



1914 3



1914 3



1915 3



Race to the Sea

Player is allowed to make regular Frontal Charges on both the Ypres and Arras Battlefields. Afterwards, score the Battlefields immediately.

1



Battle of the Marne

Both players roll a die. Player adds 2 to their roll. Winner gets to place 5 trenches. Loser places 3. On an equal roll, both players place 4 trenches.

2



Dig in

Double the value of the furthest trenches the player owns on 2 battlefields of player's choice.

11

SCARPER

SCARPER

SCARPER

SCARPER

1915 3



Barbed wire

Player of this card is allowed to place 4 trenches.

12

SCARPER

1915 2



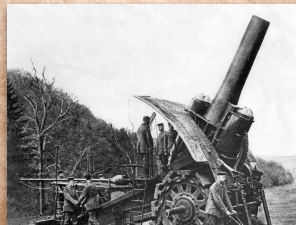
Snipers

Opponent reveals their highest Command value card. If tied, they chose. You can use the card's value to conduct Actions as usual. The Event is never triggered. On their next turn, your opponent has to use the Command value of this card to conduct Actions.

13

SCARPER

1915 3



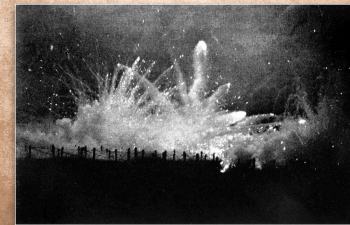
Heavy Bombardment

Remove half of all of your enemy's defenses on two adjacent battlefields, rounded up.

14

SCARPER

1915 2



Trench raid

Next time a 'battle card' that requires a dice roll is played, add 1 to player's roll. Discard afterwards.

*Battle cards are:
'Marne, Verdun, Somme and Jutland'*

15

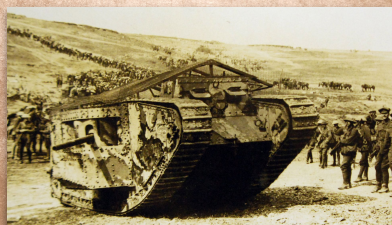
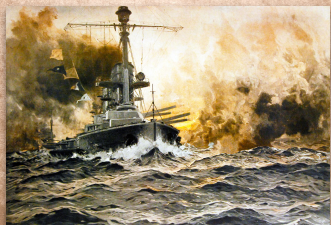
SCARPER

1916 3

1916 3

1917 2

1917 3



Battle of Jutland

Tanks first used

Papal Peace

Lice

Both players roll a die. The player who plays the card adds 2 to their roll. The highest roll claims victory at Jutland and receives 3 Propaganda Points.

The player may make 2 *Frontal Charges*. The defender does not receive their usual defensive bonus.

The player who, at present scoring, would lose points on the total of all battlefields, immediately receives 3 points on the Propaganda Track.

Player may remove 2 of the opponents' trenches for every trench they remove from themselves.

24

25

36

37

SCARPER

SCARPER

SCARPER

SCARPER



1917 2



1918 2



1918 4



1918 2



Sixtus affair

Austria seeks peace. The Allied player must accept or reject. If the Allied player accepts, both players roll a die and the player of this card adds 2 to their roll. The player with the highest modified die roll receives 2 morale (reroll ties). If the Allied player rejects the offer they receive 2 propaganda points but the German player may use the value of this card for actions.

38



Brest-Litovsk Treaty

Player receives 2 Propaganda Points. Doubles the value of the 'Ludendorff offensive'. Both if played by the Allied player as well as the event for the German player.

49



Spanish Influenza

The player of this card may designate three adjacent battlefields. On these battlefields, neither player may make any attacks for the remainder of the game. Events are also affected by this card.

50



Gavrilo Princip dies

The player's opponent must randomly discard 1 card from their hand. Event does not occur.

51

