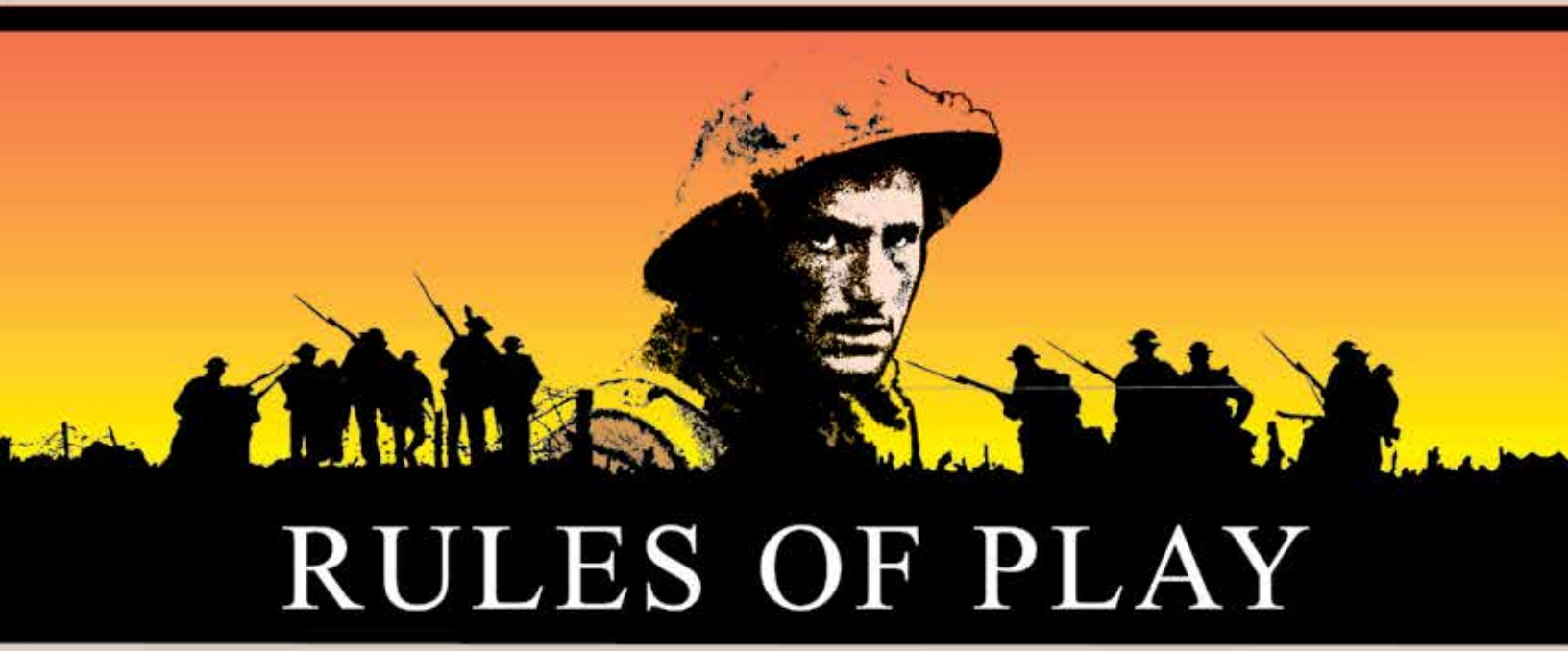
Deluxe
Paths of Glory
THE FIRST WORLD WAR, 1914-1918



RULES OF PLAY

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1.0 Introduction

On June 28, 1914, Archduke Franz Ferdinand, heir to the Habsburg crowns of Austria and Hungary, was assassinated by Serb nationalists in Sarajevo, then the capital of Austrian controlled Bosnia-Herzogovina. The murder of Franz Ferdinand provided an excuse for the Austrian Army's chief of staff, Conrad von Hotzendorff, to "settle accounts" with the upstart Serbs, and on July 23 Austria presented Serbia with an ultimatum with a 48-hour time limit. The Serbs appealed to their traditional protector, Russia, for help. When Russia mobilized, Germany, Austria's ally, declared war on Russia on August 1. Having no plans for a war against Russia alone, Germany soon declared war on Russia's ally, France, and demanded that the neutral Belgian government allow German troops passage through Belgium in order to execute the infamous Schlieffen Plan. This demand was refused, and the invasion of Belgium brought Britain into the war against Germany on August 4. In little more than a month, the murder at Sarejevo had led to the First World War.

Over 4 years later, the war ended on November 11, 1918. The three great dynasties that had begun the war, Habsburg, Romanov, and Hohenzollern, had been destroyed. Lenin was waging a civil war for control of Russia, while Austria-Hungary had dissolved into its various ethnic components. The victors, France and Britain, were in scarcely better shape than the vanquished. The United States, which entered the war in April 1917, was disillusioned by the peace that followed and withdrew into isolationism. The Second World War was the result of the First. *Paths of Glory: The First World War* is a game that allows two players to simulate the Great War in a fun and historically accurate game. The Central Powers (CP) player is attempting to use his central position and the quality of his German armies to defeat his numerically superior opponents. The Allied (AP) player is attempting to bring his larger numbers to bear against his opponent, hoping to avoid a revolution in Russia, at least until the forces of the United States can arrive.

These rules are organized into seventeen numbered sections (1.0 through 17.0) and some sections are further subdivided into subsections *(for example, 2.1 and 2.2)*. In a number of places in the rules, you will see references made to rules sections and subsections that are related to the one you are reading.

Rules Note: This 2018 reprint edition of *Paths of Glory* includes what is now the sixth official update to the game's rules since the original 1999 release. To help those players who own the 2010 edition of the rules, recent changes to the game's rules are noted in the following ways:

♦ If it is a new rule, or significant changes have been made to the rule section, this symbol (♦) is used.

If only a small portion of the rule changed, then the change is indicated with underlined type.



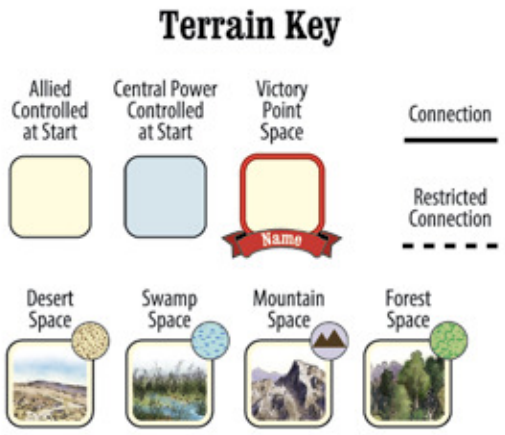
2.0 Components

Paths of Glory includes the following:

- One double-sided 22" by 34" Map
- Two Counter Sheets
- Three Player Aid Cards:
  1. Game Tables
  2. Reinforcements Card
  3. War Status Track + Victory Point Track
- One Rules Booklet (this manual)
- 130 Strategy Cards
- Two 6-sided Dice

2.1 The Game Map

The game map consists of squares, 8-pointed stars, and circular spaces that are connected to one another by lines. Two spaces that are connected by a line are said to be "adjacent" to each other. All spaces are marked to show which side they belong to initially, the type of terrain they contain, if the space is a port, if the space is a fort, and whether the space counts for Victory purposes. The four possible invasion beaches of the Allied MEF are noted on the map as well. Some spaces are connected by dashed lines which indicate restrictions on their use; these restrictions are noted on the map. Finally the Sinai space is marked to indicate the combat penalty both sides pay when attacking solely from that space. The game map also contains a number of charts and tracks to record various game functions.



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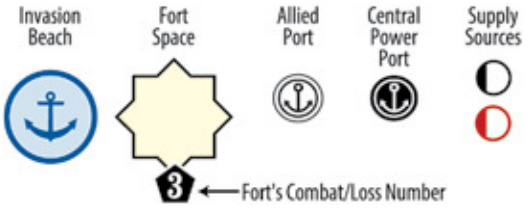
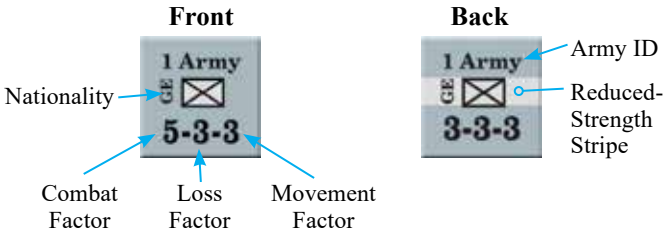


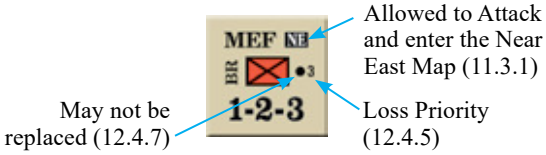
2.2 The Playing Pieces

2.2.1 Combat Units

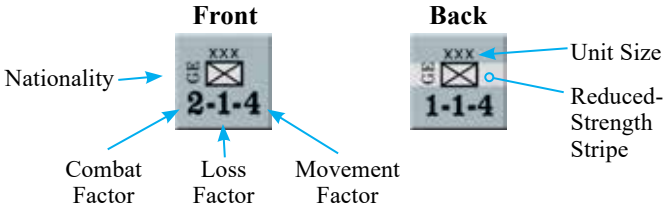
There are two types of Combat Units: Corps and Armies. Forts are not considered units. Corps represents forces of between 20,000 and 50,000 men and are 1/2" counters. Armies represent large bodies of troops (up to 300,000 men) supported by heavy artillery, air units, etc., and are 5/8" counters. All Armies and Corps are printed on both sides of the counter. The two sides are called steps. The front side of the unit represents the unit at full strength, the reverse side represents the unit at reduced strength. Note that, for most units, the reduced strength side has a weaker Combat Factor than the full strength side of the unit, while the Loss Factor and Movement Factor remain the same.

Army-Sized Units





Corps-Sized Units



2.2.2 Game Markers



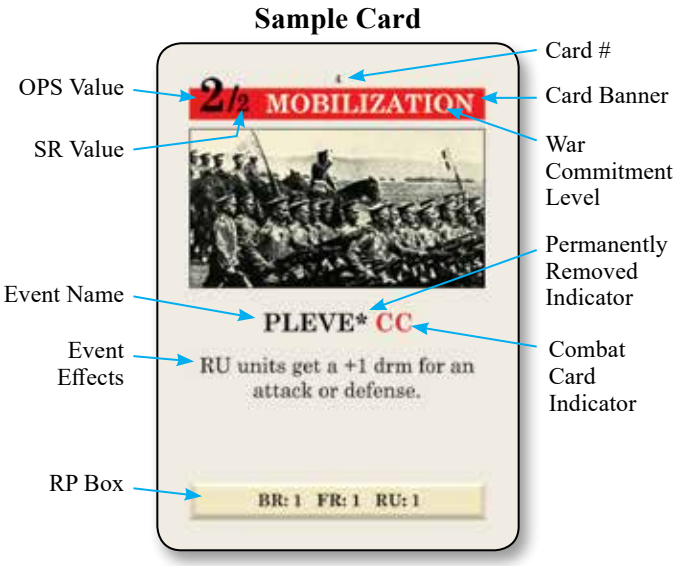
There are numerous marker pieces included in the game. They are intended to facilitate tracking various values; e.g., war status or space control. The availability of a marker for a specific purpose is not intended to constrain players. *For example, should there be insufficient control markers, just use a different marker or adjust the onboard markers.*

2.3 The Strategy Cards

Each player has his own deck of 65 Strategy cards, subdivided into three groups: 14 Mobilization cards, 20 Limited War cards, and 21 Total War cards. Each side also has 10 Optional cards. Note that the card banners for the Optional cards are colored differently than those on the basic cards.

Note: The Variant cards are not part of the basic game.

Sample Card



2.4 Unit Abbreviations

AH: Austro-Hungarian
ANA: Arab Northern Army
AoI: Army of Islam
AUS: Australian
BE: Belgian
BEF: British Expeditionary Force
BR: British
BU: Bulgarian
CAU: Caucasus
CND: Canadian
CP: Central Powers
FR: French
GE: German
GR: Greek
IT: Italian
MEF: Mediterranean Expeditionary Force
MN: Montenegrin
NE: Near East
PT: Portuguese
RO: Romania
RU: Russian
SB: Serbian
SN: Senussi Tribal
TU: Turkish
US: United States
YLD: Yilderim (Lightning)

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2.5 Questions?

If there are any components damaged or missing, please contact us at:

GMT Games
P. O. Box 1308
Hanford, CA 93232-1308

If you have any questions about the rules, we'll be glad to answer them if you send them to the address above with a self-addressed, stamped envelope. For faster response, we're on the internet at www.gmtgames.com, which includes a games discussion forum. Rules questions can also be sent to **tgregorio@gmtgames.com**, **traicer@gmtgames.com**, or **alewis@gmtgames.com**.

3.0 Symbols and Terminology

*** (asterisk):** If a Strategy Card with this symbol is played as an Event, it is permanently removed from the game after this Action Round. It is not removed from the game if it is used as an Operations, Strategic Redeployment, or Replacement Points card.

Activated: When a space has had its Activation cost paid for movement or combat during an Action Round, all the units in the space are considered Activated and can conduct the action indicated by the Activation marker.

Active Player: The player who is taking an action during his part of the Action Round.

CC: Indicates this Strategy Card is a Combat Card Event, playable in support of combat units. Certain Combat Cards have the phrase "May only be used in one Combat per turn." These CC cards are discarded, but not permanently removed, immediately after use; unlike other non-* CC cards, they may not affect more than one combat per game turn. [See 9.5.4.]

Note: Forts are not considered units, so CCs cannot be played in support of unoccupied forts.

Capitals: The following are the capitals of each nation:

AH: Vienna and Budapest
BE: Brussels
BR: London
BU: Sofia
FR: Paris
GE: Berlin
GR: Athens
IT: Rome
MN: Cetinje
RO: Bucharest
SB: Belgrade
TU: Constantinople

Combat Factor (CF): The combat ability of a unit or fort. It is used to resolve combat on the Fire Tables. A fort has a CF equal to the number printed next to it on the map. The CF is a measure of a unit's ability to inflict damage in Combat. Note that a Corps may be weaker in Combat than an Army with a lower CF number because Armies perform their Offensive or Defensive Fire on a better Combat Fire Table than Corps.

Control of Space: Every space on the map is controlled by either the Allied player, the Central Powers player, or is neutral. Control of a friendly space changes to the enemy when an enemy unit enters it and there is not a friendly undestroyed fort in it. If a friendly besieged fort is eliminated or surrenders, control of the space passes to the enemy immediately. Control of Spaces can also change during the Attrition Phase.

Die Roll Modifier (DRM): The number added or subtracted from a die roll.

Event Name: An underlined Event Name indicates the event is a prerequisite for another event.

Loss Factor (LF): The durability of a unit or fort to withstand combat. An opponent's Loss Number must be equal to or greater than a unit's LF for it to be reduced. A fort has an LF equal to the number printed next to it on the map.

Loss Number: The result from a Fire Table during Combat.

♦ **Loss Priority:** Some units are prioritized for assigning losses. When multiple such units are involved in a battle for one side, lower numbered priorities take precedence. *Example: The BEF unit will take losses before the MEF.*

Movement Factor (MF): The number of spaces a unit may enter during an Action Round when Activated for movement.

Movement Points (MP): The cost to enter a space. All spaces in *Paths of Glory* cost 1 MP.

OPS Value: The number of Activation Points which a player may spend for movement or combat in an Action Round.

Out of Supply (OOS): This occurs when a unit cannot trace a supply line to a friendly source. An OOS unit is severely restricted, and is eliminated during the Attrition Phase if still OOS.

Replacement Points (RP): These are used to rebuild reduced strength units and to recreate eliminated units.

RP Box: The nations and the number of Replacement Points recorded when the card is played as a Replacement Point action.

Space: Each location on the map to which a unit may be moved.

SR Value: The number of SR Points a player conducting a Strategic Redeployment action may use.

Strategic Redeployment (SR): The action by which players may quickly move units great distances within friendly territory.

VP: Victory Point(s), used to determine victory in the game.

VP Space: Any space with a red name and red outline. When control of any of these spaces changes, adjust the VP marker per the Victory Point Table.

War Commitment Level: This determines which group(s) of Strategy Cards are allowed to be in each player's Draw Pile.

War Status Number: Some of each player's Strategy Cards have this number. When one of these Strategy Cards is played as an Event, both the Active Player's War Status marker and the Combined War Status marker are increased by this number.

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4.0 Game Set-up

Paths of Glory has three Scenarios: Introductory, Limited War, and Campaign. All three scenarios start in August 1914 and use the same set-up given below.

4.1 Markers

4.1.1 Marker Set-Up



Place the Game Turn marker on the August 1914 space of the Turn Record Track.



Place the Victory Point marker on the 10 space of the General Records Track.



Place all three War Status markers on the 0 space of the General Records Track.





Place the GE, AH, Allied, BR, FR, and RU Replacement markers on the 0 space of the General Records Track.



Place the Current CP Russian VP marker on the 0 space of the General Records Track.



Place the Allied and CP Mandated Offensives markers near their respective tables.



Place the US Entry marker in the US Neutral box on the US Commitment Track.



Place the Russian Capitulation marker in the God Save the Tsar box on the Russian Capitulation Track.



Each player places six Action markers near his Action Round Charts.



Place the five Move/Attack markers near the Central Powers player, because he will take the first action.

Place all other markers within easy reach.

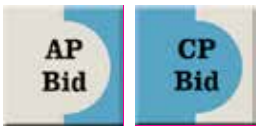
4.1.2 In-Game Markers



Missed MO Marker: Place this on the Turn Track when a player fails to fulfill a mandatory offensive.



Control Markers: Place these in spaces to indicate control. A space without a control marker should be presumed to be controlled by the original controlling side.



Bid Marker: Use this marker to indicate the VPs to be added (or subtracted) from the VP total at the end of the game. (See 5.6.1.)



Trench Attempt: Use this marker to indicate that a player attempted to dig a trench in that space in the prior round. (See 11.2.10.)



OOS Marker: Use this marker to indicate units that are out of supply. Such units will be subject to attrition during the Attrition Phase. (See 14.3.5.)



Event Marker: Some events have corresponding markers. Feel free to put them on the turn track to serve as a reminder that these events have occured.

4.2 Unit Set-Up

4.2.1 Place the units and markers for the both the Central Powers and the Allied players in the spaces listed in the Unit Set Up section of the rulebook. The initial setup locations are also printed on the map. Note that some corps start in the Reserve Box, not on the map.

Note: Some spaces only have level-1 trenches in them as part of the initial set-up.

4.2.2 Neutral nations do not begin the game on the map. A neutral nation's units are set-up in accordance with the Set-Up Chart immediately upon the play of the Neutral Entry Event for that nation. ***Exception:*** *Turkish units are placed per 16.1.3.1.*

4.2.3 Place all other units within easy reach.

4.3 Initial Strategy Cards

4.3.1 The Central Powers player may choose whether or not to start the game with the **Guns of August** Event Strategy Card in his hand. The Central Powers player must inform the Allied player of his decision. In either case, the Central Powers Mobilization Cards are shuffled and the Central Powers player draws his initial hand of seven cards—counting the **Guns of August** card if chosen. Choosing **Guns of August** does not obligate the CP player to play it as an event.



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4.3.2 Shuffle the 14 Allied Mobilization Cards and deal seven to the Allied player.

4.3.3 Turn 1 Mandated Offensive die rolls are rolled; see 6.0, A.

5.0 Determining Victory

5.1 General Rules

5.1.1 Victory is determined by the VP level when the game ends. ***Exception:*** *If a player accepts Peace Terms, the game ends in a draw regardless of the VP level.* Each scenario has different VP levels to determine the winner.

5.1.2 The VP level changes for reasons and in amounts given in the Victory Point Table on the Player Aid cards. The VP level can exceed 20 and go below 0 during the Action, Attrition, Siege, and War Status Phases.

