



1914 3



### Battle of Tannenberg

+2 Morale for the German player.

*Removes or prevents the 'Russian Steamroller' Event.*

7



1914 3



### Turkey Joins the war

The German player gains 2 Morale and may play an additional card this round.

8



1914 3



### Zeppelins over Liege

German player is allowed to remove 3 Allied trenches.

9



1914 3



### The Raid on Whitby

Both players roll a die. The German player adds 2 to their roll. If the German player rolls higher, the Allied player loses 3 points on the Economic track. If the Allied player wins the roll they add 1 to the propaganda track

10







1915

3



### Chlorine Gas

German player is allowed to remove up to 4 Allied trenches.

20



1915

3



### The Red Baron

At the end of each year, including the year this card was played, while this card is in play, the German player gains 2 points on the Propaganda Track before scoring.

21

*This card is cancelled or prevented by 'Red Baron shot down'.*



1915

4



### Gallipoli

The Allied player may not play any *Attack Actions* for the remainder of the year this card was played. They also lose 2 Morale. They may still play *Non-Attack Actions* and play *Events* as usual.

22



1915

2



### The Lion of Africa

Starting this year; each scoring, the Allied player rolls a die. On a 5 or 6 this card is removed. While it is in play the German player receives 1 Morale each end of year scoring.

23







1916

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1916

3



1916

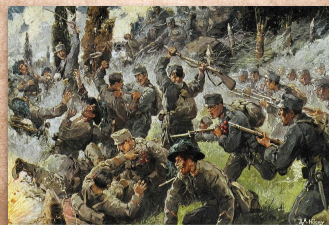
2



### Battle of Verdun

The Germans attack at Verdun. Both players roll a die. If after modifications, the German player has a higher roll, the German player receives 2 morale and moves the frontline all the way into France. On a failure to roll higher, the allied player receives morale equal to the number the German player was short for victory.

31



### Trentino Offensive

German player gets to make 2 *Frontal Charges* with an additional +1 bonus on their rolls.

32



### "Bleed France white"

If this card is in play before 'The battle of Verdun', the German player adds 2 to their roll when the battle commences.

33







1916

2



### Easter Risings

If this card is in play before 'The battle of the Somme', the German player adds 2 to their roll when the battle commences.

34

SCARPER



1916

3



### Hindenburg Line

German player may add 5 trenches with no more than 1 trench per Battlefield.

35

SCARPER



1917

4



### Russian Revolution

The German player gains 3 Morale and can make one *Concentrated Assault* using the value of this card.

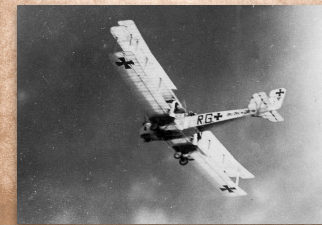
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1917

3



### Gothas bomb London

The German player rolls a D3. The Allied player loses Morale equal to the roll.

45

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1917 2



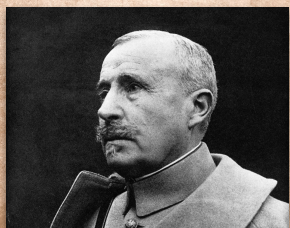
1917 4



1917 2



1918 3



### Nivelle in charge

Allies gain 1 on the Propaganda Track. Doubles effect of 'French Mutiny'

(Allied trenches will be removed on a roll of a 1,2,3 or 4)

46

### French Mutiny

Allied player rolls a die on up to 6 Battlefields on which they still have trenches. On a 1 or a 2, remove 1 trench per Battlefield.

*If 'Nivelle takes command' is in play, the Allied player removes trenches on a roll of a 1, 2, 3, or 4.*

47

### Submarine warfare

Allied player loses 2 points on the Economic Track. Cancels or prevents the 'Blockade of Germany card'.

*Allows play of 'America joins the war'.*

48

### Ludendorff Offensive

The German player makes a number of *Frontal Charges* equal to the value of this card. Each attack receives an attack bonus of 3, and ignores the adjacent battlefields.

*The value of this card may be doubled by the 'Treaty of Brest Litovsk' card.*

57

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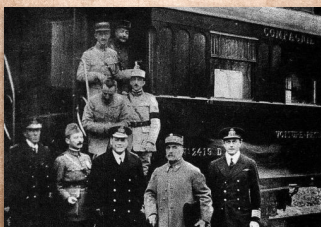
1918 4



1918 3



1918 2



### Armistice signed

Only playable if at current scoring the Allied player would gain Morale. Instead of scoring 1918, the game ends immediately.

Event only playable if 'Abdication of Kaiser Wilhelm' or 'Mutiny in Kiel' are in play.

58



### Storm Troopers

The German player may make 2 *Frontal Charges*. The defensive value of Allied trenches during these attacks are halved.

59



### Operation Georgette

The German player may move forward along the 'Ypres' battlefield at the cost of one Morale per space, regardless of trenches.

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