

# PLAYER'S GUIDE

Ted S. Raicer's

Award Winning Design

# Paths of Glory

THE FIRST WORLD WAR, 1914-1918

Edited by Wray Ferrell, Stuart K. Tucker and Rodger B. MacGowan

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Supply in  
Paths of Glory  
by Ananda Gupta



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By Rodger B. MacGowan ©2006

## Paths of Glory

THE FIRST WORLD WAR, 1914-1918



Verdun

Passchendaele

Ypres

The Somme

Vimy Ridge

Meuse-Argonne

Tannenberg

WORLD WAR I STRATEGIC GAME

The Marne

Belleau Wood

Lodz

Gallipoli

Caporetto

Salonika

Cambrai

Messines

Megiddo

Mons

Isonzo

Chateau-Thierry

Arras

St. Mihiel

Serbia



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GAME DESIGN  
TED S. RAICER

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## Parade of Fools The Italian Front

by Ananda Gupta



The Italian Front offers both promise and danger to both sides, as they attempt to overcome the foibles of their "weak sister" armies.

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Italian  
Corps



Aus/Hun  
Corps

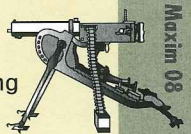


## NEW Scenarios

1915, 1916, 1917

by Ted Raicer

The game's designer provides official starting setups, including card dispositions.



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Maxim 08

## 20 NEW Cards

#56 to #65

by Ted Raicer

Twenty new cards are included as a Special **Insert** in this Player's Guide, including *Russian Cavalry*, *Paris Taxis*, *Haig*, *Achtung Panzer...*



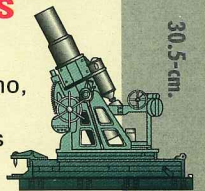
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## Game Strategy

Opening Guns

by Peter P. Perla

Learn the Giuco Sedano, Warsaw Waltz and Tarnopol Tango in this article that covers a myriad of the many ways to experience August 1914



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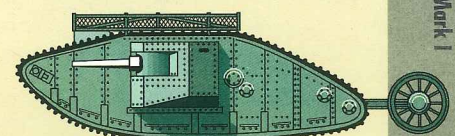
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Mark I



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

ALLIED  
DECK HOLDING AREAS

PLACE  
LIMITED WAR  
CARDS  
HERE  
UNTIL  
SHUFFLED  
INTO DRAW  
DECK

LIMITED WAR

PLACE  
TOTAL WAR  
CARDS  
HERE  
UNTIL  
SHUFFLED  
INTO DRAW  
DECK

TOTAL WAR

PLACE  
PERMANENTLY  
REMOVED  
CARDS  
HERE

REMOVED CARDS

PLACE  
DRAW DECK  
HERE

DRAW DECK

PLACE  
PLAYED  
CARDS  
HERE  
UNTIL  
RESHUFFLE

PLAYED CARDS

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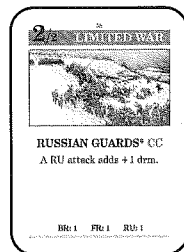
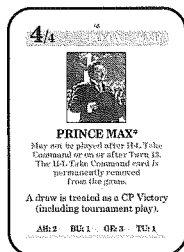
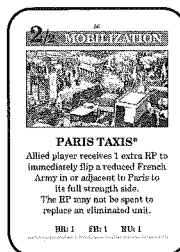
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# EDITOR'S DESK

Ted S. Raicer's brilliant design of GMT's **Paths of Glory** allows players to simulate the "Great War" in a fun and historically accurate game. Since its release in 1999, **Paths of Glory** has won numerous awards, including the game of the year award from *GAMES* magazine, the *Gamers Choice Award*, and the *Charles S. Roberts Award*.

The *Paths of Glory Players Guide* is designed as an *expansion kit* for your enjoyment of this wonderful game, with exciting and informative articles featuring strategies for you to employ, new scenarios and variants, new playing cards, in-depth analysis of key features in the game, and so much more. Executive Editor Wray Ferrell has put together an excellent team of authors and Managing Editor Stuart K. Tucker's handsome layout design makes reading and utilizing the *Player's Guide* a pleasure. Please let us know what you think of this publication.