5.2 Automatic Victory

5.2.1 In all scenarios, the Central Powers win an Automatic Victory if the VP total is 20 or higher during segment E.2 of the War Status Phase of any turn.

5.2.2 In all scenarios, the Allies win an Automatic Victory if the VP total is 0 or lower during segment E.2 of the War Status Phase of any turn.

5.3 Introductory Scenario

5.3.1 This scenario ends at the conclusion of Turn 3.

5.3.2 Neither player's War Commitment Level may increase in this scenario regardless of their War Status level.

5.3.3 Do not use rule 16.5 (Peace Terms) in this scenario.

5.3.4 The space which the VP marker is in at the conclusion of this scenario is compared to the appropriate levels below to determine the winner or if the game ends in a draw.

Central Powers Victory: 14 or more
Draw: 11 to 13 (the historical result)
Allied Victory: 10 or fewer.

5.4 Limited War Scenario

5.4.1 This Scenario ends with any of the following:

- if a player achieves an Automatic Victory,
- either player reaches the Total War commitment level,
- at the end of the Summer 1916 turn (turn 10), or
- in a draw by a player accepting Peace Terms.

5.4.2 The space which the VP marker is in at the conclusion of this scenario is compared to the levels below to determine the winner or if the game ends in a draw.

Central Powers Victory: 17 or more
Draw: 13 to 16 (the historical result)
Allied Victory: 12 or fewer

5.5 Campaign Scenario

5.5.1 The Campaign Scenario ends with any of the following:

- if a player achieves an Automatic Victory,
- at the end of the Winter 1919 turn (turn 20),
- as a result of an Armistice (16.2.1), or
- in a draw by a player accepting Peace Terms.

5.5.2 There are two Victory Levels for the Campaign scenario depending on whether or not the Central Powers player played the **Treaty of Brest-Litovsk** event. The space which the VP marker is in at the conclusion of this scenario is compared to the appropriate levels below to determine the winner.

5.5.2.1 Treaty of Brest-Litovsk Event played:

Central Powers Victory: 11 or more
Draw: 10
Allied Victory: 9 or fewer (the historical result)

5.5.2.2 Treaty of Brest-Litovsk Event *not* played:

Central Powers Victory: 13 or more
Draw: 10-12
Allied Victory: 9 or fewer

5.6 Tournaments and Victory

5.6.1 Players in a tournament should bid VP to determine sides. Each player rolls a die. Player with high die declares a side he wishes to play *and* the amount of VP he will "cede" to the opposing player—any whole number including a bid of zero. The opposing player either accepts the bid (and thus plays the other side), or bids a higher VP number to play the same side. Bidding ends when one player accepts the opposing player's bid. At the *end* of the game, the final VP total is adjusted by the ceded points.

Design Note: The most common bid seen in tournament play is 1 VP to play the Allied side.

5.6.1.1 The VP bid is not considered when determining Automatic Victory. The final VP total is adjusted for the amount of the bid only at the end of the game.

5.6.2 The standard Victory Conditions specified in 5.4.2 and 5.5.2, are used except draws are treated as an Allied victory.

5.6.3 If the game ends due to accepted Peace Terms, both sides are considered to have lost.

Design Note: This means that, unless the tournament is round robin or double elimination, offering Peace Terms is risky.

5.7 Historical Scenario Rules

Refined over hundreds of playings, the historical scenario is a finely balanced match suitable for competitive and organized matches. The new "Deluxe" map uses the historical scenario conditions and these rules are aligned with the historical scenario used in tournaments.

5.7.1 Set Up Changes

- Add a CP level 1 trench in Strasbourg.
- Remove the AP level 1 trench in Brussels.

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- Add AP level 1 trenches in Verona, Asiago, Maggiore, and Udine.

5.7.2 Victory Point Changes

- ♦ Peace Terms (Rule 16.5) are not allowed. The AP wins all draws.
- Ahwaz, Venice, Minsk, Jerusalem, and Kharput are NOT VP spaces.
- Kovno, Sedan, Amiens, Koblenz, and Aachen are VP spaces.

5.7.3 Replacement Point Change

The CP receives 1 German RP each turn during Total War (i.e., after it has drawn TW cards) if it controls Sedan and two additional French or Belgian spaces during the RP interphase.

5.7.4 Scenario Specific Rules

1. ♦ Use Optional Rule 9.14 – Eight card hands.
2. Use Optional Rule 11.2.10 – Trench roll modifications.
3. The CP must open with **Guns of August** as an Event.
4. **Entrench** may not be played as an Event on Turn 1
5. ♦ A British MO automatically becomes a French MO on Turn 1.
6. Until the AP War Commitment Level is Total War (i.e., after it has drawn TW cards), only Austrian and Italian armies may operate in Italy (move, attack, SR, or advance into or through any space in Italy). Additionally, until the AP War Commitment Level is Total War, no German armies may end their movement (by move or SR) in Trent, Villach or Trieste.
7. The following cards may double as OPS when played as Events: **Landships, Zimmermann Telegram, Over There, Tsar Takes Command, Fall of the Tsar, Bolshevik Revolution**. The yellow stripe on these cards is a reminder that the event also generates Ops.
8. If the game ends with an Armistice or at the end of Turn 20, add one VP for each US Army reinforcement card not played as an event.
9. If the game ends with an Armistice or at the end of Turn 20, subtract two VP if **Fall of the Tsar** Event has not been played as an event.

6.0 Sequence of Play

Paths of Glory is played in turns, each of which is subdivided into Phases and Segments which must be strictly followed in the order listed below.

A. Mandated Offensive Phase

Each player rolls one die and finds the result on the appropriate line (Allied or Central Powers) of the Mandated Offensive Table to determine if any nation they control must perform a Mandated Offensive. Move the Mandated Offensive marker to the correct box on the appropriate Mandated Offensive Table to indicate the result.

B. Action Phase

Each Action Phase is divided into six identical Action Rounds. Each Action Round allows both players to take one action. The Central Powers player takes his action first in each Action Round.

C. Attrition Phase

Eliminate all OOS Corps and Armies. Eliminated OOS Corps are placed in the Replaceable Box. Eliminated OOS Armies may not be replaced and are removed from the game. Control of spaces behind enemy lines can also change.

D. Siege Phase

A die is rolled for each besieged fort to determine if it surrenders and is marked with a Destroyed marker.

E. War Status Phase

E.1. Check the Victory Point table and make any changes called for under the "During the War Status Phase" section of the table.

E.2. Determine if either player has won an Automatic Victory.

E.3. Determine if an Armistice has been declared.

E.4. Each player determines if his War Commitment Level has increased. This is not checked on the August 1914 turn (turn 1). If the appropriate War Status conditions are met, Limited War or Total War cards may be added to the Draw Pile at this time.

F. Replacement Phase

F.1. Allied Powers Segment: The Allied player spends any Replacement Points (RPs) accumulated through play of RP Cards this turn, as marked on the General Records Track. Any RPs not spent are lost.

F.2. Central Powers Segment: The Central Powers player spends any Replacement Points (RPs) accumulated through play of RP Cards this turn, as marked on the General Records Track. Any RPs not spent are lost.

G. Draw Strategy Card Phase

Each player draws cards from his Draw Pile to bring his hand to seven cards. Reshuffle discards as needed after dealing all other available cards to the player. A player may discard any Combat Cards he wishes before drawing new cards. If a player has insufficient cards in his deck to fill his hand to the seven card limit, he takes all available cards and begins the next turn with less than a full hand. If Limited War or Total War cards were added to the Draw Pile this turn, shuffle the Draw Pile and the Discard Pile together to form a new Draw Pile.

H. End of Turn

If the war has not ended and the last turn of the scenario has not been reached, advance the Game Turn marker to the next turn on the Turn Record Track and begin the Sequence of Play again with the Mandated Offensive Phase.

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7.0 Mandated Offensives

7.1 General Rules





7.1.1 Each player rolls once on the Mandated Offensive (MO) Table at the start of every turn. Place the MO marker on the resulting space on the MO Table.

7.1.2 If the result is "None" or a currently neutral nation, there is no effect. If the nation's capital (both Budapest and Vienna in the case of Austria-Hungary) is currently controlled by the enemy, that nation does not have a MO and the MO is shifted one space to the right on the MO Table.

7.1.3 If the result is a non-neutral nation, the nation listed must conduct at least one attack that turn against an enemy combat unit. If it does not conduct an attack, there is a 1 VP penalty, as indicated below. This penalty applies even if the nation does not have any units on the map which can make a legal attack. If the CP player suffers the penalty, the VP level is decreased by one. If the Allied player suffers the penalty, the VP level is increased by one.

7.1.4 To count as a Mandated Offensive, British or French units must attack a German unit in France, Belgium or Germany. (AUS, CND, PT, or ANA do not count as British for this purpose nor are they impacted by the **Lloyd George** event.)

7.1.5 To count as a Mandated Offensive, German units must attack an American, British, Belgian, or French unit in France, Belgium or Germany. Treat GE Mandated Offensives as "None" after the **H-L Take Command** event is in effect (as noted on the CP Mandated Offensive Table). To count as a Mandated Offensive, a Turkish unit must attack an Allied unit. The SN cannot satisfy the TU MO.

7.1.6 If the result is "AH (It)" and Italy is at war, an Austro-Hungarian unit must attack either a space containing Italian units, a space in Italy, or a space containing Allied units tracing supply through a space in Italy. If Italy is neutral or its capital is controlled by the CP during the Mandated Offensive Phase, move the Mandated Offensive marker to the AH box and treat the result as if "AH" had been rolled.

7.1.7 If the result is "AH," an Austro-Hungarian unit must conduct an attack against any unit(s).



7.1.8 French Mutiny: Once the **French Mutiny** event is played, flip the Allied MO marker to its "FR Mutiny" side. Current and future FR MOs are considered to be FR Mutiny, and attacks are not required. In fact, any French attack is penalized. If any French units not stacked with US units attack on a FR MO Mutiny turn, add 1 VP for the turn (not for each attack). Once this VP penalty is suffered, the effects of the French Mutiny are nullified for the rest of the *current* turn and the MO marker is moved to the "None or Made" box. If the **French Mutiny** event is played after a French MO has been satisfied, there is no effect for the rest of the turn. (The MO marker has already been moved to the "None or Made" box.) If the **French Mutiny** is played during a FR MO turn but prior to a qualifying French attack, then reversal of the effects takes place immediately. French Mutiny does not apply to attacks outside of FR, BE, GE. ***Exception:*** *Attacking French units stacked with American units do not cause this VP penalty.*

7.1.9 Once the **Hoffmann** event is played, +1 is added to the Central Powers die roll on the Mandated Offensive Table for all future rolls. The play of the **Hoffmann** event does not change any CP Mandated Offensives currently in effect.

7.1.10 Once the **H-L Take Command** event is played, the GE result on the Mandated Offensive Table is ignored for the rest of the game. If there is a German Mandated Offensive in effect when this event is played, ignore the Mandated Offensive and move the Mandated Offensive marker to the "None or Made" box.

7.1.11 Once the **Bolshevik Revolution** event is played, ignore Russian Mandated Offensives for the rest of the game. If there is a Russian Mandated Offensive in effect when this Event is played, ignore the Mandated Offensive and move the Mandated Offensive marker to the "None or Made" box.

8.0 Action Phase

8.1 General Rules

8.1.1 There are six Action Rounds per Action Phase. In each Action Round, each player is allowed to take only one of six possible actions.

8.1.2 The Central Powers player conducts the first action in each Action Round.

8.1.3 Each player must take one of six possible actions:

- Play a Strategy Card as an Operations (OPS) card.
- Play a Strategy Card as a Strategic Redeployment (SR) card.
- Play a Strategy Card as a Replacement (RP) card.
- Play a Strategy Card as an Event Card.
- Offer Peace Terms if the VP level is within the player's allowable range.
- Take an Automatic Operation with an OPS Value of one without the play of a Strategy Card.



8.1.4 A player places the numbered Action marker for this Action Round on his Action Chart to indicate which action he has conducted.



8.1.5 The players continue to alternate taking actions until each player has taken six actions.

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9.0 Strategy Cards

9.1 General Rules

9.1.1 In *Paths of Glory*, the Strategy Cards are the heart of the game. The players initiate all actions, including movement and combat, through the play of Strategy Cards. ***Exception:*** *Automatic Operation, Peace Terms, and Siege Resolutions. [See 8.1.3, 16.5, and 15.3.]*

9.1.2 Each player has his own deck of Strategy Cards which is subdivided into three groups: Mobilization cards, Limited War cards, and Total War cards. Each player begins the game using only his own Mobilization cards. The other cards are added as each player's War Commitment Level increases [See 16.1].

9.1.3 Each Strategy Card can be used in one of four possible ways: for Operations (OPS), for Strategic Redeployment (SR), for Replacement Points (RP), or as an Event. The same card can be used either in the same way or in a different way each time it is played during a game, but each card can be used in only one way each time it is played. ***Exception:*** *Certain Events allow the same card to be used as both the event as well as an OPS card during the same Action Round.* If not explicitly stated on the card, these cards are indicated with a "Yellow" stripe.

9.1.4 ***(Optional)*** Those who wish to gain greater control over the card play should use an eight- rather than seven-card hand. All normal rules apply; players are then able to hold an extra card in their hand.

9.2 Operations

9.2.1 If a Strategy Card is played as an OPS Card, the player is allowed to spend a number of Activation Points equal to the OPS Value of the card.

9.2.2 A space costs the same number of Activation Points whether it is Activated for movement or combat. ***Exception:*** *After the* ***Fall of the Tsar*** *Event, spaces with Russian units activate normally for movement but cost one Activation Point per unit for combat.*

9.2.3 The cost to activate a space is equal to the number of different nationalities (excluding forts) in the space. There are several exceptions listed below:

- Belgian units in Antwerp, Ostend, Calais or Amiens may be treated as British units for Activation purposes.
- ANA, BR, AUS, CND, and PT units are treated as one nationality (British) for Activation purposes. This is noted by all of these units sharing the same tan background.
- French and US units may be treated as one nationality in France and Germany for Activation purposes.
- The Central Powers Event Cards **Sud Army** and **11th Army** allow certain Central Powers stacks of different nationalities to be treated as one nationality for Activation purposes. Refer to those cards for details.
- The SN unit is Turkish and the MN unit is Serbian for activation purposes.

9.2.4 The cost to activate a multi-national space applies even if units of one or more of the nations will neither move nor attack depending on the Activation (i.e. a player may not withhold units to lower the Activation cost).

Note: While the exceptions listed in 9.2.3 reduce Activation costs, the units are still considered different nationalities for Multi-national attacks. See 12.1.11.

Note: If some (but not all) nationalities in a space are OOS, the space can still be activated. However, all units would still be counted for activation costs and the OOS units could neither move nor attack.





9.2.5 Move or Attack: Each space can be Activated for either movement or combat but not both. A Move or Attack marker should be placed on each space as it is Activated. Specific attacks do not need to be designated at this time.

9.2.6 Only occupied spaces may be Activated. A space with only a friendly fort is not considered occupied for Activation purposes.

9.2.7 Near East Map: The Allied player may Activate only one space per Action Round for combat on the Near East map. This applies to spaces actually on the NE map. Units in spaces not on the NE map may still attack into the NE map. (e.g., Adrianople, Gallipoli, Balikesir.) ***Exceptions:*** *The MEF Beachhead space and the space containing the British NE Army do not count against this limit.* This restriction includes Constantinople and Bursa, which are on the Near East map, but for reference are also depicted on the main map. Activation for movement on the Near East map is not restricted.



9.2.7.1 MEF Beachhead: It costs 3 OPS to activate the MEF Army for movement or combat when tracing supply through the MEF Beachhead marker. It costs 1 OPS per corps to activate other Allied units tracing supply (at the moment of activation) through the MEF Beachhead marker. *(For example, a stack that included the MEF and two corps would cost 5 OPS to activate.)* A player may not pay to partially activate a stack under this rule; the *entire OPS cost per activated space* must be paid. This rule does not apply if the MEF is brought in as a normal reinforcement under 9.5.3.4. No Allied Army except the MEF may use the MEF Beachhead for supply. Only BR and AUS Corps may use the MEF Beachhead for supply.

9.2.8 After all Activated spaces are marked, the Active Player may move his units which begin in a space marked with a Move marker. Not all units in spaces marked with a Move marker must move.

9.2.9 After all movement is completed, the active player conducts any Combat(s) that he wishes to initiate from spaces marked with an Attack marker.

Note: If during movement, all friendly units exit a space containing an enemy fort, that space may be attacked by adjacent units already activated for combat.

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9.3 Strategic Redeployment

9.3.1 If a Strategy Card is played as an SR Card, the player may use Strategic Redeployment to move Corps and/or Armies.

9.3.2 The player receives a number of SR Points equal to the SR Value of the card.

9.3.3 A player may not play a Strategy Card as a SR Card if he played a Strategy Card as a SR Card in his previous Action Round of this turn. The play of the **Salonika** event counts as an SR play for purposes of this rule. A player may play a SR Card in the last Action Round of one turn and in the first Action Round of the next turn.

9.4 Replacement Points (RPs)

9.4.1 If a Strategy Card is played as a RP Card, the player marks the number of Replacement Points listed in the RP Box for each nationality on the General Records Track. ***Exception:*** *Bulgaria, Italy and Turkey may not record replacements while neutral.* The "A" RPs on the Allied Cards are marked with the Allied RP marker and are used for all Allied minor nations [17.1.1.1].

9.4.2 The player conducts no other actions besides marking the RPs during this Action Round.

9.4.3 A player may not play a Strategy Card as a RP Card if he played a Strategy Card as a RP Card in his previous Action Round of this turn. A player may play a RP card in the last Action Round of one turn and in the first Action Round of the next turn.

9.4.4 Replacement Points are spent during the Replacement Phase of each turn.

9.4.5 United States replacements are not listed on the Strategy Cards [See 17.1.8].

9.5 Event

9.5.1 General Rules

9.5.1.1 If a Strategy Card is played as an Event Card, the instructions on the card must be followed.

Note: Some cards may still be played as an event for War Status or to cull the player's deck, even if the effects of the card are now moot.

EXAMPLE: ***Rathenau*** *may be played after* ***Independent Airforce****.* ***Eleventh Army*** *may be played even if GE 11 is permanently eliminated.* ***Race to the Sea*** *may be played after CP War Status is greater than "4",* ***OberOst*** *may be played after CP War Status is greater than "4" and the restriction on attacking RU forts has been lifted, etc.) Note that* ***Entrench*** *may only be played by one side and the second* ***Entrench*** *card may never be played as an event for deck culling.*

9.5.1.2 Removed Cards: If a Strategy Card with an asterisk (*) symbol is played as an Event, it is permanently removed from the game after this Action Round. The card is not removed from the game if it is used as an OPS, SR, or RP card.



9.5.1.3 War Status Cards: Many Event Cards contain a War Status number in parentheses to the right of the Event name. When such an Event Card is played, both the player's War Status marker and the Combined War Status marker are increased a number of spaces equal to the War Status number on the Event Card.

9.5.1.4 There are several specific categories of Event Cards which have additional rules regarding their play. They are detailed in the following sections.

9.5.2 Neutral Entry Event Cards

9.5.2.1 Bulgaria, Greece, Italy, and Romania enter the war through the play of a Strategy Card as an Event. When played, immediately place the nation's units on the map [See 4.2.2].

9.5.2.2 Only one Neutral Entry Event Card may be played per turn. This is not a per side limit. *For example, if the Allies bring Italy into the war during the Spring 1915 turn, the Central Powers cannot bring Bulgaria into the war during Spring 1915.*

9.5.2.3 The US and Turkey enter the war through different mechanisms [See 16.3 and 16.1.3.1, respectively].

9.5.2.4 Limited Greek Entry: Play of the **Salonika** event represents the limited entry of Greece into the war. Place the Greek units on the map following the Set-Up Chart on the back of the rulebook. These units are still neutral. Neither side may move Greek units nor may they move their units into or through spaces containing Greek units. In addition, they may not attack or trace supply through spaces containing Greek units. All spaces in Greece not occupied by Greek units may be freely entered and attacked by either side. The Kavala space is considered Allied Controlled at Start and Allied units may SR into the space after the **Salonika** or **Greece Neutral Entry** events. Greek units may move only after the **Greece Neutral Entry** event is played.

