

1914 3



Russian Steamroller

The German player can not play any *Attack Actions* this year until 'Battle of Tannenberg' is played. *Non-Attack Actions* and *Events* are not affected.

3



1914 2



Japan joins the Allies

The Allied player may look at the 4 top cards of 1915 and after showing the German player, remove one of them. Reshuffle the 1915 pile.

4



1914 3



Plan XVII

Allied player makes *Frontal Charges* on the Metz, Colmar and Mullhouse battlefields.

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1914 4



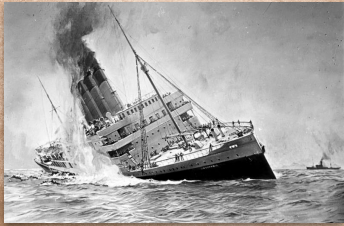
The BEF Lands

The Allied player may move the frontline on both the Ypres and Arras battlefields forward until they run into German trenches.

6



 1915 2



Lusitania sunk

Add 2 points on the Allied Propaganda Track.

Allows play of 'USA joins the war'

16



 1915 3



Salonika Front

The Allied player randomly picks a card from the German player's hand. If the Event on the card is an Allied associated Event it takes place right away. If it is a neutral or German associated Event, the card is discarded without the Event taking place.

17



 1915 2



Italy joins the war

All Event cards played by the Allied player this year, receive +1 to their Command value.

18



 1915 3



Naval Blockade

This year and every future year this card is in play, the German player loses 1 point on the Economic Track after strategy cards are revealed, before scoring.

This card is negated by 'Submarine warfare'

19



 1916 4

 1916 2

 1916 3

 1916 2



Battle of the Somme

'Ils ne passeront pas'

Arab revolt

Military Service Act

The Allies attack at the Somme. Both players roll a die. If after modifications, the Allied player has a higher roll, the Allied player receives 2 Morale and moves the frontline all the way into Belgium. On a failure to roll higher, the German player receives Morale equal to the number the Allied player was short for victory.

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

Place this card in front of the Allied player. On the next round of scoring, the Allied player may choose to ignore the scoring of one battlefield.

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

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SCARPER

SCARPER

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1916 2



Brusilov Offensive

This card halves the effect of both the 'Easter Risings' as well as 'Bleed France white'.

30



1917 5



USA joins the War

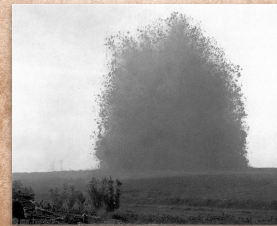
The Allied player gains 1 Morale, and can make one *Concentrated Assault* using the value of this card. Also, the Allied player gains 2 points on the *Economic Track* at the end of 1917 and 1918, after strategy cards, before scoring.

This card can only be played for the event if one of these cards has been previously played for the event: 'Submarine warfare', 'Zimmerman telegram' or 'Lusitania sunk'.

39



1917 3



Bombing of Messines

Remove all German trenches on a single battlefield.

40



1917 2



Passchendaele

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

41



1917 2

1917 2

1918 5



Petaain takes over

Zimmerman Telegram

100 Days Offensive

The Allied player receives 1 Morale.

Allies gain 2 points on the Propaganda Track.

The Allied player makes a *Frontal Charge* on all battlefields. Each attack receives an attack bonus of 2, instead of the normal position on adjacent battlefields bonus.

This card prevents the play of the 'French mutiny' event.

Allows play of 'USA joins the war'

*If this card is played **after** the Ludendorff offensive the German defense bonus on each battlefield is halved, rounded down.*

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Mutiny in Kiel

The German player cannot make any *Attack Actions* for the remainder of the game. They can still play Events and *Non-Attack Actions*.

Allows play of 'Armistice signed'

53



The Kaiser abdicates

The German player cannot make any *Non-Attack Actions* for the remainder of the game. They can still play Events and *Attack Actions*.

Allows play of 'Armistice signed'

54



Foch takes command

The Allied player is allowed to look at the German player's hand. They have to take one card and discard it, not triggering the event.

55



Red baron killed

Remove 'The Red Baron' card. Allied player gains 2 Propaganda Points and the German player loses 1 Morale.

Event only playable if 'The Red Baron' card is in play.

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