Great War Commander: British Expeditionary Force

The sequel to Great War Commander. Great War Commander: BEF’s main theme is the addition of a new faction: Great Britain and their Dominions.

Rating: Not Rated Yet

Price
Price £48.95

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Manufacturer HEXASIM

Description

Great War Commander: British Expeditionary Force is the sequel to Great War Commander. Great War Commander: BEF’s main theme is the addition of a new faction: Great Britain and their Dominions. This second game in the Great War Commander game series includes units, cards and scenarios depicting the fighting forces of this great nation.
Great Britain has its own 72-card Fate Deck and 9-card Strategy Deck highlighting its historical strengths and weaknesses.

16 new scenarios and one campaign will take place on the most iconic battlefields where the British Expeditionary Force fought: Ypres, Arras, Champagne, Passchendaele, Villers-Bretonneux... They will also play on 10 new stunning maps drawn by the talented illustrator Marc von Martial.

Random Scenario Generator has been updated incorporating the new nationality and new battles. The Random Scenario Generator system provides an almost endless variety of map configurations, force structures and combat situations. Replayability for Great War Commander gets even better with this new addition to the family.

Like its mother game Combat Commander, Great War Commander is one of those rare, exceptional values in wargaming - a game that can be replayed time and time again, each time with a new story to tell. Great War Commander: British Expeditionary Force also includes an updated Rulebook (version 1.1) incorporating all known errata and clarifications.

Please note: Great War Commander: British Expeditionary Force is not a stand-alone game. You will need to own Great War Commander in order to play it.

Components

- 5 back-printed 17? x 24? game maps (ten maps total)
- 128 large (??) die-cut counters
- 18 double large (1.25” x 5/8”) die-cut counters
- 80 small (½”) die-cut counters
- 90 playing cards
- 4 double sided player aid sheets
- 8 back printed scenario sheets
- one 32-page Rulebook
- one 8-page Playbook