9.5.2.4.1 The Salonika and MEF Events: While the **MEF** event cannot be played after the **Salonika** event. **Greece Neutral Entry** event may be played before or after **Salonika** and **MEF** without any restrictions.

9.5.2.5 Italian and Romanian Late Entry: If the CP player is currently at Total War (has previously added his TW cards to his deck) and the Allied player is not yet at Total War (has not yet added his TW cards to his deck) the Allied player may not play either the Italian or Romanian Entry Cards (Cards number 16, 17) as OPS, SR, or RP. He may play them only as Events (entering Italy or Romania on the Allied side). He may also treat them as unused Combat Cards and discard them under the provisions of rule 9.5.4.6. This restriction is removed at the start of any turn that the Allied player TW cards are in play.

9.5.3 Reinforcement Event Cards

9.5.3.1 Each player can bring new units (reinforcements) into play through the use of Strategy Cards as Events. Only one Reinforcement card may be played per turn for each nation. ***Exception:*** *Neither player may play a Reinforcement Card on the August 1914 turn.* A player may not play a Reinforcement card for a nation if it cannot legally place all the reinforcements on the map; *for example, because of stacking limits.* A player may play reinforcements if his capital is under enemy control if

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he has an appropriate entry space to place them. Note this does not apply to the special Orleans exception (9.5.3.3 bullet 2).

9.5.3.2 Reinforcing Corps are placed in the player's Reserve Box. There are two exceptions: The British Arab Northern Army Corps (ANA), and the Turkish Senussi Corps (SN) are placed as directed on their Event Cards.

9.5.3.3 Reinforcing Armies are placed in that nation's capital (Vienna and/or Budapest for Austria-Hungary) and/or any friendly controlled supply sources in that nation. They may not be placed in one of these spaces if it contains a fort which is currently besieged. There are several exceptions:

- US Armies are placed at any friendly-controlled port space in France.
- French Armies may be placed in Orleans if Paris is fully stacked. However, French Armies may not be placed in Orleans if Paris is besieged or enemy controlled.
- The French Orient Army, the Russian CAU Army and the British NE Army are placed as directed by their Event Cards (see also 9.5.3.4).
- The British MEF Army is placed in any one of the 4 MEF spaces marked on the map. [See 9.5.3.5]

Reinforcing Armies must be in supply when placed. In cases where more than one Reinforcing army is entered on a single card play, the two armies do not have to enter at the same space. However, if stacking limits would not allow both armies to be placed on the map, the reinforcement card may not be played.

9.5.3.4 Allied Near East Armies: The Allied player may enter any or all of his four Near East Armies (British MEF and NE Armies, French Orient Army, and Russian Caucasus Army) at that nation's capital or at any friendly controlled supply sources in that nation, at his option. In this case, all specific entry restrictions on that Army's card are ignored. Near East Armies entered in this fashion lose their ability to operate in the Near East (and Salonika for the French Orient Army). They are treated as normal Allied Armies except they are non-replaceable and the armies still suffer Loss Priority per 12.4.5. War Status is advanced normally for the **MEF** and **Allenby** events when played in this manner. The **MEF** can be played in this manner after the **Salonika** event has been played. **Sinai Pipeline** can still later be played as an event if **Allenby** is played in this manner.



9.5.3.5 MEF Invasion: When the British Reinforcement **MEF** Event is played, place the MEF Beachhead marker in the same space as the MEF Army. The Allied player may now treat this space as an Allied port. In addition, both players may now treat it as a normal space for movement and combat. Once the space is entered by a CP unit, remove the MEF Beachhead marker; the space is no longer considered an Allied port.

9.5.4 Combat Event Cards

9.5.4.1 Combat Event Cards are played during a Combat. The attacker must play Combat Events before the defender. Combat Event Cards are the only cards that can be played during the opponent's Action Round.

9.5.4.2 If a player plays a Combat Event Card(s) and wins the Combat, the player places the Combat Event Card(s) face up on his side of the map. ***Exceptions:*** *Combat Cards that state "May only be used in one combat per turn" and "*" must be discarded or removed, respectively, from the game immediately after the combat in which they are used, even if the player wins*. Such a retained Combat Event Card can influence one other Combat per Action Round initiated by either player, in which case its conditions apply for the balance of the turn or until the player loses a battle while using it. The **They Shall Not Pass** Combat Event is unique in that the card's effect is not used until the Allied player loses a combat, after which the card is then discarded. The card is still discarded normally at the end of the turn.

9.5.4.3 If a player loses a Combat any used Combat Card(s), whether played only for this Combat or saved from a previously-won Combat, are discarded.

9.5.4.4 A Combat Card may be used a maximum of once per Action Round until it is discarded. Note that the **Putnik** Combat Event Card may be used only for Attack *or* Defense once in each round.

9.5.4.5 At the end of each turn, all Combat Event Cards which were played must be discarded, even if the player was victorious in the battle(s) in which the card was used. Place the card in the player's Discard Pile.

9.5.4.6 Both players have the opportunity to discard any or all of the Combat Event Cards in their hand immediately before they draw new cards in the Draw Strategy Card Phase. Place the cards in the player's Discard Pile. Combat Event Cards are the only Strategy Cards which may be discarded, with the exception of the Romanian and Italian Entry Cards in rule 9.5.2.5.

10.0 Stacking

10.1 General Rules

10.1.1 Three combat units regardless of type may stack in one space. Forts do not count for stacking purposes.

10.1.2 Stacking limits are in effect at all times except during SR and movement. Players may voluntarily overstack during SR and movement so long as the stacking limits are met at the end of SR and movement.

10.1.3 Should a player unintentionally overstack a space, the opponent chooses which unit(s) to eliminate to bring the space back into stacking limits. Armies eliminated in this manner are permanently eliminated.

10.1.4 Players may not intentionally overstack a space and then eliminate excess units.

10.1.5 Units of opposing sides may never be stacked together. ***Exception:*** *Units of one side may besiege the enemy's forts, which are not considered units.*

10.1.6 Units of different nations controlled by one player may stack freely; however, there is a higher cost to activate a space with more than one nationality in it (see 9.2.3).

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11.0 Movement

11.1 General Rules

11.1.1 Combat units with a Movement Factor of 1 or more may move when their space is Activated for movement during an Operation. The movement of one stack must be completed before beginning the movement of another. One unit must also complete its movement before another unit begins moving.

Note: This rule comes into play when sequencing the besieging of enemy forts and subsequent movement through those besieged spaces.

11.1.2 All spaces cost 1 MP to enter, regardless of the terrain type.

11.1.3 Movement must be from space to space connected by a solid or dotted line. Spaces may not be skipped.

11.1.4 Dashed Connections: Dashed lines indicate there are restrictions as to which nationalities may move (or attack) across those lines. The units which can use each dotted line is indicated on the map adjacent to the line. *For example, only a British unit may move (or attack) between London and Calais.* However, all friendly spaces are allowed to trace supply during the Attrition Phase across friendly dashed lines.

11.1.5 A unit may never spend more MPs than its Movement Factor in a single Action Round. Unused MPs cannot be accumulated for future Action Rounds or transferred to other units.

11.1.6 Units may move through but not end their movement in a space containing an Attack marker.

11.1.7 Units may never enter a space containing an enemy combat unit.

11.1.8 Forts and Movement: Units may enter a space containing an enemy fort if they are able to besiege it (alone or in conjunction with other units moving in the same action round) or if the fort is already besieged [See 15.2.1].

11.1.9 Amiens, Calais & Ostend: Until either the **Race to the Sea** Event Card is played or the CP War Status is 4 or higher, Central Powers units may neither end their move nor SR into Amiens, Calais, or Ostend, except as a result of advance after combat. However they may move through and place control markers on these spaces.

11.1.10 MEF Spaces: No units may enter a MEF space unless the MEF Beachhead marker is in the space.

11.1.11 Neutral Nations: Units may not enter a space in a neutral nation, but all units may freely enter any nation immediately after it enters the war. ***Exceptions:*** *Limited Greek Entry [See 9.5.2.4].*

11.1.12 Albania: Units may always enter Albania. Albanian spaces are considered Allied Controlled at Start for SR purposes. Albanian spaces check Attrition supply by tracing normally to an Allied supply source or tracing to Taranto even while Italy is still Neutral.

♦**11.1.13 Persia:** When Turkey enters the war, Kermanshah becomes CP controlled and all other Persian spaces become AP controlled.

11.1.14 Control: Players gain control of each space they move into, unless they are besieging an enemy fort.

11.1.15 Arab Northern Army: The ANA unit is an exception to case 11.1.14. The ANA does not convert CP spaces it enters. Instead any CP space (except for a besieged fort space) the ANA occupies is considered under Allied control. The instant the ANA leaves such a space it reverts back to CP control. The ANA has no effect on spaces converted by other Allied units—these remain Allied after the ANA exits.

11.1.16 The Turkish SN Corps converts spaces per 11.1.14. However, during the Attrition Phase, any spaces it converts (other than the space it occupies) that cannot trace a supply line suffer Attrition. The Libya space suffers normal attrition and can be controlled by the Allied player through normal movement.

11.1.17 BEF Corps & Army: Neither the BEF Corps nor Army may move in or attack into any space outside Britain, France, Belgium, and Germany.

11.2 Trenches

11.2.1 If a space is Activated for movement and the **Entrench** Event has been played by either player, one Army unit in an Activated space may attempt to entrench instead of moving. Other units in the space may move freely. Armies may attempt to entrench while besieging enemy fort spaces.

Important: Only one player may play the **Entrench** event per game.



11.2.2 How to Build: After all movement for the Action Round is complete, the Active Player rolls a die for each space which has an Army attempting to entrench. If the die roll is equal to or less than the Army's LF, place a Level 1 Trench marker in that space or, if a Level 1 Trench marker is already there, flip it to its Level 2 Trench side.

11.2.3 A space may never contain more than one Trench marker and the Trench level may never be more than Level 2.

11.2.4 Trenches remain in a space until an enemy unit enters that space, even if no friendly units are in the space.

11.2.5 If an enemy unit enters a space with a friendly Level 1 Trench, the Trench marker is removed.

11.2.6 If an enemy unit enters a space with a friendly Level 2 Trench, the Trench marker is replaced by an enemy Level 1 Trench marker.

11.2.7 Attrition and Trenches: If a space with a Level 1 Trench suffers attrition, the Trench marker is removed. If a space with a Level 2 Trench marker suffers attrition, it is replaced with an enemy Level 1 Trench marker. ***Exception:*** *Level 1 and Level 2 Trench markers in an intact fort space do not suffer attrition.*

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11.2.8 Corps and Trenches: Although it takes an Army to build a Trench, Corps units also receive the Combat benefits of Trenches, as listed on the Terrain Effects Chart.

11.2.9 Forts and Trenches: Forts by themselves never benefit from Trenches. However, if friendly units are defending in a fort space, the trench benefit is applied as well as adding the fort's CF to the combat strength.

11.2.10 ***(Optional)*** Whenever a German, British, French or Italian unit fails an entrench roll place a reminder marker on that unit. On any attempt to entrench on the following round the unit subtracts one from the die roll (–1 drm). If there is no attempt to entrench on the following round (including the next round of the following turn) or the entrench attempt is successful remove the marker. Trench die rolls are never modified by more than –1.

11.3 Near East Map Movement Restrictions

11.3.1 The only Armies that may enter or attack into spaces on the Near East map are the Russian CAU, the British MEF and NE, the French OR, and the Turkish YLD and AoI. This includes Constantinople and Bursa, which are also on the main map.

11.3.2 Only one Russian Corps per turn may move in either direction between the "Caucasus" space and the Near East (Grozny and Poti). A Russian Army (including RU CAU) is never allowed to make this move. After the **Fall of the Tsar** event, no Russian unit may move between the "Caucasus" space and the Near East, although one Corps may still SR between the "Caucasus" space and the Near East per turn. See also 13.2.2.

12.0 Combat

12.1 General Rules

12.1.1 A Combat may be initiated only during an Operation by combat units in an Activated space with an Attack marker. Combat is voluntary and not all units in a space have to attack. A player can choose to not attack from an activated space, perhaps as a consequence of the results of earlier combats.

12.1.2 A player may not attack a space that contains only enemy units that retreated in the current Round.

12.1.3 The active player is called the Attacker and the non-active player is the Defender.

12.1.4 Each Combat can involve only one defending space. Any number of units in adjacent spaces Activated for Attack can participate in an attack.

12.1.5 Activated units in a single space do not have to participate in the same Combat; they can attack different adjacent spaces.

12.1.6 No unit may attack more than once in a single action. No space can be attacked more than once in a single action. A unit's CF cannot be divided between multiple Combats.

12.1.7 Corps with a CF of 0 may attack by themselves or with other units. If they attack with other units, they will add nothing to the Combat Strength of the Combat but they can absorb losses.

12.1.8 Only attacking units participating in a Combat may take losses or be eligible to advance. If there are non-participating units in the attacking space, they are not allowed to take losses or advance.

12.1.9 Units may attack across dashed lines only if their nationality is indicated on the map adjacent to the dashed lines. Russian Armies cannot make attacks from the Caucasus space to the Near East. One Russian corps may attack/retreat between the Caucasus space and the Near East per turn; this counts as the "one move" allowed under 11.3.2

12.1.10 London and Taranto: Units in London may conduct a Combat only if the Combat also involves friendly units located in a space in either France or Belgium. Italian units may attack across the Taranto–Valona dotted line without friendly units located in Albania or Greece.

12.1.11 Multi-national Attack: Units of different nations on the same side may participate in the same Combat if they are all stacked together, or qualify for a multi-space, multi-national attack (12.1.11.1).

Note: Although several special cases exist for multi-national activation (see 9.2.3), these cases do not supersede the requirements of multi-national attacks; e.g., while BR and BE units can be activated together at a lower cost in Antwerp, Ostend, Calais, and Amiens, the BE units do not count as BR units for multi-national attacks.

12.1.11.1 Multi-national Attacks from Two or More Spaces: Multi-national Attacks can occur from more than one space if one of the spaces in the attack contains units of all involved nationalities. Any other space(s) involved in the same Combat may contain units from any of the nationalities in the common space. Each participating nation must have a unit in the common space *participating* in the attack. Due to this restriction and stacking limits, no Combat may involve more than three nationalities on each side.

12.1.11.2 ANA, AUS, CND and PT Corps are British, the SN unit is Turkish and the MN unit is Serbian for multinational attacks.

12.2 Combat Resolution

12.2.1 Each Combat is resolved using the following steps in the order given:

1. Designate the Combat
2. Determine Combat Strengths
3. Play trench-negating Combat Cards
4. Attempt Flank Attack
5. Play Combat Cards
6. Determine DRM
7. Determine Fire Column
8. Determine Results
9. Take Losses
10. Determine Combat Winner
11. Defender Retreat
12. Attacker Advance

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12.2.2 Designate the Combat: The active player designates which units are attacking and which space they are attacking.

12.2.3 Determine Combat Strengths: Each player totals the CF of the units involved in the Combat to determine his Combat Strength. The Defender also adds the CF of any fort in the defending space to his Combat Strength. This step is conducted simultaneously.

12.2.4 Play Trench Negating Combat: The Attacker may play Combat Card Events that negate enemy trenches for purposes of the combat.

12.2.5 Attempt Flank Attack: The Attacker (if certain requirements are met) may declare and determine the success of a Flank Attack [See 12.3]. If a Flank Attack is attempted, steps 6 though 9 of the Combat Procedure will be resolved sequentially instead of simultaneously.

12.2.6 Play Combat Cards: The Attacker may play any number of Combat Card Events whose conditions are met by this Combat at the time of Step 5. In addition, the Attacker may elect to use any Combat Card Events that are in front of him whose conditions are met by this Combat and which have not been used in a previous Combat during this Action Round. After the Attacker plays and selects all his Combat Cards, the Defender has the opportunity to play and select Combat Cards using the same procedure outlined for the Attacker.

12.2.7 Determine DRM: Both players examine all played and selected Combat Event Cards to determine the final DRM which will affect this Combat. There is also a –3 DRM if all attacking units are in the Sinai space. (Attacks from the Sinai space in conjunction with another space do not suffer the –3 DRM). This step is conducted simultaneously.

12.2.8 Determine Fire Column: Each player determines which Fire Table he will use. If the player's units contain one or more Armies (even if reduced), the player fires on the Army Table; otherwise, the player uses the Corps/Fort Table. Each player finds his Combat Strength on the appropriate Fire Table and shifts a number of columns depending upon the Terrain Effects of the defending space (terrain and trench effects are cumulative) to determine his Fire Column. Column shifts cannot cause the Fire Column to be off the Army/ Corps/Fort Tables; if the column shifts would take the Fire Column above the rightmost or below the leftmost column, any additional shifts are ignored. This step is conducted simultaneously unless a Flank Attack was attempted or the **von Hutier** Combat Card was played.

12.2.9 Determine Results: Each player rolls a die, modifies it by his DRM, and cross references it with his Fire Column to determine his result. A die roll can never be modified to less than 1 or greater than 6; treat any modified die roll below 1 as a 1 and any modified die roll above 6 as a 6. This step is conducted simultaneously unless a Flank Attack was attempted (possibly with **Wireless Intercepts**) or the **von Hutier** Combat Card was played.

12.2.10 Take Losses: Each player must now apply the combat losses required by his opponent's result. If this was not a Flank Attack, the Defender must assign losses before the Attacker, but the losses do not affect the Loss Number he achieved.

12.2.11 Determine Combat Winner: The player who causes his opponent the higher Loss Number wins the Combat and is allowed to keep any played or selected Combat Card Events. The losing player must discard all played and selected Combat Card Events. If both players' Loss Numbers are the same, both players are considered to have lost and must discard. ***Exception:*** *The Allied Player discards the* ***They Shall Not Pass*** *when he loses the Combat.* If he ties or wins, the card remains face up in front of him. The card is still discarded normally at the end of the turn.

12.2.12 Defender Retreat: If the Attacker wins the Combat and any attacking units remain at full strength, all defending units not eliminated must retreat. The Defender may have the option to cancel the retreat by taking an additional step loss.

12.2.13 Attacker Advance: If the Defender retreated or was completely eliminated, the Attacker has the option to advance with any remaining full strength units.

12.3 Flank Attacks

12.3.1 The Attacker may attempt a Flank Attack if all the following conditions apply:

- Units are attacking from two or more spaces, and
- at least one Army is attacking, and
- the defending space is not Swamp or Mountain, does not contain a Trench marker, and is not an unoccupied fort.

Note: Flank attempts may be made if certain CP combat cards which "cancel all trench effects" are used in the combat, provided all of the other conditions are still met.

12.3.2 In a Flank Attack Attempt, the Attacker must designate any one attacking space as the "frontal assault" or "pinning" space. Each attacking space beyond the "pinning" space provides a +1 drm to the Flank Attack Attempt die roll unless that attacking space is connected by a solid line to another enemy occupied space. Spaces containing only an enemy fort are not considered occupied for this rule. Enemy occupied spaces connected to friendly attacking units only by dashed lines are ignored for the purpose of determining Flank Attack Attempt drms.

Note: The Flank Attack drm is checked at the time of the attack. The sequence of combats may affect the enemy occupied spaces.

12.3.3 The attacking player rolls one die to determine the success of the Flank Attack Attempt. If the modified die roll is 4 or higher, the Flank Attack succeeds and the Attacker will resolve steps 6 through 8 before the Defender. This means the Defender's fire will be affected by the losses he takes. If the modified die roll is 3 or lower, the Flank Attack fails and the Defender will resolve steps 6 through 9 before the Attacker.