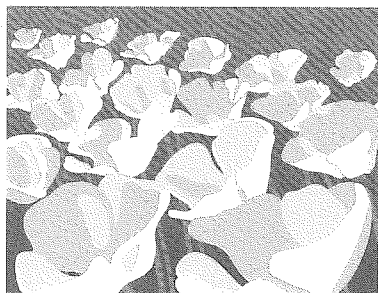
For continued coverage of **Paths of Glory**, please be sure to read **C3i Magazine**.

*Rodger MacGowan*

Rodger B. MacGowan  
Editor & Publisher, C3i Magazine  
Vice President, GMT Games LLC



## In Flanders Fields



— John McCrae  
December 6, 1915

In Flanders fields the poppies blow  
Between the crosses, row on row,  
That mark our place; and in the sky  
The larks, still bravely singing, fly  
Scarce heard amid the guns below.

We are the Dead. Short days ago  
We lived, felt dawn, saw sunset glow,  
Loved and were loved, and now we lie  
In Flanders fields.

Take up our quarrel with the foe:  
To you from failing hands we throw  
The torch; be yours to hold it high.  
If ye break faith with us who die  
We shall not sleep, though poppies grow  
In Flanders fields.

### FIRST WORLD WAR CASUALTIES

Due to incomplete statistical records in some countries, full and accurate casualty figures will never be known. The following are national totals of dead:

- ◆ **Russia:** 1,700,000 according to incomplete figures; the true total is likely to have been nearly double.
- ◆ **Germany:** 1,808,545 according to official figures; probably an understatement.
- ◆ **France:** 1,385,300 (including 58,000 colonials)

- ◆ **United Kingdom:** 744,702
- ◆ **British Empire** (excluding United Kingdom): 202,321
- ◆ **Austria-Hungary:** 1,200,000 according to conjectural figures.
- ◆ **Italy:** 460,000
- ◆ **Turkey:** 325,000 according to highly incomplete figures.
- ◆ **United States:** 115,660

These figures are taken from *Statistics of the Military Effort of the British Empire during the Great War* (H.M.S.O. 1922)



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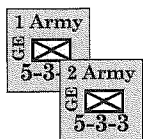


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# THE OPENING GUNS

By Peter P. Perla



From the very first time I played *PATHS OF GLORY* (*PoG*) at the first DonCon (World Boardgame Championships), I was struck by how much the situation and the system seemed to lend themselves to the kind of analysis chess openings have enjoyed for over a hundred years. Of course, the uncertainties associated with the card draw and the combat resolution make the analysis a bit more convoluted. Nevertheless, because the depth and subtleties of the game can catch the inexperienced player unawares, I decided that even imperfect analysis might help new devotees avoid the unexpected disasters that experienced players can so easily inflict on them.

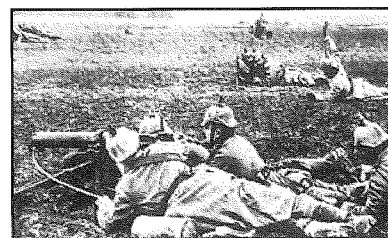
As in chess, the opening phase of *PoG* sees the players attempting to achieve certain major goals. One of the goals is development, moving their forces from their starting positions into locations from which they can bring more power to bear. Another is the seizure of critical territory to restrict the opponent's options and maneuverability and to open up potentially-valuable avenues of attack.

In both games, the side that moves first has a small but fleeting advantage. They can often dictate the course of early play. But woe to you who hesitate! If once the pressure should let up, an aggressive opponent will take the opportunity to wrest the initiative from your hands. In *PoG*, this opportunity is, if anything, even more pronounced than in chess, because of the multiple theaters of operations and the vagaries of the card play.

In very general terms, the players of *PoG* have a handful of key **strategic** decisions to make in the opening few turns. Do I go for the quick knockout blow of an automatic victory or play more circumspectly to seek victory in the long haul? Do I focus my attention on the West front or the East front? What do I do about the Near East? Similarly, the **tactical** choices are seldom easy. Do I play aggressively, seeking to encircle and destroy opposing forces even at the risk of giving them opportunities to do the same to me? And, in a question so foreign to the chess player, when do I simply cast my fate into the hands of chance and depend on the turn of a key card or the toss of a critical die?

