



GAME OVERVIEW, CARDS, & GLOSSARY

The Great War (TGW) is a two-player card game that recreates 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, 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 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** card keeps track of which side is the defender that turn, and the decks can be placed on a play mat to help organize game play.



PLAYING CARDS DESCRIBED

D.1 The two 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 standard 2 through Ace and suit markings on the cards usually have no effect in *TGW*. However, some groups of cards may be identified in the rules by their rank (King, Queen, etc.) for convenience.

D.3 The Red and Blue decks each have three 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.

D.4 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.5 There are also Random Event (RE) cards with no Nationality insignia and an orange border on the back. One RE card is drawn at the start of every turn and can affect either or both players.

D.6 There are also Bonus cards that have no Nationality insignia and a yellow stripe on the front. Both sides may use these Bonus cards. A Bonus card may be played at any time during a turn after the RE card is revealed.

D.7 There is also a deck of extra playing cards (Ace, King, Queen, Jokers, etc.) with a white stripe on the front. These White deck cards provide additional Infantry, Artillery, Leaders (Jacks), etc., for specific scenarios. These white cards are not used in the basic game and do not constitute a complete standard deck.

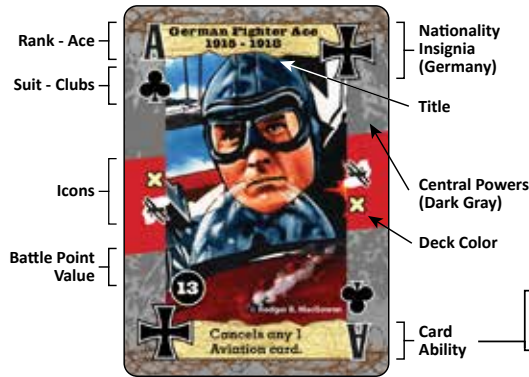
D.8 Each card has a title at the top of the card identifying that leader, weapon, type of soldier, or event. Many note the dates of command or service. If there are no dates shown, assume that card to be in action from 1914-1918. Most cards also have text at the bottom describing that card's effects in the game.

D.9 Each card may also have one or more icons that specify a key function or ability in the game. 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's value, text and/or special abilities.

D.10 All cards except Random Events have a Battle Point (BP) value inside a circle near the lower left-hand corner of the card. BP are compared at the end of a battle to determine the winner of that turn. Total BP are compared at the end of the last turn to determine the winner of the game.

D.11 In the basic game use the Red and Blue decks of playing cards, plus the **Lawrence of Arabia** Allies white Joker card, the **Mata Hari & Spies** Neutral white Joker card, and all of the Random Event and Bonus cards.

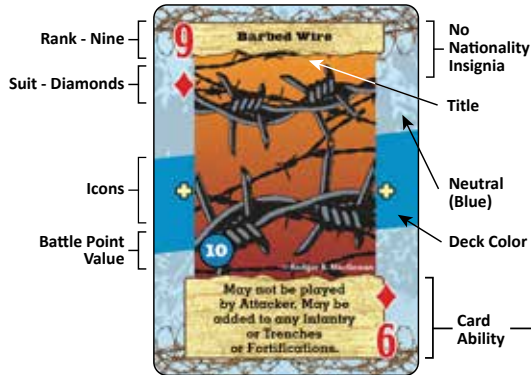
Central Powers



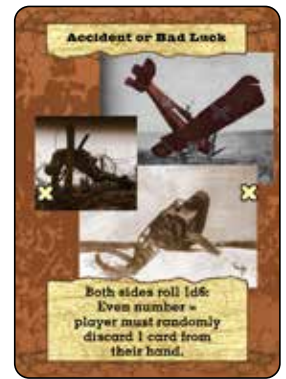
Bonus



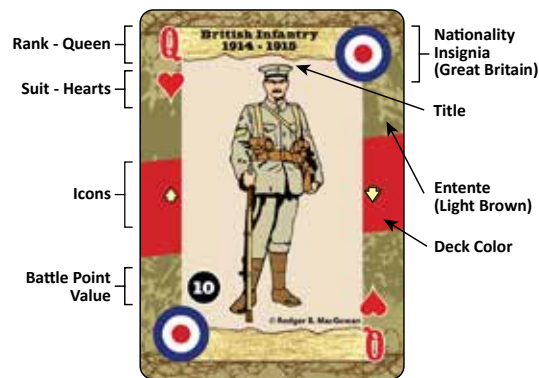
Neutral



Random Event



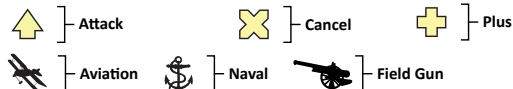
Entente Allies



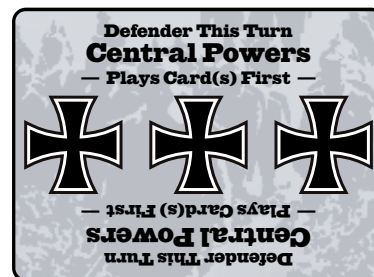
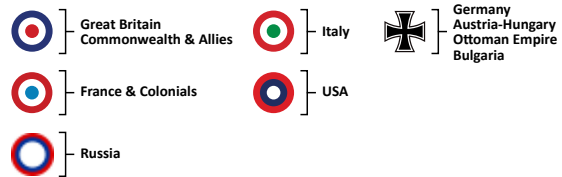
White Deck



Icon Types



Nationality Insignia



GLOSSARY OF GAME TERMS

G.1 Artillery: “King of Battle” represented mostly by King (K) cards. Field Artillery have a cannon icon and can be canceled by **Trenches**. Artillery types also include Mortars and Howitzers.