12.3.4 During flank attacks, Combat Cards played during the Play Combat Cards Step are still used even if the conditions are not met at the time of the Determine Combat Results Step; *e.g., if BR and FR units using the* ***Hurricane Barrage*** *Com-*

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bat Card attempted and failed a flank attack, the Combat Card would still be used even if no BR units survived steps 6 though 9 of the Defender's Combat Resolution.

12.3.4.1 In the case of the **Kemal** Combat Card, if the required TU units with combat factor of 1 or more are no longer present, simply convert the remaining factors from the Corps Fire Table to the Army Fire Table (round the "0" Corp Fire Table column up to the "1" Army Fire Table Column.)

12.3.4.2 In the case of the **Withdrawal** Combat Card, the defender would still regain the flipped army or corps step after the Combat Resolution.

12.4 Taking Losses

12.4.1 The result of each player's die roll on the fire table is his opponent's Loss Number.

12.4.2 Losses are taken by reducing or eliminating combat units or Forts. Each step removed from a unit provides the unit's LF towards fulfilling the Loss Number.

12.4.3 Each player must fulfill as much of their Loss Number as possible without taking more losses than their Loss Number. The player may not take fewer losses than required if it is possible to take the exact Loss Number, but the player never takes more losses than the Loss Number.

EXAMPLE: A full strength French Army (LF 3) and a reduced strength French Army (LF 3) suffer a 5 Loss Number. The player must eliminate the reduced strength Army and replace it with a Corps (LF 1). The Corps then must take two step losses and be eliminated. The full strength Army remains intact. The French player could not take a step loss from the Full strength French Army (LF 3) and the reduced strength French Army (LF 3) because this would exceed his Loss number.

12.4.4 A reduced strength Army which is eliminated is replaced immediately in its current space by a full strength Corps of the same nationality from the Reserve Box, if such a Corps is available. If a full strength Corps of the same nationality is not in the Reserve Box, it may be replaced by a reduced strength Corps of the same nationality from the Reserve Box. If no Corps of the same nationality is available in the Reserve Box, the Army is permanently eliminated and may not be rebuilt through Replacement.

12.4.4.1 This replacement with a Corps from the Reserve Box can occur even if the Army is OOS, but the OOS Army is permanently eliminated.

12.4.4.2 If a space with only two full strength Armies (3 LF each) suffers a 7 LP result, or a space with only two full strength 2 LF Armies suffer a 5 result, and in either case there are no Corps in the Reserve Box, the two armies may not be reduced. Instead one army must be eliminated (as if there were a Corps in Reserve to take the last LP) and permanently removed.

12.4.4.3 Due to the different nationalities within the British forces, there are restrictions on which British Corps can replace Armies. The BEF Army may only be replaced by the BEF Corps, and the BEF Corps may only replace the BEF Army. The MEF and BR NE Armies may be replaced by any BR Corps. The AUS, CND, PT, and the ANA Corps may not be used to replace any eliminated British Army.

12.4.5 In any Combat involving British units as the Attacker with or without other nationalities, there is a priority for which unit must take the first loss if possible without exceeding the Loss Number. The priority list is shown below:

- BEF Army
- BEF Corps
- MEF Army
- AUS or CND Corps

If the highest unit available on the list cannot take a loss without exceeding the Loss Number, then continue down the list. Similarly, in any combat involving the Russian CAU Army as the attacker, that unit must take the first loss if possible without exceeding the Loss Number. In combats involving the MEF and the RU CAU, the attacker may choose between the two units for loss priority. In combats involving the RU CAU and the AUS or CND corps, the RU CAU has first loss priority. In all cases 12.4.5 takes precedence over 12.4.3.

12.4.6 Loss Numbers are applied to defending Forts only if there were no defending combat units in the space, OR if there are sufficient Loss Numbers remaining to match or exceed the Fort's LF (thereby destroying the fort) after all defending combat units, including any corps replacing armies from the Reserve Box, have been completely eliminated. A fort's LF satisfies the same Loss Number. Defending Forts are not affected by any unsatisfied Loss Numbers if any defending combat units survive the combat (even if they have all retreated from the Fort's space). Forts friendly to the attacking side in a combat are never affected by the results of that combat.

12.4.7 Armies are permanently eliminated when:

1) An army is unable to perform a retreat, including overstack situations. A replacement corps is not eliminated nor placed onto the map.
2) An army is replaced with a corps which cannot retreat, including overstack situations. In this case the army is permanently eliminated and the corps is eliminated and placed in the eliminated/replaceable box.
3) An army is eliminated while OOS or if it is eliminated during the Attrition Phase.
4) An Army that is eliminated does not have a corps in the Reserve Box to replace it.
5) If the Army is any of the following: TU YLD, TU AoI, FR AoO, RU CAU, BEF, MEF, or BR NE (marked with a dot to the right of the unit symbol).

12.5 Retreats

12.5.1 In General: If the Attacker wins the Combat and any attacking units remain at full strength, all defending units not eliminated must retreat. This is regardless of the size of the remaining full strength attacking units or the number of steps actually removed by each side. In addition, defending units must still retreat even if the full strength attacking units lack sufficient

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strength to advance and besiege an intact fort in the defending space. Attacking units never retreat.

12.5.2 Length of Retreat: The number of spaces of the retreat depends upon the difference in the Loss Numbers. If the difference is one, the defender must retreat one space. Otherwise, the defender must retreat two spaces. Players may not choose to retreat two spaces if the difference in Loss Numbers produces only a one space retreat. The defender may not retreat if the Loss Numbers result in a tie.

12.5.3 Ignoring Retreats: Defending units in Trenches, Forests, Deserts, Mountains, or Swamps may chose to ignore a retreat by taking one additional step loss. This is not just an increase in the Loss Number. The step loss may be taken from any defending unit. One additional loss cancels the retreat, regardless of the number of retreat spaces required, provided at least one defending step remains after the additional loss. Defending units that retreat into Trenches, Forests, Deserts, Mountains, or Swamps as the first space of a two space retreat may not ignore the second required retreat space by taking one additional step loss. The last defending step left in a space cannot be eliminated to negate the retreat.

12.5.4 Elimination Due to Retreat: Units which cannot perform retreat nor ignore the retreat by taking an extra step loss are eliminated. Armies eliminated for failure to retreat are permanently removed from the game and may not be replaced. In this case, a replacement corps for the army is not taken from the Reserve Box nor placed onto the map nor eliminated with the army.

Other cases where Retreat causes elimination:

- MN Corps: If the MN Corps is forced to retreat it is eliminated.
- Replacement Corps and Retreats: If a Corps from the Reserve Box that has just replaced an eliminated army can not perform the retreat, ignore the retreat by taking an extra step, or is eliminated due to an overstack situation, it is eliminated. In addition, the army which was just eliminated is permanently eliminated as if the army itself could not have performed the retreat. The replacement of an eliminated army with a corps from the Reserve Box is not meant as an escape to prevent permanent elimination. This may require some memory about identifying which specific corps replaced an eliminated army. After the current combat is over, the replacement corps is treated normally.

12.5.5 Retreat Restrictions: Units which retreat must follow the restrictions below:

- May not enter a space containing an enemy unit or a non-besieged enemy fort.
- May not retreat from a port by sea.
- May not retreat back into the original defending space.
- May not end its retreat overstacked, but may retreat in violation of stacking limits through the first space of a two space retreat. In cases where the Defender has no other route, he would choose which retreating units would be able to stack within limits and then eliminate the rest.
- May end their retreat adjacent to the original defending space if retreating two spaces as long as the units entered two spaces during the retreat. *For example, a unit retreating two spaces from Sedan could retreat to Cambrai and then end the retreat in Chateau-Thierry.*
- Retreating units may retreat to different spaces.
- Must first retreat into friendly-controlled spaces if possible, but may retreat into empty enemy-controlled spaces if it is not (they do not gain control of enemy controlled spaces they retreat through; they do gain control of spaces they retreat into *[**Exception:** See 15.1.10]*).
- Must end their retreat in supply if possible.
- In cases where multiple spaces that are not fully stacked exist for a unit to retreat, follow the following priority list:
  1) Into a friendly space in supply.
  2) Into a friendly space not in supply
  3) Into an enemy space that would result in the retreating unit being in supply.
  4) Into an enemy space that that would result in the retreating unit not being in supply.
- For two space retreats, follow the retreat priority for the first space and then follow the priority again from the first space to the second space.

12.5.6 Combat Against Previously Retreated Units: If defending units retreat into a space that is attacked later in the same Action Round, the units that have already retreated do not add their CF to the Combat against that space. In addition, if a Loss Number of at least 1 is achieved, the already retreated units are immediately eliminated and do not count towards fulfilling the Loss Number. The already retreated units are immediately eliminated and placed into the Eliminated / Replaceable Units box. They do not count toward fulfilling the Loss Number and are not replaced by replacement corps from the Reserve Box.

12.5.7 Control: Retreating from a space does not cause control of that space to change to the other side. The control of that space would only change after attacking units advanced into the space.

12.6 Withdrawal

12.6.1 The **Withdrawal** Combat Card represents a planned withdrawal similar to the British defense at Mons.

12.6.2 The **Withdrawal** Combat Card is played after the Attempt Flank Attack die roll.

12.6.3 Defending units (not forts) negate one required Corps step loss after the Take Losses Step. In cases of a successful flank attack, the Corp step loss is not negated until after the defender has completed his Determine Result Step of the combat. (In other words, the defender does not regain the step loss until after he has fired.)

12.6.4 Defending units must then retreat one space. Full strength attackers may advance one space. This retreat is required and is done even if the Loss Numbers of the combat resulted in a tie or the Attacker lost the combat. This retreat is still only one space even if the difference in Loss Numbers would have normally required a two space retreat.

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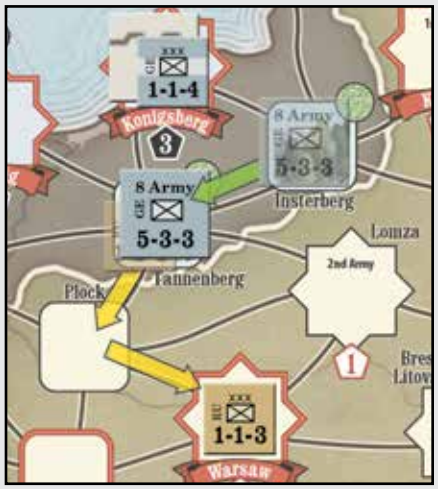
Combat Example 1: August 1914 Combat

The German 8th Army (full strength, 5-3-3) and the 1 Corps (full strength, 2-1-4) attack the Russian 2nd Army (full strength, 3-2-3) in the Tannenberg space.

The Germans are attacking from 2 different spaces, and so attempt a flank attack. The Germans designate the 8th Army space as the pinning space.



They roll a 3 which is modified by +1 since the Corps is not adjacent to any enemy unit other than the 2nd Army. The attempt succeeds. The Germans fire first with a strength of 7 on the Army table. They roll a 3 on the dice on the for a result of 4. The 2nd Army has a LF of 2, so the 4 result causes it to lose 2 steps. The 2nd Army is replaced by a full strength 1-1-3 Corps from the Reserve box. The Russians now fire back on the Corps table on the 1 column, rolling a 4, for a result of 1. The German player reduces the full strength Corps to satisfy this result. Since the Defender's Loss Number (4) was higher than the Attacker's Loss Number (1), the Attacker wins. Since the Attacker won and still has a full strength unit, the surviving Russian Corps must retreat unless the Russian player chooses to exercise the No Retreat Option allowed by the Forest, which would cost another step. He chooses to retreat the required 2 spaces back to Warsaw instead. The German player decides to advance into Tannenberg. Since Tannenberg is a Forest space, the German 8th Army must halt its advance in that space. Note that the Corps may not join in the advance, since it is now at reduced strength and only full strength attackers may advance.



Combat Example 2: July 1916 Combat

The British 3rd and 4th Armies (both 4-3-3 at full strength) are in the Amiens space. The Canadian Corps (2-1-4, reduced strength) and the French 6th Army (3-3-3, full strength) are in the Chateau Thierry space, and attack the German 2nd Army (5-3-3, full strength) and 2 Corps (both 2-1-4, full strength) with a Level 2 Trench in the Cambrai space.

Note: This will cost 3 Activation points because of the mixed Franco-British force involved. The French could not attack in combination with the British if the Canadian Corps was not in its space.



No flank attack is possible because of the trench, so all fire is simultaneous. The Germans play the ***Fortified Machine Guns*** *Combat Card, which adds +1 to their die roll. Being entrenched at Level 2, they conduct fire on the 12-14 column of the Army Fire table. They roll a 5 (+1 drm) and achieve a Loss Number of 7. The Allied player has 13 fire factors, but the German trenches mean they are firing on the 6-8 column. They roll a 4 , getting a Loss Number of 4. Under rule 12.4.5, the first loss must come from the Canadian Corps, which is eliminated.*



Since the French have suffered heavy losses this turn at Verdun, the Allied player then reduces the British 3rd and 4th Armies. The German player reduces the 2nd Army and a Corps. There is no retreat or advance because the Defender won the battle. The German player gets to keep the ***Fortified Machine Gun*** *card on the table in front of him because he won the battle.*

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12.6.5 The defending player may not choose to negate the required retreat of the **Withdrawal** card due to terrain or a trench.

12.6.6 If no Corps step was lost, then one Army step loss may be negated.

12.6.7 If there is neither a Corps nor Army step lost in combat, this event still requires the one space retreat.

12.6.8 The following situation only occurs if Armies take losses. If an Army has no Corps in reserve, the Army is only flipped back if the loss number equals its loss factor value. If the loss number is greater than the value of the loss factor, then this Event has no effect as no corps can be flipped back.

12.6.9 If the Defender can fulfill his Loss Number in several ways, then he should fulfill the loss through Corps (not Armies), therefore saving a Corps step rather than an Army step.

*EXAMPLE: BR 1, BR c, and BR c play **Withdrawal** and suffer 3 Loss Number. Instead of flipping and then unflipping BR 1, the Allied player would instead need to eliminate BR c and flip BR c to (BR c) and then unflip the (BR c) or place back onto the map the other (BR c).*

12.6.10 If all defending units are eliminated, the **Withdrawal** card still enables one reduced corps to survive if a Corps was in the space or if a Corps was placed onto the map from Reserve. If the space was occupied by army(ies) that did not have replacement Corps in Reserve and these Armies were all eliminated, then one reduced Corps would not survive in this case.

12.7 Advance

12.7.1 All remaining *full strength* attacking units may advance if the defending units retreat or are completely eliminated, within stacking limitations. ***Exception:*** *In cases of an attack on an enemy fort without enemy units, the attacker cannot advance unless the fort is destroyed, even if the attacker won the battle by comparing Loss Numbers.*

12.7.2 If all defending units are eliminated, the advancing units may only enter the defender's space.

12.7.3 If all defending units retreated two spaces, the advancing units may advance into any spaces which the retreating units vacated. However, advancing units must stop upon entering a Desert, Forest, Mountain, or Swamp space.

12.7.4 If defending units that suffer a two space retreat can only retreat one space and then are eliminated due to 12.5.5, the advancing units may still advance into the last occupied space of the retreating defenders.

EXAMPLE: If Russian units in Kishinev were attacked from Zhmerinka and suffered a two space retreat and Romania was neutral and Odessa was CP occupied, the Russian units would be eliminated per 12.5.5. The CP units in Zhmerinka could advance up to Ismail because the Russians would have retreated into that space to satisfy the first space of the two space retreat.

12.7.5 Advancing units may not enter a space containing enemy units.

12.7.6 Advancing units may enter a space containing only an intact enemy fort if they can besiege it, but may advance no farther. However, after sufficient advancing units besiege the fort, other advancing units may continue to advance under the conditions of 12.7.3.

12.7.7 Central Powers units may advance into Amiens, Calais, or Ostend only if one of the following applies:

- if it was the defending space in the Combat.
- if the **Race to the Sea** Event has been played.
- if the Central Powers War Status is 4 or higher.

12.7.8 The Defender may never advance.

12.7.9 Advancing units gain control of any space they enter unless they are besieging a fort.

13.0 Strategic Redeployment

ANA, AUS, CND and PT Corps are British and the SN unit is Turkish for SR purposes. See the limitations for ANA and SN (13.1.8).

13.1 General Rules

13.1.1 SR is used to move units long distances through friendly controlled territory or to/from the Reserve Box.

13.1.2 Each SR Point will SR one full or reduced strength Corps. It takes 4 SR Points to SR one full or reduced strength Army.

13.1.3 No unit may SR more than once in each Action Round. A unit may SR each time that a player plays a SR Card.

13.1.4 SR may be split up among different nationalities and spaces as a player sees fit. A player may SR some units from a space and not others without any penalty.

13.1.5 SR Procedure: Units must be in supply to use SR. Units may SR from their space to any other friendly supplied space by using solid or eligible dashed lines connecting spaces. The route between the two spaces may only enter friendly-controlled spaces. Any or all of the spaces may be adjacent to enemy units or forts. Units can SR through a hex that contains a besieged enemy fort, but never through an enemy combat unit. Units can SR into and out of a besieged enemy fort so long as the fort remains besieged. A unit cannot SR out of a besieged enemy fort space if the fort would no longer be besieged after the SR.

13.1.6 Russian SR: Russian units may only SR inside Russia including the Russian Near East. This includes both overland SR and also SR from or to the Reserve Box. Russian corps are not allowed to SR by sea.

13.1.7 SR by Sea: Corps may also SR by sea from one friendly-controlled port space to another friendly-controlled port space. Units that SR by sea may not combine this with SR overland. They must start and end in a friendly controlled port space. Armies may never SR by sea. Except for the restriction on the SR of RU corps outside of Russia, all other nationalities can SR by sea.

13.1.7.1 The Central Powers player may use friendly controlled port spaces in Germany and Russia for SR sea movement. ***Ex-***

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ception: *A besieged Riga may not be used for Central Power SR sea movement or sea supply.*

13.1.7.2 The Allied player may use any friendly controlled ports not in Germany or Russia for SR sea movement. ***Exception:*** *Allied units may not SR to or from Constantinople by sea unless they control Gallipoli.*

13.1.8 SR and the Reserve Box: Units may SR out of the Reserve Box into any space containing a supplied unit of the same nationality. ***Exceptions:*** *Not into spaces containing only the British ANA or Turkish SN Corps. Corps may also SR out of the Reserve Box into any supplied friendly capital or supply source in their nation. Rule 14.1.5 for Serbia special supply does not allow SR from the Reserve Box. However, Serbia Corps can SR from the Reserve Box to Salonika since it is a supply source for the Serbs. A British Corps using SR between the Reserve Box and any space in the Near East counts as the single corps that may be SR'd by sea under rule 13.2.1. US Corps may SR from the Reserve box to any Allied-controlled port in France even if the port space does not contain a US unit.*

13.1.9 Corps units may SR from the map to the Reserve Box.

13.1.10 Players may sequence the order of their SRs as they wish. *For example, Unit "A" can SR from the Reserve Box onto Unit "B". Unit "B" can SR into a different space. Unit "C" could then SR from the Reserve Box onto Unit "B" in the new space.*

13.1.11 Capitals and SR: If the enemy controls or besieges a nation's capital (Paris in the case of France, Vienna or Budapest in the case of A-H), no Corps of that nation may SR to or from the Reserve Box as long as the enemy control lasts. ***Exception:*** *Belgian and Serb units are not affected by this restriction.* The MN unit may not use SR overland. It may SR to and from the Reserve Box.

13.1.12 Units may not SR to or from the Reserve box under the following conditions: German and Austrian units tracing supply to Sofia or Constantinople, Turkish units tracing supply to Essen, Breslau or Sofia, Bulgarian units tracing supply to Essen, Breslau or Constantinople, and Russian and Romanian units tracing supply to Belgrade.