I do not presume to answer these questions for everyone in every situation. Even I don't have that big an ego. What I do intend to do is to summarize many of the ideas I and others have had about how to kick off the party. I will run through some of the principal lines of play that have developed in the first year since the game's release and analyze a few of the variations of them.

I have organized things in five major sections. The first two look at the principal opening concepts: 1) the GUNS OF AUGUST variants for the Central Powers in the West, and 2) the Allied opening responses with the Russians in the East. I follow this up with a short look at some of the ways of balancing East and West in the GUNS openings. Then I touch lightly on the non-GUNS OF AUGUST openings, giving you only a taste of the complexities this Central Powers option can cre-



ate. Finally, I throw out some of the more unusual (and potentially self-destructive!) ideas I have seen. Sometimes they can give you an edge in an important match under the right conditions, but more often than not they can get the inexperienced player into waters too deep for safe swimming.

So, without further ado, let's take a look at the king's pawn openings of the *PoG* world: the GUNS OF AUGUST.

## The GUNS of August Openings

The Central Powers (CP) player is confronted with the first difficult decision of the game even before the first card is played: whether to include the GUNS OF AUGUST card in his initial hand. If so, the question becomes that of whether or not to play the card as the first action of the game. Doing so forces all of the CP attention on that first action to focus on the West. As we will see later, this leaves some interesting options available for the Russians in the east.

There are a couple of advantages to playing the GUNS. The first is its immediate two-point bump in War Status. With a total of four needed to move to Limited War and only six available in the Mobilization deck, forgoing playing GUNS forces the CP player to play all three remaining war status cards as events before getting to Limited War. In the case of FALKENHAYN, a two-point War Status (2 WS) card, the Allies

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can ensure that it cannot be played before Fall 1914 through the simple expedient of not playing the MOLTKE card. In addition, either FALKENHAYN or, more likely, REICHTAG TRUCE (worth 1 WS as well as 1 VP [Victory Point]) can be employed profitably as Ops/SR/Replacement cards at least once before playing them as events. So, the CP has some strong strategic incentives to play GUNS OF AUGUST.

On the down side, playing GUNS allows the Allies to play RAPE OF BELGIUM, adding 2 WS points of their own as well as reducing the VP total by one. However, as with so much in *PoG*, there is a cost—this play also removes a valuable 4/4 card from the Allied hand.

Though a difficult strategic choice, I think many *PoG* players will agree that it is more likely than not that the CP player will choose this option, if for no other reason than the historical pressure to do so!

That said, what's the plan after playing the card? There are really only a couple of options. Drawing on chess lore, I have called these options the Giuco Sedano (in honor of the Giuco Piano opening, the first chess opening I ever learned as such); and the Raicer Lopez (an homage to the Ruy Lopez, a classic aggressive opening for white), the designer's own preferred attack.

### The Giuco Sedano

The Giuco Sedano is perhaps the opening most likely to be characterized as the "standard" *PoG* opening. In this attack, the GE First Army and Second Army from Liege join with the Third Army from Koblenz to attempt a flank attack

on the FR Fifth Army in Sedan. The Germans hope to crush the FR Fifth Army by inflicting a 7 result and forcing the reduced corps to retreat two spaces, probably to Melun. With luck, the French will inflict no losses at all on the Germans and all three armies will be at full strength for the exploitation of the opening.

One potential fly in the German ointment is the Allied WITHDRAWAL card. Should the Germans roll

choose to use it to save the French Fifth Army rather than retain it for possible use with the BEF later in the turn.

