

1 À l'Ouest, rien de nouveau

All Quiet on the Western Front



No Events

1914

2 À l'Ouest, rien de nouveau

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No Events

1914

3 Le Plan Schlieffen
The Schlieffen Plan
No effect if drawn after 1914



Germany is required to attack France, freely and immediately, with two dice (+1 on each die). Note: it is possible to attack a second time.

1914

4 Course à la mer
Race to the Sea
No effect if drawn after 1914



This turn France and Germany benefit from a +1 on the attack die/dice when they attack each other (modifier is not cumulative with that of the Schlieffen Plan).

1914

5 La crise des obus

Shell crisis



This turn, France suffers -1 on its attack dice.

1915

6 Gaz!

Gas!



This turn, Germany benefits from a +1 on the artillery die/dice when it attacks France.

1915

7 Von Lettow en Afrique
Von Lettow in Africa:



The German player benefits freely from an additional attack die during his next offensives in Africa. He loses this bonus as soon as his operational value falls to 0 (wound level 0 or 1).

1915

8 Bataille de Gallipoli

Battle of Gallipoli



The Entente loses 1d6 RP after collecting RP.

1915

9 Vers la paix séparée ?

Toward a separate peace?



This turn, the attacks of Germany and of Austria-Hungary against Russia benefit freely from an additional attack die.

1915

10 L'Italie en guerre!

Italy at war!



Italy enters the war on the side of the Entente.

1915

11 La Bulgarie en guerre!

Bulgary at war!



Bulgaria enters the war on the side of the Central Powers.

1915

12 Le Lusitania torpillé

The Lusitania torpedoed



No effect. If The Lusitania torpedoed! and Télégramme Zimmerman (29) events are drawn, place the Lafayette nous voilà! counter on the Resource track on 0 (see 11.1).

1915

13 À l'Ouest, rien de nouveau

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1915

14 Bataille du Jutland Battle of Jutland



Roll 1d6 and apply the effect:

1 : « Grand Fleet » defeated - The Central Powers win 3RP.

2-4 : minor German defeat - No effect

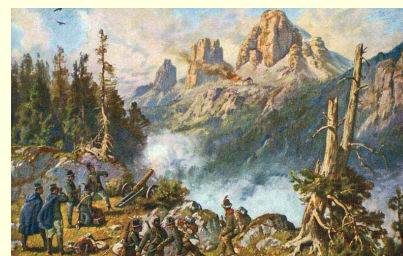
5 : major German defeat : -1 on the naval table for the Central Powers until the end of the game.

6 : « Hochsfleet » destroyed: definitive blockade. The Entente does not roll again on the naval table until the end of the game.

1916

15 Offensive du Trentin

Offensive of the Trentin

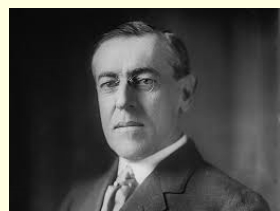


This turn, the attack dice of Austria-Hungary against Italy benefit from an additional +1.

1916

16 W. Wilson intervient!

W. Wilson intervenes!

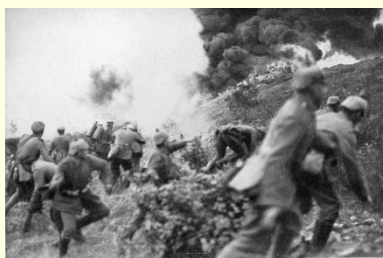


The Central Powers player does not roll again on the naval table. This event is canceled if the U-Boot event is drawn.

1916

17 Bataille de Verdun

Battle of Verdun



The German must launch an offensive in France by using at least 2 RP.

1916

18 Bataille de la Somme

Battle of the Somme



Entente must launch an offensive from France spending at least 2 RPs.

1916

19 Offensive Broussilov

Brusilov Offensive

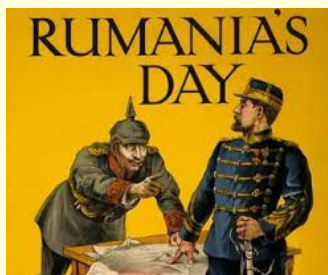


Russia must launch an offensive against Austria-Hungary by using at least 2 RP. Each attack die benefits from +1. Each attack die that fails loses 1 RP for the Entente (or 1 rupture point for Russia).

1916

20 La Roumanie en guerre

Romania at war



Romania joins the war on the side of the Entente.