13.2 Near East SR Restrictions

13.2.1 No more than one British Corps (including the AUS Corps, but not including the CND, PT, or BEF Corps) may use Reserve Box SR to or from Near East or SR by sea to or from the Near East per turn. There is no limit on the number of these units that may SR by sea or overland between locations on the Near East map. It is not permitted to use Sea or Reserve Box SR of FR Corps, IT Corps, GR Corps, RO Corps, SB Corps, US Corps, BE Corps, CND, PT, or BEF corps to or from the NE. Sea SR of RU Corps to or from the NE is disallowed (Reserve Box SR is allowed). There is no restriction on the overland SR of British units out of the Near East via Constantinople. ANA may not SR to the Reserve Box nor may it use sea SR out of the NE.

13.2.2 No more than one Russian Corps (never an Army) may SR to or from the Near East map per turn.

13.2.3 No more than one CP Corps may SR to or from the Near East map per turn. ***Exception:*** *Turkish Corps do not count against this limit.* This limit does not apply to CP units that SR solely within the Near East Map.

13.2.4 There is no limit to the number of BR (including AUS), RU, or non-Turkish CP that can SR solely within the Near East Map. ***Exception:*** *RU units can never SR outside of Russia.*

13.2.5 Allied corps can SR to or from the Near East prior to the entry of Turkey into the war.

14.0 Supply

14.1 General Rules

14.1.1 Units must be in supply to perform most actions. Out of Supply (OOS) units suffer many penalties [See 14.3].

14.1.1.1 Activation: For activation purposes, units' supply is checked at the time the Move/Attack markers are placed. Subsequent movement that might open up a line for tracing supply does not enable those OOS units to move or attack.

14.1.1.2 Combat: For combat resolution purposes, the supply status of units is checked at the start of each combat resolution. (Advances or retreats caused by earlier combats in the round might cut off supply allowing the play of Combat Cards).

14.1.2 Tracing Supply: To be in supply, units must trace supply through any number of friendly controlled spaces to a friendly-controlled supply source.

14.1.3 Supply Path Restrictions: A Supply Path, excluding the space containing the unit tracing supply, may not be traced through:

- a space containing an enemy unit.
- an enemy controlled space. ***Exception:*** *A player may trace supply through a space containing a besieged enemy fort.*
- dashed lines across which the tracing unit could not move. ***Exception:*** *RU, RO and SB units may trace supply over the dashed lines connected to Russian supply sources.*

14.1.4 Supply Paths Through Ports: Alternately, units may trace supply to a friendly-controlled unbesieged port space, and then directly to a friendly supply space, or to another unbesieged port and overland to a friendly supply space. The following restrictions apply to tracing supply through a port:

- The Central Powers player may use only friendly controlled port spaces in Germany and Russia to trace supply. ***Exception:*** *The Central Powers player may not use a besieged Riga for sea supply.*
- The Allied player may use any friendly controlled ports not in Germany or Russia to trace supply. ***Exception:*** *The Allied player may only use Constantinople as a port to trace supply if they control Gallipoli.*

14.1.5 Always in Supply: The following units are always in supply and do not need to trace supply:

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- The Montenegrin, British ANA, and Turkish SN units. When operating outside the NE, ANA and the SN unit must trace supply normally.
- Serbian units are always in supply in Serbia. Serbian units using the special supply of Serbian spaces may still move out of Serbia, resulting in possible OOS.
- Forts do not need supply and are not affected if OOS.
- Turkish units in Medina are always in supply for attrition purposes only. The Turkish units in Medina using this special supply may not activate for movement or combat, may not SR, may not take replacements, and may not use Combat Cards. Note this does not apply to the space itself but to Turk units, so if Medina is abandoned putting it OOS will convert it to the Allies.

14.2 Supply Sources

14.2.1 The supply sources for CP units are Essen, Breslau, Sofia, and Constantinople.

14.2.2 The supply sources for Russian, Serbian, and Romanian units are the spaces marked with the supply source symbol in Russia or Belgrade. Russian, Serbian, and Romanian units may not use sea supply to trace to these supply sources or to London.

14.2.3 Serbian units may also use Salonika as a supply source if it is under Allied control

14.2.4 The supply source space for all other Allied units is London. Paris is not a supply source.

14.2.5 Spaces (not units) may use any of their side's supply sources when checking attrition supply.

14.3 Out of Supply Effects

14.3.1 OOS units may not move or attack.

14.3.2 OOS units may not SR.

14.3.3 OOS units may not entrench, but they do receive the benefits of existing trenches in their space.

14.3.4 OOS defending units may not receive the benefit of any Combat Event Cards.

14.3.5 Units which are OOS during the Attrition Phase are eliminated. OOS Armies that are eliminated are permanently removed from the game and may not be replaced. Both sides' OOS units are removed simultaneously. Therefore, the elimination of an OOS enemy unit cannot open a supply line to any friendly OOS units.

14.3.6 During the Attrition Phase, any friendly controlled space which does not contain an undestroyed friendly fort, and which if it were a friendly combat unit would be eliminated for being OOS, becomes enemy-controlled. Spaces are checked for attrition simultaneously. ***Exception:*** *Under rule 14.1.5, Serbian spaces only convert when CP units enter the spaces.* Note that it is possible for units in a particular space to be unable to trace supply while the same space can trace supply; such units will be eliminated for being OOS while control of the space will be unchanged.

Note: Spaces become enemy controlled during the Attrition Phase because of lack of friendly supply, not because of enemy supply. The space does not need to trace to enemy supply sources in order to change control. This may lead to the control of spaces changing back and forth from turn to turn..

15.0 Forts

15.1 General Rules



15.1.1 No units may enter a space that contains an unbesieged enemy fort, either during movement or advance, unless they can besiege the fort (see also 11.1.8). Units which enter a space that contains an unbesieged fort may not move nor advance further during the Action Round.

15.1.2 Forts do not have to be besieged to be eliminated. They may be attacked from an adjacent space if not already besieged. [See 15.2.3.]

15.1.3 A besieged fort may only be attacked by units in the same space as the fort.

15.1.4 Forts add their CF to the combat strength of friendly units defending in their space.

15.1.5 Forts only defend, they may *not* add their CF to the combat strength of any attack.

15.1.6 Forts without friendly units in their space may never be the target of a Flank Attack or benefit from any trench in their space. However, a Flank Attack may be made against a space that has unentrenched enemy combat units and an enemy fort.



15.1.7 Loss Numbers are applied to defending Forts only if there were no defending combat units in the space or if there are sufficient Loss Numbers remaining to match or exceed the Fort's LF (thereby destroying the Fort) after all defending combat units and any of their replacement corps have been completely eliminated. Forts have only one step. If they take a step loss, they are eliminated and marked with a Destroyed marker.

15.1.8 Defending Forts are not affected by any unsatisfied Loss Numbers if any defending combat units survive the combat (even if they have all retreated from the Fort's space).

15.1.9 Destroyed Forts: Forts may not be replaced. Once they are destroyed, they remain that way for the rest of the game.

15.1.10 A space cannot be controlled by the enemy (and its VP cannot be claimed) as long as an undestroyed friendly fort is in the space, even if the fort is besieged.

15.1.11 Russian Forts: German units may not attack spaces containing Russian forts until the **OberOst** Event Card is played or the Central Powers War Status is 4 or higher. German units may, however, besiege unoccupied Russian forts. Austro-Hungarian units are not restricted by this rule.

15.1.12 Russian units may not attack, enter, or besiege a German fort space during the August 1914 turn.

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15.2 Besieging

15.2.1 To besiege an enemy fort, either at least one Army or a number of Corps equal to the fort's LF must enter the fort's space during a single Action Round and then stop movement. *For example, to besiege Verdun, a CP army (full strength or flipped) or three CP corps (full strength or flipped) would be required.* Place besieged fort markers to help identify that a fort is besieged.

15.2.2 Once an enemy fort is besieged, other friendly units may ignore the enemy fort for all purposes including tracing supply. ***Exception:*** *CP units may not trace Sea Supply through a port in a besieged enemy fort space (Riga is the only example.)*

15.2.3 A player may Activate units in a besieged enemy fort space for Combat. However, only the units above those required to besiege the fort may attack adjacent spaces. Units in the besieged fort space may attack the fort.

15.2.4 A player may not move units off a besieged fort in such a manner that the fort is occupied but not besieged at the end of the round. If a force besieging a fort takes losses which drop it below the minimum level to besiege (or if the **War in Africa** event removes a BR corps), the units do not have to retreat but the fort is no longer besieged. This means no surrender die roll is made during the Siege Phase and supply may not be traced through this space. If additional friendly units enter the space, the total number of friendly units must meet the requirements of 15.2.1 in order for the fort to become besieged again.

15.2.5 Forts in Desert Spaces: A desert space can't be activated for combat during summer. A desert space can't be attacked during summer. Forts in Desert spaces can still be besieged and suffer Siege Resolution during Summer.

15.3 Siege Resolution

15.3.1 During the Siege Phase of each turn, all besieged forts must be checked to see if they surrender.



15.3.2 A die is rolled for each besieged fort. If the number rolled is greater than the besieged fort's LF, the fort is eliminated. Mark the fort with a Destroyed marker.

15.3.3 All siege die rolls are modified by –2 during the August and September 1914 turns. This reflects the shorter duration (one month) that these turns represent, versus three months for all other turns.



16.0 War and Peace

16.1 Player War Status

16.1.1 At Start: Both players begin all scenarios in the Mobilization Commitment Level.

16.1.2 Beginning on the September 1914 turn (turn 2) in any scenario except the Introductory scenario, both players check to see if their War Commitment Level has increased during the War Status Phase.

16.1.3 Limited War: If a player's War Status is 4 or higher during this phase, the player's War Commitment Level rises to Limited War. The player adds his Limited War cards to his Draw Pile. His Draw Pile will now consist of his Limited War cards and his Mobilization cards which are not in his hand currently and which have not been permanently removed. At the start of the Draw Strategy Cards Step, after Combat Event Cards are discarded, the player reshuffles his Draw Pile and Discard Pile together to form a new Draw Pile.

16.1.3.1 Turkish Entry: When the Central Powers War Commitment Level increases to Limited War, Turkey enters the war on the Central Powers side. Place the Turkish units on the map per the set-up chart. Turkey's entry into the war does not count as a Neutral Entry under 9.5.2.2 and does not preclude bringing another neutral country into the war on the same turn.

16.1.4 Total War: If a player's War Status is 11 or higher during this phase, the player's War Commitment Level rises to Total War. The player adds his Total War cards to his Draw Pile. His Draw Pile will now consist of his Total War cards and his Limited War and Mobilization cards which are not in his hand currently and which have not been permanently removed. At the start of the Draw Strategy Cards Step, after Combat Event Cards are discarded, the player reshuffles his Draw Pile and Discard Pile together to form a new Draw Pile.

Design Note: It is possible, indeed likely, that the opposing players will have different War Commitment Levels at various points of the game.

16.1.5 A player's War Status marker may never be decreased; therefore, a player's War Commitment Level can never decrease.

Note: The effects of the 1914 Special Rules found on the Player Aid Card are based on War Status, not War Commitment Level. This means that the **Race to the Sea** and **OberOst** restrictions can be lifted during a particular turn instead of waiting until the War Status Phase.

16.1.6 Once a player's War Commitment Level has risen to Total War, his War Status Marker may be removed from play. Any other Events with a War Status Number which he plays will only affect the Combined War Status.

16.2 Combined War Status



16.2.1 During the War Status Phase of any turn in which the Combined War Status marker is at 40 or more, an Armistice is declared. The game ends and victory is determined.

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16.2.2 The Combined War Status also acts as a prerequisite to US Entry and Russian Capitulation.

16.3 US Entry



16.3.1 Full US Entry into the war is a three step process which is recorded on the US Entry Track. The US Entry marker initially begins in the US Neutral box.

16.3.2 Move the US Entry marker into the "Zimmermann Telegram Allowed" box of the US Entry Track when the Combined War Status reaches 30. The **Zimmermann Telegram** event cannot be played before this occurs.

16.3.3 When the **Zimmermann Telegram** is played, move the US Entry marker into that box. The US is now an active nation for the Allied player, but the Allied player still may not play US Reinforcement cards.

16.3.4 The **Over There** event may be played on any turn following the turn that **Zimmermann Telegram** is played. When the **Over There** event is played, move the US Entry marker into that box. The Allied player may now play US Reinforcement cards.

16.3.5 The **14 Points** event does not affect US Entry, but it also may not be played before the **Zimmermann Telegram** event. Therefore, its event indicator is on the back of the US Entry marker.

16.4 Russian Capitulation



16.4.1 The Central Powers player has the ability to force Russia from the war via the Treaty of Brest-Litovsk, as was done historically. This is accomplished by a six step process. The Russian Capitulation marker initially begins in the "God Save the Tsar" box.

16.4.2 The Central Powers player records the number of VP spaces in Russia that he currently controls (even if the spaces are currently OOS), using the Current CP Russian VP marker on the General Records Track. If the Allied player recaptures a VP space in Russia, the marker is moved back on the General Records Track.

16.4.3 When the Central Powers control three or more VP spaces in Russia, the Russian Capitulation marker is moved into the "Tsar Takes Command Allowed" box. The Central Powers may now play the **Tsar Takes Command** event. If the Current CP Russian VP marker moves below 3 before the **Tsar Takes Command** event is played, move the Russian Capitulation marker back into the "God Save the Tsar" box.

16.4.4 The **Fall of the Tsar** event may be played only if the **Tsar Takes Command** event has been played and Combined War Status plus the Current CP Russian VP is 33 or higher. If this occurs, move the Russian Capitulation marker into the "Fall of the Tsar Allowed" box of the Russian Capitulation Track. If this total drops below 33 before the **Fall of the Tsar** event is played, move the Russian Capitulation marker back to the "Tsar Takes Command" box until the total is again 33 or higher.

16.4.5 When the **Fall of the Tsar** event is played, place the Tsar Fell CP Russian VP marker in the same box as the Current CP Russian VP marker on the General Records Track. In addition, move the Russian Capitulation marker into the "Fall of the Tsar" box. AP Activation costs for combat involving Russian units are now 1 Ops per unit, not space, regardless of whether an activated unit is involved in the attack.

16.4.6 The **Bolshevik Revolution** event may be played on any turn following the **Fall of the Tsar** event if: 1. the Current CP Russian VP marker is in a higher box on the General Records Track than the Tsar Fell CP Russian VP marker (counting a captured Baku if applicable), or 2. the Central Powers control all seven VP spaces in Russia (excluding Baku). If either of these conditions are met, move the Russian Capitulation marker into the "Bolshevik Revolution Allowed" box. If these conditions are no longer met, move the marker back to the "Fall of the Tsar" box until the conditions again apply.

16.4.7 When the **Bolshevik Revolution** event is played, move the Russian Capitulation marker into that box. No more than 1 RU RP may be spent each turn.

16.4.8 The **Treaty of Brest-Litovsk** event may be played at any time following the play of the **Bolshevik Revolution** event. When the **Treaty of Brest-Litovsk** is played, move the Russian Capitulation marker into that box.

16.4.9 Effects: When **Brest-Litovsk** is played Russian units are under the following restrictions:

- RU units may not operate outside Russia, Germany, Turkey, Austria and Romania. Any Russian units outside those countries are eliminated.
- RU units may never move through or stack with Allied units (and vice versa). Russian units currently stacked with Allied units are eliminated (interned).

  Design Note: This prevents the Allied player from using Russian units after **Brest-Litovsk** from protecting Allied units from attack.
- RU units may no longer attack. CP units may not attack RU units except TU units may attack on the Near East map. Both sides may still move into unoccupied spaces and may still suffer attrition, besiege forts, and resolve sieges.

16.5 Peace Terms

16.5.1 A player may offer Peace Terms as his sole action during an Action Round if the current VP total is within the allowed range for the player.

16.5.1.1 The Central Powers player may offer Peace Terms if the current VP total is 11 or more.

16.5.1.1 The Allied Player may offer Peace Terms if the current VP total is 9 or fewer.

16.5.2 If the opposing player accepts the Peace Terms, the game ends immediately in a draw. If the Peace Terms offer is rejected, the offering player rolls a die to determine the effect of the Peace Terms offer using the Peace Terms Table. The result will either increase, decrease or leave unchanged the VP level.

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16.5.3 There is no limit to the number of times a player may offer Peace Terms during the game. A player may offer Peace Terms only once per Action Round. Peace Terms may be accepted only once per game, because the game ends immediately upon their acceptance.

17.0 Replacements

17.1 General Rules

17.1.1 During the Replacement Phase, each nation can spend the number of replacement points (RPs) recorded on the General Records Track by the nation's RP marker.

17.1.1.1 Allied (A) RPs may be spent only to replace ANA, AUS, BE, CND, MN, PT, RO, GR, and SB units. In addition, these units may only be replaced using Allied RPs.

17.1.2 RPs not spent during a Replacement Phase are lost; they may not be saved for use in a future turn.

17.1.3 If the enemy controls or besieges a nation's capital space (Paris in the case of France, Vienna or Budapest in the case of Austria-Hungary), no RPs may be spent for that nation. However, an out of supply but unbesieged Paris does allow FR RPs to be spent. ***Exception:*** *Belgian and Serbian units are not affected by this restriction.* However, Belgian and Serbian Army units can be recreated only if they may legally be placed on the map [see 17.1.5] Belgian and Serbian corps can still be rebuilt in the Reserve Box, even if their countries are completely controlled by the enemy.

17.1.4 The different replacement options and their cost are given in Replacement Cost Table on the player aid cards.

17.1.4.1 German and Austrian units tracing supply to Sofia or Constantinople, Turkish units tracing supply to Essen, Breslau or Sofia, Bulgarian units tracing supply to Essen, Breslau or Constantinople, and Russian and Romanian units tracing supply to Belgrade may not receive replacements.

17.1.5 Recreated Armies are placed as if they were a reinforcement [See 9.5.3.3]. There are two exceptions noted below:

- Serbian Army units may be recreated at Salonika if the **Salonika** or **Greece Neutral Entry** Event Cards have been played and Salonika is under Allied control. They may also be recreated in Belgrade following normal reinforcement restrictions.
- The Belgian Army may be rebuilt in Brussels, Antwerp, or Ostend. The Belgian Army may not be built in Antwerp if a line of supply does not exist. If none of these spaces are Allied controlled and in supply, the Belgian Army may be rebuilt in Calais. (Calais also represents the corner of Belgium held by the Allies after October 1914.)

Exception: *Serb armies may not be recreated at Belgrade if Nis is under CP control.*

17.1.6 The British ANA Corps, if eliminated, is placed in Arabia when it is rebuilt.

17.1.7 Some units may never take replacements. These units are marked with a dot in the upper right hand corner. E.g. the BR BEF Army.

17.1.8 US RPs: After the play of the **Over There** event, all Allied RP cards played produce one US RP as well as the RPs listed on the card.

Card Notes

This section is intended to give players a brief understanding of the events represented by the cards.

11th Army: The 11th Army, commanded by August von Mackensen, spearheaded a number of German offensives both against Russia and in the Balkans.

14 Points: Woodrow Wilson's idealistic statement of US war aims.

Air Superiority: Air warfare developed gradually in WWI, particularly on the western front, where the introduction of new models, tactics, and organization constantly swung the balance between the Germans and the Allies. Only in the summer of 1918 would sheer numbers allow the Allies to attain permanent air supremacy.

Allenby: Former cavalry commander on the Western Front, he led the British to triumph over the Turks in 1917-18.

Alpenkorps: an elite unit trained in mountain warfare, it took part in the blitzkrieg style campaign against Romania in 1916.

Arab Northern Army: the name given the Arab forces under Prince Feisal and his British advisor, Lawrence of Arabia, during the 1918 drive on Damascus.

Von Below: German general responsible for the victory at Caporetto (against the Italians) in 1917.

Blockade: The British blockade of the Central Powers, which grew ever tighter as the war progressed, ultimately resulted in widespread hunger and even starvation in Germany and Austria in the last two years of the war.

