on his side of the board. He would have loved to have kept **Paul von Hindenburg** or one of the **German Fighter Aces**, but friendly Aces, Kings, Queens, and Jacks cannot be kept by the winner of the

turn. The rest of the cards are sorted and placed into their respective discard piles, except for the **Improved Weapons** Bonus card, which is immediately shuffled into the Bonus card draw deck. Allison flips the **Defender This Turn** card and plots her revenge....

Gerald wins the turn with 51 BP to Allison's 34 BP. BP of flipped cards are not counted. As winner, Gerald chooses to keep the Neutral **Trench Mortar** and place it in his hand.

Defender

— End of Turn —








51









34

Attacker

— End of Turn —

# End of Turn



Allies cards played this round are captured and moved (face down) to Central Powers "Captured Entente Allies Cards" area

Remaining cards are discarded to their appropriate locations. Random Events and Bonus cards are shuffled into their respective decks