G.2 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 one of the rounds of the battle, unless the round is ended by the play of a Joker.

G.3 Attacker: Plays second in each turn and must play at least one Attack arrow icon card in a turn in their first or second round.

G.4 Aviation: Cards with an aeroplane icon on them.

G.5 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.5.1 A white BP in a black circles indicate cards that may not be voluntarily discarded from your hand.

G.5.2 Regardless of the BP icon, any non-captured card may be discarded by Random Event cards, enemy card play, or to reshuffle draw decks after turn 5.

G.6 Bonus: Cards that have no Nationality insignia, a light blue border, and a yellow stripe. They have a yellow border on the backs of the cards and show special historical scenes, events, and capabilities. They may be used by both sides like Neutral cards and are considered additional (bonus) cards that may be played by either player at any time during a turn after the Random Event card is revealed. Bonus cards are shuffled back into the Bonus card deck at the end of every turn.

G.7 Cancel: Card with an X icon. Flip over (turn) the canceled card face down. Its Battle Point value and effects are not counted for that turn.

G.7.1 A card's cancel effect may be used immediately or saved and played against an enemy card later in a turn (see examples of play folder). Most cards that cancel may do so only once per turn. When the cancel effect is used, rotate the canceling card 180 degrees to show it was used.

G.7.2 When two cards can cancel each other, the second card played is the decisive one.

Example #1: If the Defender plays an Ace, the Attacker can cancel it if the Attacker then plays their Ace. If the Defender plays an Ace with the Bonus **Improved Weapon**, the Attacker must also have an Ace with **Improved Weapon** or **Improved Doctrine** or the Defender's Ace and linked Bonus card cancels the Attacker's lone Ace.

Example #2: **Fortifications** cards are placed by the Defender only in the first round of a turn. They cancel enemy cards with Attack icons played later that turn except any enemy cards that cancel **Fortifications**

such as **Flamethrowers** and certain Artillery (King) cards.

G.8 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 play mat. They stay there until the end of the game.

G.9 Central Powers: Cards with an Iron Cross and dark gray border. Represents German and Austrian forces in the basic game.

G.10 Defender: Plays first in a turn and wins BP ties.

G.11 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.12 Discard: At the end of a turn, the winner discards their face up played cards and places them face up next to their proper draw pile – either Central Powers, Entente Allies, or Neutral. Random Event and discarded Bonus cards are reshuffled back into their appropriate draw decks before the next turn begins. At the end of a turn, both players may also discard cards from their hands but this is optional. Discarded cards cannot be captured. Players may not draw from the discard piles.

G.13 Entente Allies: Cards that have a roundel and light brown border. Represents British and French forces in the basic game.

G.14 Hand: Cards a player holds that are not yet revealed.

G.15 Face Down: Canceled cards are turned (flipped) face down. Their BP are not counted nor are their effects used after they are turned face down.

G.16 Face Up: Cards placed face up from a player's hand in a turn count their BP for victory and may use their effects once per turn. A few cards may use their effects more than once per turn as noted on that card.

G.17 Flip: Turning a card over from face up to face down to show it has been canceled. The **Defender This Turn** 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.18 Infantry: “Queen of Battle” represented mostly by Queen (Q) cards. Heavy Machine-Guns (HMG) are Infantry.

G.19 Jokers: Special cards that may be played to interrupt an enemy card play by canceling the card played. In this case, the canceled enemy card is immediately flipped face down and may not use its effects or add any Plus cards. When a Joker is played this way, the round immediately ends.

G.21 Land card: A card without an Aviation or Naval icon.

G.22 Linking Card: A card that can be added to another card (see Plus below).

G.23 Nationality: A player's side, either the Central Powers or Entente Allies.

G.24 Naval: Cards with an anchor icon on them. Both sides may play Naval cards in their first and/ or second round of a turn. Some naval blockade cards can cancel enemy Nationality cards.

G.25 Neutral: Cards that have no Nationality insignia and a light blue border. They show German, British, or French soldiers and equipment. They may be used by either side.

G.26 Plus: A card with a Plus sign (+) 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.

G.26.1 Both players may play more than one card at a time as long as one or more of those cards is a Leader (Jack), Joker, or a Plus card that says you may play it with other card(s). For example, you may play a **British Reconnaissance Aeroplane** and a **Neutral Observation Balloon** with the same **British Artillery** (King) card.

G.26.2 Place Plus cards face up near their linking card unless the enemy player uses a Joker card to immediately cancel that linking card. In this case, the Plus cards remain in a player's hand (see examples of play). You may also hold Plus cards and play one or more of them in the second round if they link to cards already face up. The only limit to how many Plus cards the player may use is the number of such cards in their hand and the text on those cards.

G.27 Random Event (RE): Cards that have no Nationality insignia and an orange border on the backs of the cards. They show people, scenes, and/or events and can affect one or both players. One RE card is drawn by the Defender and played first at the start of every turn.

G.28 Rotate: After a card uses its “look at enemy card(s)” or cancel effect against enemy cards it is rotated 180 degrees to show it may not look at or cancel an enemy card again that turn. Note that Fortifications cancel enemy cards for the entire turn and therefore are never rotated (but can be canceled).

G.29 Round: A turn consists of two rounds. During each round, the Defender for that turn places cards from their hand face up first, followed by the Attacker.

G.30 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.

G.31 Turn: Completed when both players have finished two rounds of card play, including the final optional Bonus card play. Players alternate turns being the Defender. In the basic game the Central Powers is the first Defender to represent that Germany was usually on the defensive on the Western Front from 1915-1918.