Blucher: Code name for the May 1918 offensive against the French, which brought the Germans back to the River Marne for the first time since 1914.

Bolshevik Revolution: The overthrow of the Kerensky government by Lenin led to Russia's withdrawal from the alliance against the Central Powers.

Brusilov Offensive: Named after its commander, the Brusilov offensive was the greatest Russian victory of the war, nearly toppling the Austrian monarchy. Its ultimate strategic failure however, helped spread defeatism through the army.

Bulgarian Entry: Tempted by the promise of Serbian territory, Bulgaria joined the Central Powers in 1915. Her entry into the war led to the Serbian collapse, but the Bulgar forces were decisively beaten when the Allies broke out of Salonika in October 1918.

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Chlorine Gas: Used by the Germans at Ypres in the spring of 1915, it caused a tactical breakthrough the Germans lacked the reserves to exploit.

Cloak and Dagger: Allied spying operations had no success comparable to Ultra in WWII, but undoubtedly provided useful information from time to time.

Convoy: While the British admiralty was reluctant to adopt a combat system to combat the U-boats, heavy merchant ship losses finally forced them to do so in early 1917.

Entrench: Though the French discouraged entrenching (to the point of failing to issue shovels and picks) the need to avoid all the lead flying above ground quickly led soldiers on both sides to dig in.

Everyone Into Battle: Foch's slogan for the grand Allied offensive in the closing weeks of WWI.

Falkenhayn: Chief of the General Staff from September 1914 to August 1916, his first task on taking command was to reorient German strategy after the failure of the Schlieffen Plan.

Fall of the Tsar: Bread riots in Petrograd in early 1917 quickly escalated into a revolution, leading to the end of the 300 year-old Romanov dynasty in Russia.

Flamethrowers: The first large-scale use of flamethrowers took place at Verdun in 1916.

Fortified Machine Guns: A major element of German defensive tactics on the western front was the employment of machine guns in heavily fortified emplacements.

Von Francois: Commanding the German 1st Corps at the Battle of Tannenberg, von Francois was an especially aggressive (sometimes to the point of insubordination) and tactically skilled commander.

French Army of the Orient: Name given to the French force at Salonika.

French Mutiny: The French Mutiny in the spring of 1917, kept secret at the time, ended any hope for major French offensives that year.

Grand Fleet: The British Grand Fleet effectively kept the German High Seas Fleet bottled up for the entire war.

Great Retreat: In the summer of 1915 the Russian army abandoned Poland, beginning a massive withdrawal that ended that Fall in a line that ran from Riga to Romania.

Greek Entry: Though partly occupied by Allied forces at Salonika in 1915, Greece did not join the Allies until 1917.

Guns of August: The use of borrowed Austrian mortars with 305-cm shells allowed the Germans to smash the forts of Liege in August 1914. The famous Krupp 420-cm mortars, often given credit for this feat, did not actually arrive until after the Liege forts had fallen.

High Seas Fleet: The German High Seas Fleet spent most of the war bottled up by the larger British Grand Fleet. It fought only one fleet action during the conflict, at Jutland in 1916. A tactical victory, it failed to break the British blockade and was thus a strategic defeat.

H-L Take Command: Taking command from Falkenhayn in August 1916, the duo of Hindenburg and Lundendorff ruled Germany as virtual dictators until the fall of 1918.

Hoffmann: Perhaps the best operational mind the war produced, he was the genius behind many of the victories Germany won in the east.

Hurricane Barrage: An intense, concentrated, and brief barrage, designed to pave the way for an infantry assault.

Von Hutier: German general responsible for victory at Riga (against the forces of the Kerensky government) in 1917. Later commanded armies in France.

Independent Air Force: The forerunner to WWII's Bomber Command, the British Independent Air Force began a series of strategic bombing raids on German industry in 1918.

Italian Entry: Italy ignored its treaty with the Central Powers in 1914, preferring to remain neutral at first, and ultimately joining the Allies in 1915.

Kemal: Later father of modern Turkey, Kemal was also an extremely effective commander, starting the war with command of a division and rising to army command.

Kerensky Offensive: The last Russian offensive of WWI, it had some initial success against the Austrians, but ultimately resulted in the collapse of the Russian southern front.

Landships: Name given to the early British tanks, which did indeed resemble small land bound dreadnoughts.

Landwehr: German territorial forces, they were not originally intended for front line use, but quickly found themselves fighting alongside the regular army.

Libyan Revolt: Moslem tribesmen launched a holy war against the British in Libya, but were eventually put down by the diversion of forces from the campaign against the Turks.

Liman von Sanders: German General who helped organize and command the Turkish Army.

Lloyd George: Britain's 2nd wartime Prime Minister tried to curb the offensive instincts of General Haig, especially after the bloodbath of 3rd Ypres, by holding back men and supplies.

Lusitania: A passenger liner sunk by a German U-boat in 1915, the loss of life-including 124 Americans, spread anti-German feeling through much of the United States. It should be noted the Lusitania was almost certainly carrying munitions to the British.

Mata Hari: An exotic dancer, prostitute, and rather ineffectual German spy. Other German agents achieved better results, but what WWI game would be complete without the war's most famous spy?

MEF: The Mediterranean Expeditionary Force was the name given to the Army the Allies landed at Gallipoli in an attempt to drive Turkey from the war and open up a supply route to Russia. The attempt failed after a bloody campaign lasting almost a year.

Michael: First and largest of the German 1918 offensives in the west, it was a major tactical success, gaining more ground than the combined Allied offensives of the previous three years,

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but lack of strategic direction prevented it from becoming a war-winning battle.

Mine Attack: As a traditional part of siege warfare, the use of mines and countermines was a major feature of trench warfare in WWI. The most spectacular example was the British mine at Messines in 1917, which exploded with a force felt in London.

Moltke: Nephew of the Great Moltke who had won the Franco-Prussian war, he commanded the Germany army at the outbreak of hostilities, where his lack of resolve helped lead to failure at the Marne.

Mustard Gas: A burning and persistent gas, it could remain dangerous for days and even weeks after it was used.

OberOst: The German High Command in the East, originally under the team of Hindenburg-Lundendorff-Hoffmann.

Over There: Though America entered WWI in April 1917, it would be over a year before major US forces were engaged in combat.

Peace Offensive: Code name given to last German offensive of the war, its failure contributed to the decline in German morale.

Phosgene Gas: One of several chemical weapons used commonly during WWI.

Place of Execution: The code-name given to the German assault on Verdun. Intended to bleed the French dry, it eventually bled the German army white as well.

Pleve: Though old and ill (he died during the war) Pleve was one of the ablest of the Tsarist army commanders.

Putnik: Serbian "Warlord" his failing health forced him to command from a superheated room, but his knowledge of the terrain and fighting instincts drove back the Austrians time and again.

Race to the Sea: After the Battle of the Marne in early September 1914, both the Allies and Germans attempted a series of maneuvers designed to outflank the other. These attempts ended in October when they reached the English Channel, causing this period of the war to be called the Race to the Sea.

Rape of Belgium: German shooting of hostages and burning of towns in the invasion of Belgium would provide the basis of anti-Hun propaganda for the rest of the war.

Reichstag Truce: In the early part of the war the German Socialists (the SDP), the largest political party in the Reichstag, supported the German war effort in a political "truce." As the war dragged on however, the truce eventually broke down.

Romanian Entry: Mistaking the extent of the Russian victory over the Central Powers in the Brusilov offensive of 1916, Romania joined the Allies, only to be conquered within 4 months.

Royal Tank Corps: The Royal Tank Corps fought its first major battle at Cambrai in 1917, where its initial success demonstrated the promise of armor that would be fulfilled a generation later.

Salonika: Unable to convince Greece to join them in the war, the Allies nevertheless landed a Franco-British force at Salonika in the fall of 1915 in a belated attempt to save the Serbs. This force would grow in numbers throughout the war, but would only prove effective in late 1918.

Severe Weather: As in all wars bad weather-particularly mud-affected the course of many WWI battles.

Sinai Pipeline: Construction of a water pipeline across the Sinai was a necessary prerequisite for a major British drive into Palestine.

Sud Army: This mixed Austro-German force fought effectively on the east front for most of the war.

They Shall Not Pass: The watchword of the French defenders at Verdun, the phrase symbolized French determination.

Treaty of Brest-Litovsk: The treaty by the Bolshevik government of Russia that ended Russian participation in WWI, and led to the German occupation of the Ukraine.

Tsar Takes Command: As his armies were retreating from Poland after a series of major defeats, Nicholas II replaced his uncle the Grand Duke as commander of the Russian armies. It was a disastrous decision for Russia, for while Nicholas played soldier at Russian army headquarters his empire went unruled.

U-boats Unleashed: the German decision to resume unlimited U-boat warfare was taken under the twin delusions there would be no Revolution in Russia (the Tsar fell within weeks) and the submarine campaign would win the war before the arrival of United States forces in Europe. That the US would enter the war in response to this campaign was accepted as a risk worth taking. It wasn't.

Walter Rathenau: A brilliant German-Jewish industrialist, he played a key role in organizing the Reich's economy for a long war. Despite his vital wartime activities on Germany's behalf, he was murdered by ultra-nationalists after the war.

War in Africa: The Allied war against the forces in the German African colonies tied up huge amounts of British forces, due to the superior generalship of the brilliant von Lettow Vorbeck, who had still not been brought to bay when the war in Europe ended.

Wireless Intercepts: The Russian habit of broadcasting orders in a childishly simple block code (not, as has often been reported, "in the clear") gave the Germans vital operational intelligence on the east front, especially in 1914.

Withdrawal: Both sides made use of operational withdrawals to blunt planned enemy offensives-most notably the German withdrawal to the Hindenburg line in early 1917.

Yanks and Tanks: The effects of masses of Allied tanks and fresh US troops had a strong impact on German morale in 1918.

Yudenitch: Russian commander in the Caucasus, he won several major, though ultimately fruitless, victories over the Turks.

Zeppelin Raids: Using Zeppelins and giant Gotha bombers, German air raids on England inflicted little actual damage, but did tie up a great number of British air units and artillery in home defense.

Zimmermann Telegram: This attempt to bribe Mexico into fighting the US backfired, and along with the resumption of

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unrestricted submarine warfare, brought the US into WWI against Germany.



Design Notes

The Map

The map for *Paths of Glory* (*PoG*) went through several different incarnations, including a hex map and an area version before evolving into the one you have (I hope) set up on your game table. The main advantage of a point to point movement system is it allows the designer to focus. No elaborate supply or terrain rules are required to prevent unrealistic strategic operations or highlight the importance of key locations; the map does it for you.

The map for *PoG* was designed to allow all the actual campaigns of WWI to develop historically, while giving realistic room for alternative campaigns. To do this I "played" historical versions of the game, adding or deleting spaces and connections until I was satisfied with the results.

The Order of Battle

The Order of Battle for *PoG* does not include every army designation found in WWI. The French, for example, formed an 8th Army in 1914 not found in the game. Instead the OB represents all the most important formations, while maintaining the relative strengths between the different powers. So in game terms the French 8th would be represented by a couple of corps.

Army units represent troops supported by heavy artillery, air, and other assets. (The Serbs are the sole exception-being given army status based on their fighting record in the war.) Corps units are smaller bodies of troops, armies with weaker command and logistical capabilities, and the remains of armies after heavy losses. In a more abstract sense, through the use of the Reserve Box corps represent the ability of a nation to support the demands of modern industrialized war. This ties in with the Replacement system to give players a limited form of control over their wartime economies.

What If?

Before the Schlieffen Plan Germany had a defensive strategy in the west. Schlieffen's original version called for a German invasion of Holland as well as Belgium. In 1914 Italy was supposedly allied to Germany. Romania swung back and forth between the Central Powers and the Allies in 1914-15. Why then in *PoG* can't Germany open the war with its armies deployed to the east, or invade Holland? Why can't Italy or Romania join the Central Powers?

Though *PoG* allows players to explore a wide range of what ifs? it deliberately excludes others. Some were excluded because they were judged too unlikely to be worth bothering with. Italy, despite its treaty with Germany, was almost certain to join the war on the side of the Central Powers only if the Allies had already clearly lost (as in 1940). Since what Italy wanted most was territory under Austrian control, the Allies had the upper hand diplomatically. It is always easier to offer an enemy's lands as a bribe.

Romania, though it veered back and forth following the fortunes of war, was also unlikely to fight on the side of the Central Powers because it too wanted Austro-Hungarian lands. In any case what the Central Powers really desired from Romania was not her inept armies, but her oil and wheat. If Romania is still neutral when the Tsar falls, she economically becomes a German vassal, represented by the two Victory Point award.

Other what ifs? were excluded as outside the scope of the game. Not simply the course, but the cause of the war depended on the pre-war plans drawn up by both sides. If the Germans had never adopted the Schlieffen Plan, there might have been no war in 1914. Certainly if a war had taken place it would be so different as to require a new deck of cards.

Other what ifs? were dropped because in game terms they made so little sense you'd have to mandate a player to do them. The invasion of Holland falls under this heading; for a limited tactical advantage the Germans would add a strategic headache and more diplomatic damage (which is why Moltke the Younger dropped the passage through Holland in the first place).

Finally, certain possibilities were excluded to counter player hindsight and also to prevent serious damage to play balance. Perhaps as some still argue, Schlieffen's original plan could have won the war in 1914. In a game covering all of WWI it wouldn't make much sense to allow the Germans a serious shot at winning on turn two.

War Status

(or "Why The Bolshevik Revolution Depends on Sinking the Lusitania.")

War Status is one of the most important mechanics in *PoG*, and admittedly one of the most abstract. But the War Status numbers were not simply assigned randomly to various events. A great deal of thought (and trial and error) went into them.

War Status in *PoG* has several elements. First, it represents the progression of each alliance towards a state of modern industrialized Total War. For example, War Status increases

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when the British 1st and Second Armies enter play because of the importance of Britain's break from its traditional reliance on sea power.

Second, through the rules for Combined War Status, it shows the various effects of such a prolonged and costly struggle on national morale, politics, and diplomacy. As the intensity of the war increases unstable Russia grows more vulnerable (the Russian Capitulation track) while the United States finds it increasingly difficult to stay out of the war (through the US Entry track). In this way the Great Retreat adds War Status because refugees in western Russia undermine Russian morale, while the Lusitania increases War Status because it pushes the US towards joining the Allies. Increased CP play of War Status to weaken Russia increases the chance of US Entry. Likewise Allied action to hurry the US into the war increases the chance of Russia's exit. This see-saw effect not only presents an interesting game problem for both players, but effectively captures the dynamic that led to both US entry and the Fall of the Tsar in the space of a few weeks.

Finally, through the Armistice mechanism, the effect of war weariness outside Russia is introduced. If the war ends in an Armistice (historically on turn 19) the losing side is considered to have asked for terms. If neither side is winning at the point, either negotiation or mutual exhaustion has brought the war to a close.

Victory Conditions

The Victory Conditions were designed both in the interests of play balance, as a measure against the historical outcome, and to provide operational reasons to fight certain campaigns on the ground. For example, the Turks kept a full corps at Medina throughout the war. By making it a VP space they have reason to do so in the game.

The Peace Term rules really represent the propaganda war, as much internal as external, between the two sides. As in the real war, a player will make an offer of peace only when he feels he is in a position of strength (ahead in VPs). The purpose of such an offer is to score propaganda points (in the game a VP) though if the offer is too obviously insincere it can backfire (costing a VP). If a Peace Offer is accepted real diplomacy has replaced posturing-and though the side that made the offer may be assumed to get the better of the resulting deal, in game terms the result is a draw because you've failed to turn an edge into outright victory. It is against the spirit of the game, btw, to accept a Peace Offer if you still think you have a chance to win.

Dedication

Let me end by thanking Mark Herman, to whom *PoG* is clearly indebted; Ben Knight for helping me sell the game to TAHGC (even if it was in the end not to be); everyone at GMT; Steve Kosakowski, Jim Eliason, John Walker, Ananda Gupta, Bob Irelan and everyone else who helped with the game in one way or another over the years; and finally to Joanne Spera, for her support and understanding.

—Ted S. Raicer, April 6, 1999

Extended Example of Play

This extended example of play will demonstrate how many of the game's mechanics work and may give you some initial strategy ideas. This game-playing was conducted by email between Gene Billingsley, as the Allied player, and Andy Lewis (the game's developer), as the Central Powers. Neither player was an expert on strategy, as the comments provided by Ted Raicer (the game's designer) will show. The idea is to give you a feel for the game and all the different choices there are to make and decide between. We suggest that you set the game up and move the pieces on your map as you read the example.

A Note on Notations: *A referenced unit is at full strength in this example* unless *its name is enclosed in parentheses [e.g., "FR 5th Army" is at full strength, whereas "(FR 5th Army)" is at reduced strength].*

The Central Powers have chosen to start the game with the Guns of August card in their hand. Therefore, they only draw six other cards initially so that their hand is seven cards. The Allied player draws seven cards for his initial hand.

August 1914 - Mandated Offensive Phase

The Central Powers' die roll is 4 which means a German unit must make an attack in Belgium, France, or Germany this turn or the VP level will decrease by one.

The Allied die roll is 2 which means a French unit must make an attack in Belgium, France, or Germany this turn or the VP level will increase by one.

August 1914 - Action Phase

Central Powers Action 1

Play **Guns of August** (Central Powers Card #1) as an Event.

Move the Central Powers and Combined War Status markers to 2. Place a destroyed marker in Liege. Advance the GE 1st and 2nd Armies into Liege.

The GE 1st, 2nd, and 3rd Armies attack the FR 5th Army in Sedan (see illustration on next page).

The Central Powers die roll is 2 which is checked on the 15 column of the Army Fire Table. The result is a Loss Number of 5; therefore, the FR 5th Army loses one step for three points of the Loss Number. They do not lose a second step because the LF is still 3 on the reduced side of the army and only 2 points of the Loss Number are unfulfilled.

The Allied die roll is 3 on the 3 column of the Army Fire Table. The result is a Loss Number of 2, but since the lowest German LF is 3, there is no effect.

The Allied loses the combat and must retreat 2 spaces because the difference in Loss Numbers is 2 or greater (maximum retreat is two spaces).

The (FR 5th Army) retreats through Chateau-Thierry to Cambrai (note that a retreat does *not* have to leave you 2 spaces from where you started—unlike other games).