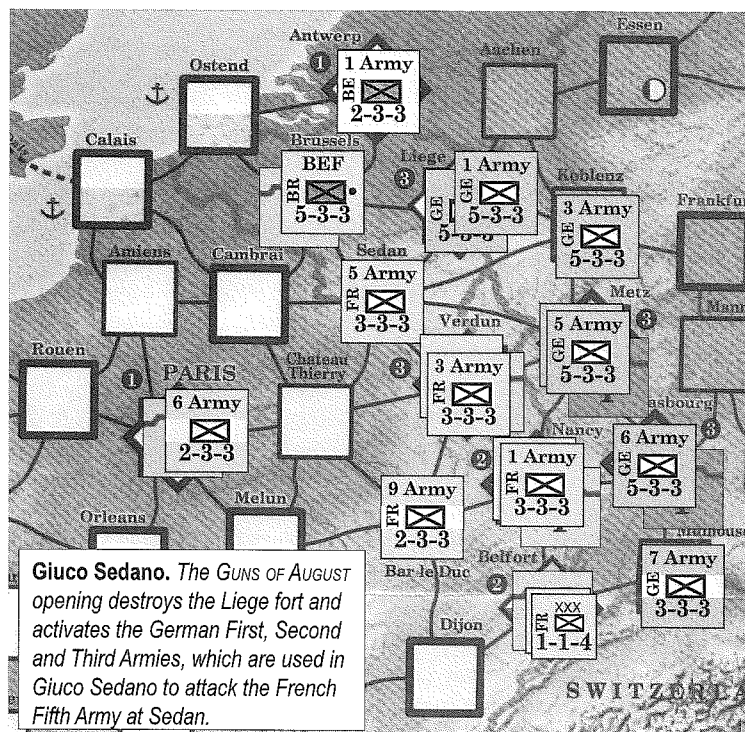
### The Raicer Lopez

The mention of the BEF brings us to the second major GUNS opening, the Raicer Lopez. In this version of the initial German attack, the main target becomes the BEF, comfortably ensconced in their trench in Brussels. In this case, both the GE First and Second Armies from Liege attack Brussels, guaranteeing the loss of an irreplaceable BEF step for the exchange of a German step (unless, of course, WITHDRAWAL raises its ugly head). The FR Fifth Army is usually attacked as well, by the GE Third from Koblenz. This attack is also likely to produce an exchange of step losses and as a result leave Sedan in French hands. Because of this, my own variant of the Raicer Lopez eschews the attack on Sedan, leaving all the action against the Brits. Personally, I would be less likely to consider this opening if I did

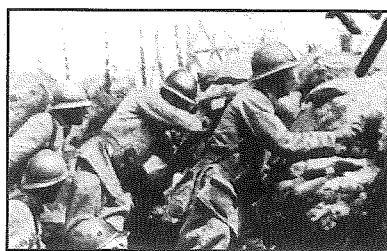
not have LANDWEHR in my opening hand so that I could replace my losses quickly. Yet, taking the opportunity to damage the BEF before the Belgians or other cannon fodder arrive to absorb defensive losses is certainly a tempting option.

### **Dancing With Death: Thrust and Counterthrust in the East**

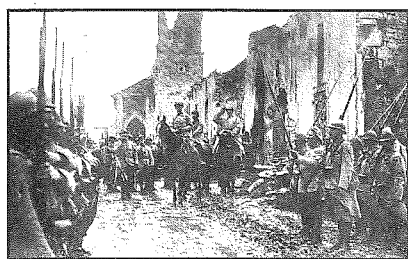
While playing the GUNS OF AUGUST gives the Central Powers some advantages in the West, it does create some problems for them in the East. Or, rather, it prevents the CP player from taking any action to correct a flaw in the initial deployment of the Austro-Hungarian Army. In the real campaign, the Austrians



poorly on their attack, and the Allies play WITHDRAWAL, it is possible that the Germans will have one of their armies flipped and the French Fifth will dance merrily away with no loss whatsoever. This happened to me at DonCon and was a most distressing thing to behold (at least from Berlin). Achieving this coup, however, does require that the Allies have the WITHDRAWAL card in their initial hand and that they







waffled about whether the war would be a small one against the Serbs, or a larger one against the Russians. Their deployment reflects their hesitancy. The Austrian forces opposite the Russians are weak and ill-deployed, with a dangerous gap between the eastern and northern wings in the Lemberg area. This gap beckons the Russians like the inviting eyes of a beautiful woman.