1916

21 À l'Ouest, rien de nouveau

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1916

22 Mutineries en chaine !

Chain of mutinies!



This turn, the Entente player rolls one fewer attack die during the offensives launched from France. The cost of the offensives remains the same.

1917

23 Bataille de Gaza

Battle of Gaza



The Entente must attack the Ottoman Empire from Egypt with the maximum number of attack dice possible (respecting the operational value). All the dice that inflicted a hit are canceled and re-rolled once.

1917

24 Lawrence d'Arabie

Lawrence of Arabia



The Ottoman Empire loses 2 points on the Rupture track.

1917

25 Bataille de Caporetto

Battle of Caporetto



This turn, Austria-Hungary's attack dice against Italy benefit from an additional +1.

1917

26 U-Boote

U-Boot



The Central Powers benefit freely from +1 on the naval table until the end of the war. Place the marker near the table as a reminder.

1917

27 Le cirque volant The Flying Circus

No effect if drawn after 1917



Temporarily increase the Air level of the Central Powers by +2 for this and the following turn.

1917

28 La Grèce en guerre

Greece at war

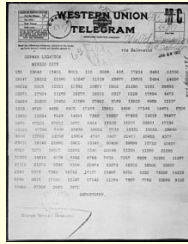


Greece joins the war on the side of the Entente.

1917

29 Télégramme Zimmerman

Zimmerman Telegram



No effect. If The Lusitania torpillé! and Télégramme Zimmerman are drawn, place the Lafayette nous voilà! on the Resources track on 0. (see 11.1).

1917

30 À l'Ouest, rien de nouveau

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1917

31 Traité de Brest-Litovsk

Treaty of Brest-Litovsk



Russia exits the war immediately. It produces no more RP and can neither attack nor be attacked. Russia's exit from the war does not award any VP.

1918

32 Friedensturm sur la Marne

Friedensturm on the Marne



The attack dice of the German offensives toward France benefit from an additional +1 this turn.

1918

33 Commandement unique

Singular command



Until the end of the game, the Entente benefits from a +1 on the attack die/dice in France. Place the marker in France as a reminder.

1918

34 Les chars arrivent!

The tanks arrive!



The Entente benefits freely from a +1 to attempt to develop the next level of Attack Technology.

1918

35 Bataille de Megiddo

Battle of Megiddo



This turn, the Entente player benefits freely from an additional attack die for any attack against the Ottoman

1918

36 Expédition de Salonique

Thessaloniki Expedition



Discard this marker without effect if Greece is not at war. Otherwise, add freely until the end of the game an attack die for any attack from Greece. Place the marker in Greece as a reminder.

1918

37 - Grippe espagnole

Spanish flue



Each nation loses one point on the Rupture track.

1918

38 Négociations de paix

Peace negotiations



Place the Event card 42 Armistice in the Deck. (see 11.2).

1918

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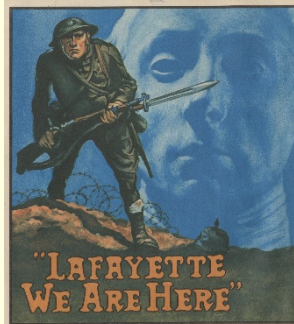


No Events

1918

41 Lafayette nous voilà!

Lafayette we are here!



See 11.1.

1918

42 Armistice

Armistice



The game is over at the end of the turn. Germany only produces 2 RP instead of 4 during this last turn.

1918

24a L'offensive du Caucasus

Caucasus Offensive



EACH front must make a 2 RP Offensive on the other.

1917

17a

Batailles de Verdun et Somme



B1. Verdun: If Germany is higher than or in equal place with France on the War Effort Chart on the Central Powers' first turn then Germany must make a 2 RP offensive against France in this turn.
B2. The Somme: If Germany is higher than or in equal place with France on the War Effort Chart on the Entente's first turn then France must make a 2 RP offensive against Germany in this turn.

1916

18 a

Batailles de Verdun et Somme



B1. Verdun: If Germany is higher than or in equal place with France on the War Effort Chart on the Central Powers' first turn then Germany must make a 2 RP offensive against France in this turn.
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1916

22a Mutineries en chaine !

Chain of mutinies!



When France next make an Offensive that score hits with less than half of the Attack Dice (not counting artillery dice) the chit is activated and takes effect on the next turn.

1917