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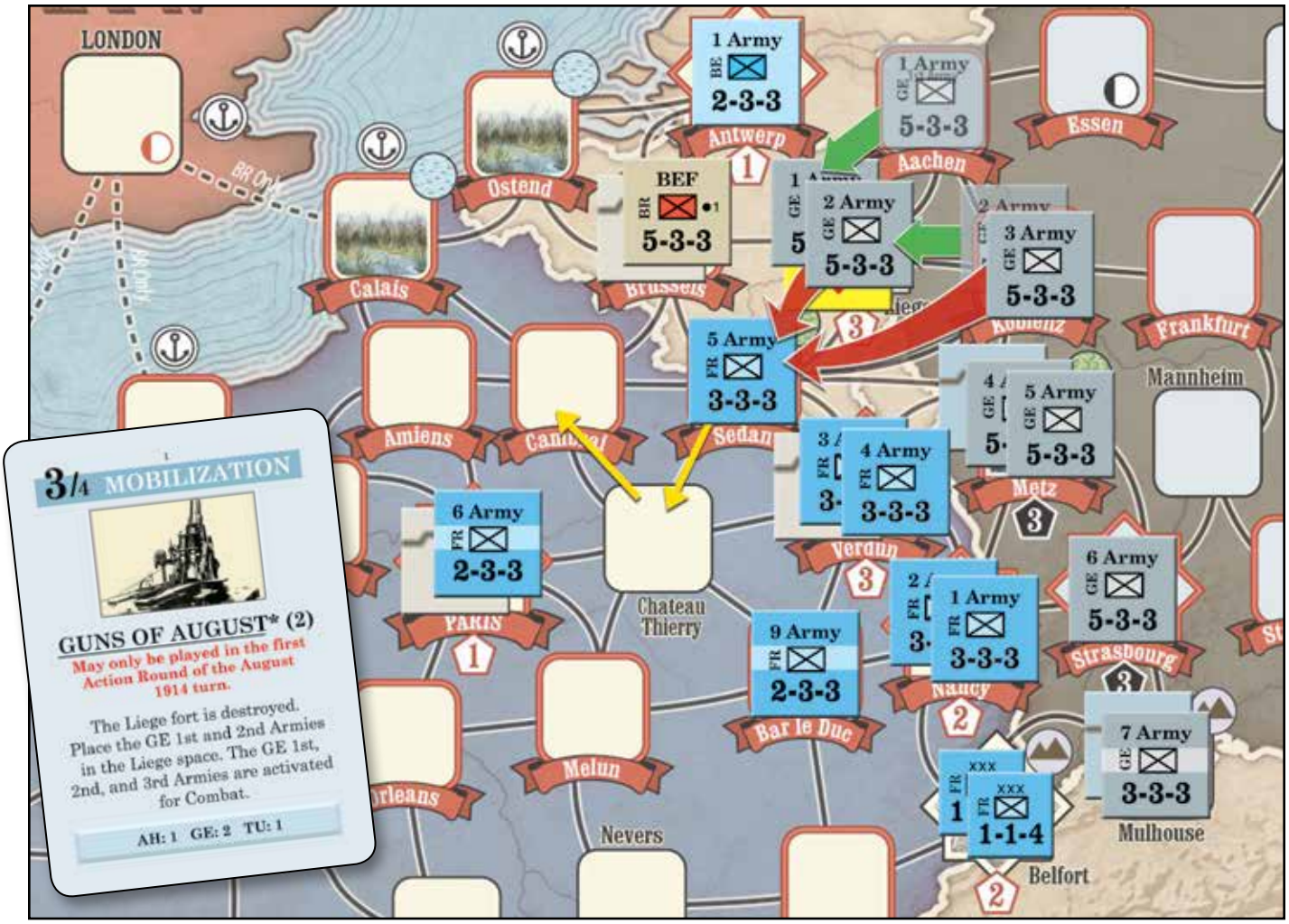

Western Front Set up and opening move (Guns of August Card #1) by the Central Power Player.

The 2nd and 3rd GE Armies advance into Sedan (they can't advance further because Sedan is a Forest space).

This attack fulfills the Central Powers Mandated Offensive for the turn. The **Guns of August** card is removed from the game because it is marked with an '*' and was played as an Event.

Comment: *A standard cautious Central Powers opening. (Openings without the* ***Guns of August*** *tend to make the early turns quite unpredictable.) Given the 66% chance of success and the marginal effect (vs. a single FR army) of failure, the Central Powers should have attempted the flank attack. The Allied decision to retreat to Cambrai is questionable considering German movement restrictions; a better alternative might be Melun.*



Allied Action 1

Play **Russian Reinforcements** (Allied Card #3) as a 3 OPS. Activate Bar de Luc for movement and Dubno and Kamenets Podolski for attack.

(FR 9th Army) moves from Bar le Duc to Chateau-Thierry.

Comment: *If the FR 5th had retreated to Melun, it would not be necessary to use an OPS moving the FR 9th, as Chateau-Thierry would effectively be a "kill zone" vs. the Central Powers units.*

The RU 3rd Army [3 CF] in Dubno and RU 8th Army [3 CF] in Kamenets Podolski attack the AH 3rd Army in Tarnopol. The Russians declare a flank attack. They roll a 4 which is modified to 5 for the RU 3rd Army which is not adjacent to an enemy occupied space except the defending space. The flank attack is successful so the Russians will get to fire first and the AH will have to absorb those losses before returning fire.

The Allied die roll is a 3 on the 6 column of the Army Fire Table which is a Loss Number of 4. The AH 3rd Army is reduced to satisfy 2 points of the loss and is reduced again for another 2 points. The AH 3rd Army is placed in the eliminated/replaceable box and is replaced by an AH corps.

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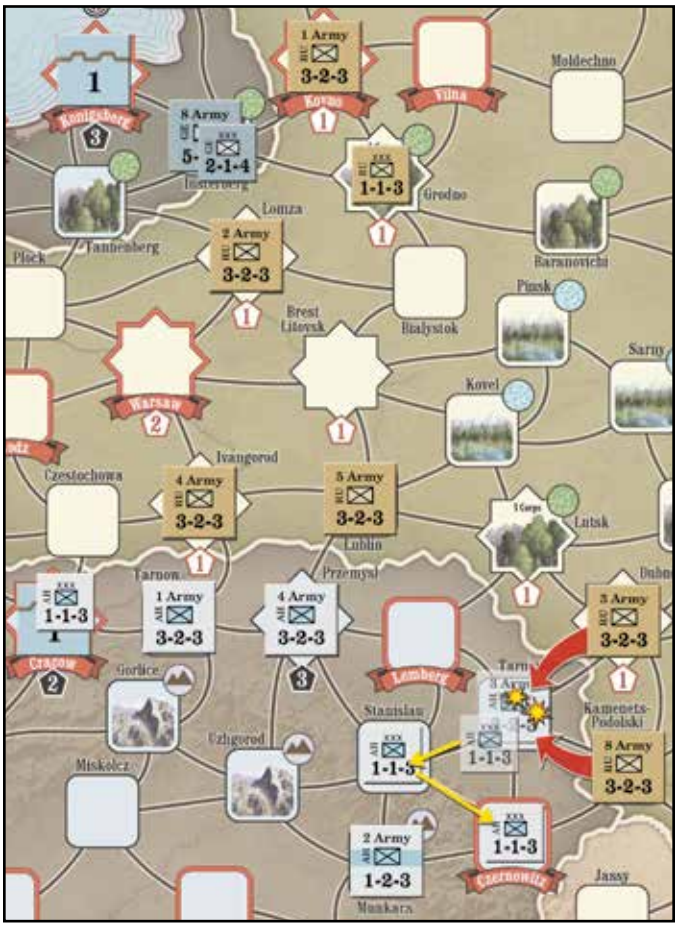
The AH corps now gets to fire 1 CF on the Corps Fire Table. The die roll is a 4 which causes a Loss Number of 1. Since the smallest Allied LF is 2, the Allied player take no losses. The AH corps now retreats 2 spaces through Stanislau to Czernowitz.

The RU 3rd Army advances into Tarnapol.



Eastern Front Set up and opening Russian attack.

Central Powers Action 2

Play **Sud Army** (Central Powers Card #10) as a 3 OPS. Activate Oppeln and Munkacs for movement and Sedan for Attack.

Move the (GE Corps) from Oppeln to Czestochowa [place a Central Powers control marker as the unit exits the space] to Lodz. As the Central Powers now control Lodz, move the VP marker to the 11 box.

Comment: *A more aggressive move would send the GE 8th Army to Lodz (and its corps to Konigsberg). Since it is necessary to move the 8th at the latest by the 1st Action of Turn 2—to prevent its being cut off-this would kill two birds.*

Move the (AH 2nd Army) from Munkacs to Czernowitz.

Comment: *A potentially disastrous move. By moving the RU 4th to Lemberg, the 3rd and 8th can put the AH forces in Czernowitz OOS.*

The 2nd and 3rd GE Armies in Sedan attack the (Fr 5th Army) in Cambrai.

No flank attack can be attempted since only one activated space is adjacent to the defending space.

The FR play the **Withdrawal** CC card (Allied Card #6).

The Central Powers die roll is 4 which on the 10 column is a Loss Number of 5. Normally the army step and both corps steps would be lost but withdrawal saves the corps.

The Allied die roll is 6 which on the 2 column is a Loss Number of 3. The GE 2nd Army is reduced.

The (FR corps) retreats only one space to Amiens because of the **Withdrawal** CC card. The **Withdrawal** card is removed from the game because it is marked with an '*' and was played as an Event.

The GE 3rd Army advances into Cambrai [The GE 2nd Army can't advance because it's reduced]. The VP marker is moved to 12.

Comment: *Another risky Central Powers move, as the GE 3rd is somewhat out on a limb.*

Allied Action 2

Play **Blockade** (Allied Card #2) as a 4 OPS. Activate Chateau-Thierry, Verdun, Tarnopol, and Kamenets Podolski for attack. [The Allied player wanted to activate Brussels as well to join Chateau-Thierry and Verdun in the attack on Sedan but couldn't since none of the spaces have both FR and BR units in them to allow a multinational attack.]

The (FR 9th Army) [2 CF] in Chateau-Thierry and the FR 3rd and 4th Armies [3 CF each] in Verdun attack the (GE 2nd Army) in Sedan.

The Allied die roll is 5 which on the 6-8 column gives a Loss Number of 5. The (GE 2nd Army) [3 LF] is eliminated and replaced by a GE Corps [1 LF] which is reduced [1 LF] and then eliminated to fulfill the Loss Number.

The Central Powers die roll is 3 that on the 3 column gives a Loss Number of 2. The Allied losses nothing since their lowest LF 3 which is higher than their Loss Number. The FR 3rd Army advances into Sedan. This satisfies the French MO.

The GE 3rd Army is now out of supply and can not be activated; if it is still out of supply during the Attrition Phase, it will be permanently eliminated. Place an OOS marker on the GE 3rd Army.

The RU 3rd Army in Tarnopol and the RU 8th Army in Kamenets Podolski attack the (AH 2nd Army) and two AH Corps in Czernowitz.

The RU play the **Pleve** CC (Allied Card #4) for a +1 drm.

The Central Powers die roll is 3 for a Loss Number of 2 which reduces the RU 3rd Army.

The Allied die roll is 2 modified to 3 which is a Loss Number of 4. The Central Powers chooses to completely eliminate the two Corps. The (AH 2nd) Army retreats through Stanislau to Munkacs.

The RU 8th Army advances. The VP marker is reduced to 11. The **Pleve** card is removed from the game because it is marked with an '*' and was played as an Event.

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Comment: *An effective Allied round, but given the Central Powers situation, a wasted opportunity. 3 OPS could have put the AH right wing OOS, while an attack from Verdun was made on Sedan. With a bit of luck the Central Powers would have had forces OOS on both fronts.*

Central Powers Action 3

Play **German Reinforcements** (Central Powers Card #12) as a 4 OPS. Activate Liege, Metz, Timisvar, and Novi Sad for attack.

Comment: *Either this or the GE 9th should be saved as a reinforcement card for next turn.*

The GE 1st Army in Liege and the GE 4th and 5th Armies in Metz attack the FR 3rd Army in Sedan.

The Central Powers die roll is 4 which results in a Loss Number of 7. The FR 3rd Army is eliminated and the Corps which replaces it is reduced.

The Allied die roll is 3 which results in a Loss Number of 2 for no effect.

The (FR Corps) retreats through Verdun to Chateau-Thierry.

The GE 4th Army advances into Sedan. The GE 3rd Army in Cambrai is back in supply.

Comment: *The GE 3rd is rescued-for now-but is still at risk.*

The AH Corps in Timisvar and the AH 5th Army in Novi Sad attack the SB 1st Army in Belgrade.

A flank attack is attempted and the die roll is 4 modified by +1 for the non-pinning unit which is successful. If the SB 1st Army had not been in the space, a flank attack could not have been attempted since you can not flank attack an unoccupied fort.

The Central Powers die roll is 3 which results in a Loss Number of 3. The SB 1st Army is reduced for 2 points of the Loss Number. The third point is ignored. The fort can not lose a step if a friendly unit is in its space.

Now the (SB 1st Army) and the fort fire. The die roll is 6 which causes a Loss Number of 3. Both AH units are reduced. This is the only way that all three points of the Loss Number could be satisfied. Since the results are equal, there is no retreat.

Comment: *With the Central Powers fully engaged east and west, this is no time to bother with the Serbs.*

Allied Action 3

Play **RU Reinforcements** (Allied Card #8) as a 2 OPS. Activate Amiens and Nancy for movement.

Move the (FR corps) in Amiens to Brussels. Move the FR 1st Army from Nancy to Verdun.

Central Powers Action 4

Play **German Reinforcements** (Central Powers Card #7) as a 3 OPS. Activate Insterberg for movement and Cambrai and Sedan for attack.

Comment: *This means no GE reinforcements are possible next turn.*

The GE 8th Army and GE Corps move from Insterberg to Konigsberg.

The GE 3rd Army in Cambrai and the GE 4th Army in Sedan attack the (FR 9th Army) and (FR Corps) in Chateau-Thierry.

The Central Powers die roll is 6 which causes a Loss Number of 7 destroying the army and both Corps - the one there at the beginning of combat and the replacement Corps for the 9th Army..

The Allied die roll is 5 which causes a Loss Number of 3 which reduces the GE 3rd Army.

Comment: *The GE 8th is now safe, but as noted previously, an earlier move to Lodz would have been more effective. And the 3rd at Cambrai is still in danger.*

Allied Action 4

Play **Moltke** (Allied Card #9) as a 3 OPS. Activate Brussels and Verdun for attack.

Brussels costs 2 OPS points since FR and BR units are stacked in the space. The (FR Corps) and BR BEF Army in Brussels and the FR 1st and FR 3rd Armies in Verdun attacking the GE 4th Army in Sedan.

A flank attack is attempted and the die roll of 6 makes it successful.

The Allied die roll is 2 which reduces the GE 4th Army.

The Central Powers now fires on the 3 column. The die roll is 2 which causes a Loss Number of 2 so the (FR Corps) is eliminated. All the other units have a LF of 3 so 1 point of the Loss Number is ignored.

The GE Army retreats through Koblenz to Liege. No units advance.

Comment: *With no advance after combat, Sedan remains Central Powers controlled, and the GE 3rd in supply.*

Central Powers Action 5

Play **Falkenhayn** (Central Powers Card #13) as an RP card.

Move the AH RP marker to the 2 space on the General Records Track and the GE RP to the 3 space.

Comment: *This can wait till the last play. Instead, the 3rd should be withdrawn to Sedan.*

Allied Action 5

Take the automatic "1 OPS". No card is played. Activate Antwerp for movement.

The BE 1st Army moves to Brussels.

Comment: *Once again the Allied player fails to take advantage of a chance to isolate an enemy army. The BE should have move to Sedan. Stacking it with the BEF only increases the OPS cost for both, as they can freely stack only in Antwerp, Ostend, Calais and Amiens.*

Central Powers Action 6

Play **von Francois** (Central Powers Card #3) as 2 OPS. Activate Cambrai and Liege for movement.

Move the (GE 3rd Army) from Cambrai to Sedan and the (GE 4th Army) from Liege to Sedan.

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Allied Action 6

Play **BR 2nd Army** (Allied Card #1) as a 4 OPS. Activate Grenoble and Tarnopol for movement and Verdun and Czernowitz for attack.

Move the (RU 3rd Army) from Tarnopol to Lemberg. Move the VP marker down to 10. Move the FR Corps in Grenoble to Paris.

The FR 1st and 4th Armies in Verdun attack the (GE 3rd Army) and (GE 4th Army) in Sedan.

The Allied die roll is 5 which causes a Loss Number of 5. The GE 3rd Army and its replacement Corps are both eliminated.

The Central Powers die roll is 4 which causes a Loss Number of 4. The FR 1st Army is reduced.

The (GE 4th Army) retreats one space to Koblenz.

The RU 8th Army in Czernowitz attacks the (AH 2nd Army) at Munkacs.

No flank attack can be attempted and no CC are played.

The RU attack is shifted from the 3 column to the 2 column due to the mountain in the Munkacs space.

The Allied die roll is 3 which causes a Loss Number of 2.

The Central Powers die roll is 1 which causes a Loss Number of 0.

The AH 2nd Army is eliminated and the replacement AH Corps retreats through Cluj to Debrecen.

August 1914 - Attrition Phase

Nothing happens—everyone and all spaces (including Cambrai for the Central Powers since they control Sedan also) are in supply.

August 1914 - Siege Phase

Nothing happens—no forts are besieged.

August 1914 - War Status Phase

Nothing happens.

August 1914 - Replacement Phase

The Central Powers spends 1 AH RP each to recreate the (AH 2nd Army) and (AH 3rd Army) in Budapest and spends 1 GE RP each to recreate the (GE 2nd Army) and (GE 3rd Army) in Essen and to flip the 4th GE Army to its full strength side.

August 1914 - Draw Strategy Card Phase

The Allied draws seven cards since he has none in his hand.

The Central Powers draws six cards since he still has one card in his hand. If the remaining card in his hand had been a CC card, he could have discarded it before drawing cards and been able to draw seven cards.

September 1914 - Mandated Offensive Phase

The Central Powers die roll is 1 which means an Austro-Hungarian unit must make an attack in this turn or the VP level will decrease by one.

The Allied die roll is 5 and since Italy is currently neutral, the Allied player does not have to make any attacks this turn.

September 1914 - Action Phase

Central Powers Action 1

Play **OberOst** (Central Powers Card #11) as an Event.

Move the Central Powers and Combined War Status markers to the 3 box. The Germans can now attack spaces containing RU forts. The **OberOst** card is removed from the game because it is marked with an '*' and was played as an Event.

Comment: *This is not the time to play this, since the GE have no offensive force in the east to take advantage of it. Either play an OPS to grab control of the tempo, or better yet, play the* ***Landwehr*** *event and bring those armies in Essen up to strength.*

Allied Action 1

Play **BR Reinforcements** (Allied Card #14) as an Event.

Place the BR 1st Army in London and a BR Corps in the Reserve Box. The Allied War Status marker moves into the 1 box. The Combined War Status marker is moved into the 4 box. The **BR Reinforcements** card is removed from the game because it is marked with an '*' and was played as an Event.

Comment: *Playing* ***BR Reinforcements*** *will help counter the current Central Powers replacement advantage, especially since the Central Powers didn't save a GE reinforcement card.*

Central Powers Action 2

Play **Reichstag Truce** (Central Powers Card #9) as an Event.

Move VP marker to the 11 box. Move the Central Powers War Status marker to the 4 box; the Central Powers are now free to move into the coastal spaces in France and Belgium. The Central Powers will go to Limited War Commitment Level during the War Status Phase. Move the Combined War Status marker to the 5 box. The **Reichstag Truce** card is removed from the game because it is marked with an '*' and was played as an Event.

Comment: *Once again the timing is questionable. Lifting the movement restrictions isn't that important when you aren't in a position to head for the Channel anyway.*

Allied Action 2

Play **Entrench** (Allied Card #12) as a 3 OPS. Activate London and Brussels for movement.

Move the BR 1st Army from London to Brussels. Move the BE 1st Army from Brussels to Cambrai. VP marker is moved back to 10.

Comments: *The Allies are right to get the BR 1st into play ASAP, but are paying the cost in a wasted OP for pointlessly moving the BE to Brussels last turn.*

Central Powers Action 3

Play **Landwehr** (Central Powers Card #5) as an Event.

The (GE 2nd Army) and (GE 3rd Army) are flipped to full strength. The **Landwehr** card is removed from the game because it is marked with an '*' and was played as an Event.

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Comments: *Better late than never, but that's three rounds in a row with no movement or combat.*

Allied Action 3

Play **French Reinforcement** (Allied Card #10) as an Event.

Place the FR 10th Army in Paris. The **French Reinforcements** card is removed from the game because it is marked with an '*' and was played as an Event.

Central Powers Action 4

Play **Race to the Sea** (Central Powers Card #8) as a 3 OPS. Activate Essen, Koblenz, and Budapest for movement.

Move the GE 2nd and 3rd Armies from Essen to Sedan. Move the GE 4th Army from Koblenz to Sedan. Move (AH 2nd Army) and (AH 3rd Army) from Budapest to Munkacs.

Comments: *Finally!*

Allied Action 4

Play **Putnik** (Allied Card #5) as a 2 OPS. Activate Paris and Belfort for movement.

Move the FR Corps in Paris to Brussels. Move one FR Corps in Belfort to Chateau-Thierry.

Central Powers Action 5

Play **Wireless Intercepts** (Central Powers Card #2) as a 2 OPS. Activate Sedan and Przemysl for attack.

The AH 4th Army in Przemysl attacks the (RU 3rd Army) in Lemberg.

The Central Powers die roll is 3 which causes a Loss Number of 2. The RU 3rd Army is eliminated and replaced by a Corps.

The Allied die roll is 5 which causes as Loss Number of 3. The AH 4th Army is reduced.

This satisfies the Central Powers Mandated Offensive for the turn.

Comments: *With the 8th Army sitting in Konigsberg, the AH armies must carry the ball alone. Nothing wrong with this attack, but why hit with an AH army when you have a GE one?*

The GE 2nd Army in Sedan attacks the FR Corps in Chateau-Thierry. Due to the disparity in the combat tables, the CP completely destroys the French Corps and will not possibly take any damage in return. The Central Powers do not advance.

The GE 3rd and 4th Armies in Sedan attack the BE 1st Army in Cambrai.

The Central Powers die roll is 5 which causes a Loss Number of 5. The BE 1st Army is reduced.

The Allied die roll is a 3 which causes a Loss Number of 2 for no effect.

The (BE 1st Army) retreats through Amiens to Calais.

The Central Powers do not advance.

Comments: *The GE are right not to advance. An effective use of 1 OPS to make 2 attacks.*

Allied Action 5

Play **RU Reinforcements** (Allied Card #11) as a 3 OPS. Activate Verdun and Brussels for attack.

Comments: *Giving up two badly needed RU armies. The Allied attack is fine; the card being used isn't.*

The (FR 1st Army) and FR 4th Army in Verdun and the BR BEF Army, BR 1st Army, and FR Corps in Brussels attack the GE 2nd, 3rd, and 4th Armies in Sedan

The Allied attempt a flank attack and are successful with a die roll is of 5.

The Allied die roll is 6 which causes a Loss Number of 7. The GE 2nd Army is eliminated and its replacement Corps is reduced.

The Central Powers now only has 11 CF to return fire with. The Central Powers die roll is 1 which causes a loss number of 3. The BR BEF Army must take the first loss if possible [See 12.4.5], and so is reduced.

The GE 4th Army retreats to Koblenz, the GE 3rd Army to Metz, and the (GE Corps) to Strasbourg. The Allied units choose not to advance.

Central Powers Action 6

Play **Entrench** (Central Powers Card #6) as a 3 OPS. Activate Metz, Strasbourg, and Mulhouse for attack.

The (GE 7th Army) in Mulhouse attacks the FR Corps and FR Fort in Belfort. 3 CF shifted one column left for trench, and one additional column left for the mountain terrain. The Central Powers die roll is 5 and the Corps destroyed.

The FR have 3 CF shifted one column right but on the Corps table so they can't inflict a loss.

The (GE 7th Army) can't advance because it is reduced.

The GE 3rd Army and GE 5th Army in Metz and the GE 6th Army and (GE Corps) in Strasbourg attack the FR 2nd Army and FR Fort in Nancy.

The 16 GE CF are shifted to the 15 column. The FR 5 CF are shifted to the 6-8 column.

Both sides roll a 6.

The FR 2nd Army goes to a reduced corps which retreats via Verdun to Bar le Duc.

The GE 5th Army is reduced and the 3rd and 6th Armies advance. The Trench marker is removed and a Besieged marker is placed.

Allied Action 6

Play **Rape of Belgium** (Allied Card #13) as a Replacement Card.

Move the Allied RP marker to the 1 space on the General Records Track, the FR RP and the BR RP markers to the 2 space, and the RU RP marker to the 3 space. The IT RP marker is not moved because Italy is neutral; no nation can receive replacements when neutral.

Comment: *Reasonable, but given the relative War Status, it might have been better to play this as an event, especially if the RU 9th and 10th Armies were in play.*

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September 1914 - Attrition Phase

No attrition.

September 1914 - Siege Phase

Siege of Nancy. The Central Powers needs a die roll is of 5 or 6 (because of the –2 drm on Turns 1 and 2). The die roll is 4 and Nancy holds out.

September 1914 - War Status Phase

The Central Powers enters Limited War, bringing Turkey into the conflict. The Turkish units are placed on the map. The Central Powers discard the **Severe Weather** CC (Central Powers Card #4) that was still in their hand. They then shuffle all the Mobilization cards (except **Guns of August, OberOst, Reichstag Truce**, and **Landwehr**) and the Limited War cards together to form a new Draw Pile.

September 1914 - Replacement Phase

The Allied player uses 2 of the 3 RU RPs to recreate the 3rd Army and put it in the "Caucasus" space.

The A1 is used to flip the BE 1st Army to full strength.

The BEF can't be replaced, so the BR RPs are used to bring the three BR Corps in the Near East up to full strength.

2 FR RPs recreate the FR 2nd and 3rd Armies at reduced strength. The (FR 2nd Army) is placed in Paris, which is now fully stacked, so the (FR 3rd Army) is placed in Orleans. [Rule 9.5.3.3.].

September 1914 - Draw Strategy Card Phase

The Allies discard a CC, reshuffle their mobilization cards (except the removed events) and draws 7 cards.

The Central Powers draws 7 cards.

Comment: *Two turns of mistakes and missed opportunities alternating with effective play by both sides. In short, a typical first two turns by inexperienced PoG players. The situation at this point is pretty balanced, and the end result impossible to predict.*

The game is in your hands now. Continue this one or start over and try to make less strategy mistakes than we did. Either way, we hope enjoy the tough decisions.

Andy, Gene, and Ted

Unit Set Up

Note: A unit in listed in parentheses [e.g., "(1 Corps)"] is at reduced strength; set it up with its reduced side face-up.

Central Powers Set Up

Austria-Hungary

CP Reserve Box: 4 Corps

Eastern Front

Cracow: 1 Corps, Trench 1
Tarnow: 1st Army
Przemysl: 4th Army
Tarnopol: 3rd Army
Czernowitz: 1 Corps
Stanislau: 1 Corps
Munkacs: (2nd Army)

Serbian Front

Timisvar: 1 Corps
Novi Sad: 5th Army
Sarajevo: 6th Army

Italian Front

Trent: Trench 1
Villach: 1 Corps, Trench 1
Trieste: Trench 1

Germany

CP Reserve Box: 8 Corps

Western Front

Bremen: (1 Corps)
Aachen: 1st Army
Koblenz: 2nd and 3rd Armies
Metz: 4th and 5th Armies, Trench 1
Strasbourg: 6th Army
Mulhouse: (7th Army), Trench 1

Eastern Front

Konigsberg: Trench 1
Insterberg: 8th Army and 1 Corps
Oppeln: (1 Corps)

Allied Powers Set Up

Belgium

Antwerp: 1st Army
Allied Reserve Box: 1 Corps

Britain

Allied Reserve Box: 1 Corps and 1 BEF Corps
Brussels: BEF Army, Trench 1

Near East Front

Port Said: (1 Corps), Trench 1
Cairo: (1 Corps), Trench 1
Basra: (1 Corps), Trench 1

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France
Allied Reserve Box: 7 Corps
Sedan: 5th Army
Verdun: 3rd and 4th Armies, Trench 1
Nancy: 1st and 2nd Armies, Trench 1
Belfort: 2 Corps, Trench 1
Bar le Duc: (9th Army)
Paris: (6th Army), Trench 1
Grenoble: 1 Corps

Montenegro
Cetinje: 1 Corps

Russia
Allied Reserve Box: 5 Corps
Riga: 1 Corps, Trench 1
Szawli: 1 Corps
Kovno: 1st Army
Grodno: 1 Corps
Lomza: 2nd Army
Ivangorod: 4th Army
Lublin: 5th Army
Dubno: 3rd Army
Kamenets Podolski: 8th Army
Lutsk: 1 Corps
Odessa: 1 Corps, Trench 1

Near East Front
Batum: 1 Corps
Kars: 1 Corps
Erivan: 1 Corps

Serbia
Allied Reserve Box: 2 Corps
Belgrade: 1st Army
Valjevo: 2nd Army

Neutral Set Up
The following units are set up in the spaces listed only after that nation enters the war.

Albania
Albania has no units and may be entered by either side at any time.

Bulgaria
Sofia: 2 Corps
Any other 4 spaces in Bulgaria: 1 Corps each space

Greece
Florina: 1 Corps
Larisa: 1 Corps
Athens: 1 Corps

Italy
Allied Reserve Box: 4 Corps
Turin: 1 Corps
Verona: (1st Army)
Asiago: (4th Army)
Maggiore: (3rd Army)
Udine: (2nd Army)
Rome: 1 Corps
Taranto: 1 Corps

Persia
Persia has no units. The turn Turkey enters the war, Kermanshah becomes CP controlled and all other spaces in Persia become AP controlled.

Romania
Bucharest: 2 Corps
Any other 4 spaces in Romania: 1 Corps each space

Turkey
Adrianople: 1 Corps
Gallipoli: 1 Corps
Constantinople: 1 Corps
Balikesir: 1 Corps
Ankara: 1 Corps
Adana: 1 Corps
Rize: 1 Corps
Erzerum: 1 Corps
Giresun: Trench 1
Van: 1 Corps
Mosul: 1 Corps
Bagdhad: 1 Corps, Trench 1
Damascus: 1 Corps
Gaza: 1 Corps, Trench 1
Medina: 1 Corps

USA
The US enters the war with no units. All US units enter through Reinforcement Cards.



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Adding More Paths to Your Deck

By Ted Raicer

Note: The use of cards #56 to #65 is optional. They may be used in one of the following two ways:

1) Players may agree to use all optional cards, in which case they are added to the normal Mobilization/Limited War/Total War decks and the optional eight-card hand rule is used (see 9.1.4).
2) Players may agree to use only selected optional cards. In this case, a player secretly chooses which of the ten cards he wishes to use. For each card chosen a matching card (both in terms of the War Status Decks and Ops/SR value) is secretly removed from the game. Either the normal seven-card hand or optional eight-card hand may be used (both players must agree on which will be used).



Historical Notes

Allied Powers

Alpine Troops: Represents the most able Italian units.

Backs to the Wall: Order Issued by Douglas Haig to the BEF on April 12, 1918: "With Our Backs to the wall and believing in the justice of our cause, each one of us must fight on to the end."

Czech Legion: The Czech POWs who agreed to fight for Russia against Austria later became embroiled in the Russian Civil War.

Influenza: Though the 1918 Pandemic hurt both sides, it had greater effects on the blockaded and malnourished Central Powers.

Maude: This is the British commander who captured Baghdad before dying of cholera.

Paris Taxis: The French used taxis to rush reinforcements to the front during the Battle of the Marne in 1914.

Russian Cavalry: The Russians planned, but never launched, a massive cavalry raid into Germany in 1914. This event assumes better use of the enormous mass of Russian horse.

Russian Guards: The elite Russian Guards were squandered in a poorly planned assault in 1916.

The Sixtus Affair: An attempt by Austria to make a separate peace with the Allies through the Bourbon Prince Sixtus backfired when the Germans learned of it.

USA Reinforcements: These corps represent additional US forces arriving in France as the war ended.



Central Powers

Achtung Panzer: The Germans made very limited use of tanks (mostly captured Allied models) in WW I.

Alberich: Code name for the destructive German withdrawal to the Hindenburg Line in early 1917 that pulled the rug out from under the planned Allied offensive.

Haig: Douglas Haig commanded the BEF in France during two prolonged bloodbaths at the Somme and Third Ypres where little ground was gained.

Kaisertreu: The ethnic German units most loyal to the Austrian Emperor suffered the heaviest losses in Conrad's debacle in 1914.

Polish Restoration: The Central Powers made halfhearted efforts to win the support of the Polish populace. This event assumes a serious effort to recruit Polish forces.

Prince Max: Appointed in late 1918 to negotiate peace with the Allies, he failed to avert harsh Allied terms. This event assumes Germany rejects the all-or-nothing strategy of Ludendorff and attempts to reach a reasonable settlement with the Allies.

Russian Desertions: A problem throughout the war, desertions rose significantly after the abdication of Nicholas II.

Stavka Timidity: Russian generals often showed a great reluctance to attack entrenched Germans, and the Tsar lacked the strength of will to overcome their timidity.

Turk Determination: Allied arrogance could lead to disaster—as at Kut in 1915/16—when the despised Turks showed themselves a determined foe.

Withdrawal: Planned withdrawals—as in Poland in 1914—often proved that discretion is the better part of valor.

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Exceptions and Special Rules Summary

ALBANIA
- Spaces are AP controlled at the start of the game. It may be entered by either side at any time.
- Spaces can trace supply during attrition to Taranto even while IT is neutral.

UNITED STATES
- 1 OPS activation cost if stacked with FR units in FR/GE.
- Reinforcements placed on FR ports spaces. US Corps can SR to FR ports from the RB.
- 1 RP with every Allied RP card play (after **Over There** event).

BELGIUM
- 1 OPS activation cost if stacked with BR in Antwerp, Ostend, Calais, or Amiens (11.1.9).
- SR and RP not restricted when Brussels is enemy controlled.
- BE1A can be built in Brussels, Antwerp, or Ostend. If none of these spaces are AP controlled and in supply, then BE1A can be built in Calais.

BRITAIN
- 1 OPS activation cost if stacked with BE in Antwerp, Ostend, Calais, or Amiens (11.1.9).
- BEF limited to BE/GE/FR/England.
- BEF Corps cannot replace BR Armies. BR Corps cannot replace BEF.
- No attack from London alone. Dotted line does not add to flank drm.
- Loss priority if attacking: 1. BEF; 2. BEF Corps; 3. MEF/CAU; 4. AUS/CND Corps.

BRITISH ALLIED NATIONS (AUS, CND, PT, ANA)
- Activate as BR, replaced as Allies.
- Cannot replace BR reduced Army.
- Cannot use BR-specific CC cards.
- Cannot be used with **Salonika** or **War in Africa** event.
- Cannot fulfill BR mandatory offensives. Is BR in multi-national attacks.

FRANCE
- 1 OPS if stacked with US in France or Germany.
- Reinforcements can go to Orleans if Paris is fully stacked but NOT if Paris is enemy-controlled or besieged.

GERMANY
Restrictions before reaching War Status 4 (or Event play):
- May besiege but may not attack RU forts (**OberOst**).
- May advance after combat but may not end movement in or SR into Ostend, Calais, or Amiens (**Race to the Sea**).

GREECE
- ***Limited entry (Salonika Event Card):*** GR units placed but cannot activate or be attacked. Salonika and Kavala are in play.
- **Greek Neutral Entry** releases GR units to activate but does not restrict play of **Salonika** or **MEF**.
- ***Note:*** **MEF** card can be played as a normal reinforcement after **Salonika**; 9.5.3.4.

ITALY / RUMANIA ENTRY
- May only be played as an event or discarded if the CP is at TW and the AP is not.

MONTENEGRO
- Always supplied, may not move. May only move via SR to or from the RB and Cintinje.
- Is Serbian for activation and in multi-national attacks.

PERSIA
- Once Turkey enters the war, units may enter it.

RUSSIA
- SR only inside Russia. No SR by sea.
- ***Near East:*** "Caucasus" Entry/Exit limit of 1 Corps by SR and 1 Corps by movement per turn
- Loss priority if attacking: CAU.
- Turn 1 restriction: No attack/move on GE forts.

SERBIA
- SR and RP not restricted when Belgrade is enemy-controlled.
- Can rebuild Serb armies in Belgrade (if Nis is not CP controlled) or Salonika.
- Always supplied in Serbia. May also trace supply to Salonika and Russian supply sources.



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NEAR EAST SPECIAL RULES

Activation and Movement

- Only NE Armies can move or attack in the Near East: MEF, NE, OR, CAU, YLD, AoI. If any non-TU NE army is played as a Reinforcement in their nation, they lose their NE ability (9.5.3.4).
- ***Russia:*** Only 1 Corps per turn can switch maps. After **Fall of the Tsar** event, only by SR.
- AP can activate only 1 space for combat per round beyond the spaces containing the MEF Beachhead or NE Army.
- ***Beach-supplied units:*** MEF costs 3 OPS to activate and Corps are an additional 1 OPS each.
- SN is Turkish for activation and in multi-national attacks. SN cannot fulfill TU mandatory offensives.

Supply and Control

- Only BR and AUS units may be supplied through the MEF Beachhead, and no Army other than MEF.
- SN and ANA Corps are always supplied in the NE.
- ANA does not gain control of spaces it goes through.
- Turkish units in Medina do not suffer attrition.
- Allied supply by sea through Constantinople requires control of Gallipoli.

SR and RP

- ***CP (except Turkey):*** May only SR only one corps per turn into or out of the NE.
- ***Russia:*** Only one corps may use movement into or out of the NE. Only one corps may SR into or out of the NE and only into or through spaces in Russia. No armies may SR into or out of the NE.
- ***British:*** SR only one BR or AUS Corps per turn by sea (no CND, PT or BEF).
- No SR from Reserve Box to SN or ANA space.
- ANA Corps is replaced directly on map (as Allies RP). It may not SR from the map to the Reserve Box.
- Allied SR by sea through Constantinople requires control of Gallipoli.

Combat

- ***Attacks from Sinai, both AP and CP, until Sinai Pipeline event:*** –3 drm
- ***Desert:*** Restrictions in Summer (see Terrain Charts).

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Deluxe Edition Developer's Notes

Being accorded the opportunity to contribute to the sixth edition reprint of Ted Racier's classic *Paths of Glory* made the development team more than a bit nervous. Yes, *POG* is out of print and commercial reasons alone would drive a reprinting, but how far should we go when implementing minor (let alone substantive) changes? We did not want to estrange any existing players but fully believed that the development team had some sound ideas and suggestions that would enhance usability aspects of the game while maintaining fidelity to Ted's original vision.

Here are some of the principles we adhered to:

- We were not looking impose our own views on either history or how the game was played. You will not find any revamps of the game system or mechanisms, nor any reinterpretations of how (or why) the war developed the way it did. What you will find is a game that plays the way it did before.
- Wherever possible, we tweaked the rules to make them clearer as well as address questions and issues that have surfaced over the years. We did not, however, attempt to put extra text in to answer common questions if we thought a diligent reading of the rules would resolve a particular query.
- The functionality and utility changes associated with the physical game were based on hundreds of competitive face-to-face playings. We did not change things merely because we thought we could, the intent was to streamline play and ensure that there was a truer harmony between the rules and how the game is actually played.

With those tenets in mind, here are some things that were implemented with this edition that make it a worthwhile acquisition for the game libraries of both *POG* veterans and newcomers alike:

- Alignment of the historical scenario in the rulebook with the historical scenario used in the many *POG* organized events. Not only will this help unify how *POG* players play this scenario, it will ensure that a consistent reference is in place for most, if not all, tournament play and the majority of friendly games.
- A new rendition of the map was created by Terry Leeds. (Fear not, though, the new Deluxe edition map will be *double-sided* with the classic map by Mark Simonitch on the reverse side.) Beyond the aesthetic changes associated with the new map, a key feature will be the alignment of the set up and VP spaces with the *POG* Historical Scenario. The new *POG* maps also reflect the input of the global *POG*-playing community who've provided input on such things as proper space names and national borders at that time in history.
- Minor revisions were made to the strategy cards and counters to better reflect the needs of players. The Optional cards were added, new markers were created, and associated text was updated to reflect the latest rulings and errata. As a tribute to fans who've created their own playing aides for the game, we've included new and revised player reinforcement and special rules cards.
- Finally, the rulebook itself was updated to ensure it aligned with the original design intent and subsequent rulings. While an experienced player won't need to read the rules to start playing, we hope he does: He will find many ideas and suggestions that came from the players.

The sixth printing of *Paths of Glory* is by no means to be viewed as the end point of the game's development but, rather, an edition that ably reflects the input of seasoned *POG* players over the past few decades. We sincerely hope that this Deluxe treatment of *Paths of Glory* enhances the experience of those gaming the Great War!

—Tom Gregorio

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