There are several ways that the Allied player may respond to this invitation. His choices are complicated by the need to consider as well the response to the CP attack in the west. On the whole, however, it is the combination of the CP opening play in the West with the AP opening play in the east that gives the game its principal opening characteristics. An aggressive Allied response can sometimes lead to a wildly swirling battle of movement in which each side seeks to encircle the other in an increasingly risky series of maneuvers I quickly dubbed the Dance of Death. A more conservative response seeks to use the huge Russian Army to steamroll the Austrians and, with luck, the Germans as well. Unlike the situation in the West following the GUNS OF AUGUST, however, there are a number of options available to both sides in the East, making this part of the opening theory the more extensive.

### The Tarnopol Tango

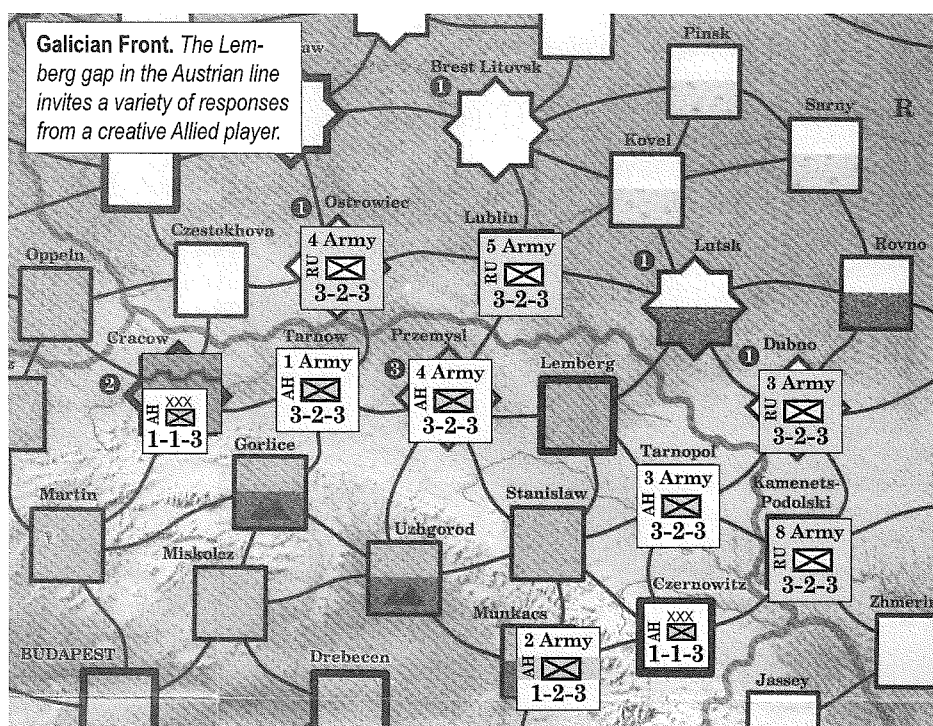
Perhaps the most obvious option for the Russians involves using only 2 Ops points to activate the RU Third and Eighth Armies to attempt a flank attack on the AH Third Army at Tarnopol. This move appears in

the sample game provided in the rulebook. It has the **advantage** of being relatively conservative and so somewhat safer than some other alternatives, particularly if the Allied player uses additional Ops points to close off other danger points. It also allows the Allied player the luxury of using either a 2 Ops card or of spending one or two additional Ops points either in northern Poland or the West. It also has the **disadvantage** of being conservative, in that it puts very little that is really important to the Central Powers at risk and so seems to demand little in the way of an immediate Central Powers response.

Tarnopol. Indeed, this is exactly what happened to me in that game.

There are two problems with this attack. The first is that it succeeds. Unless the Allied player takes some additional action to the north, a Central Powers player who is unwilling to allow the AH Third to die on the vine is likely to initiate the dreaded Dance of Death.

The Dance of Death is not a specific action or series of actions. It is a descriptive term for a general set of maneuvers by both sides which typically sees each taking progressively greater risks to encircle the other's forces while securing or



### The Czernowitz Gambit

I was first exposed to this opening by Thomas McCorry in the first round of the DonCon tournament. Rather than attack the AH Third Army at Tarnopol, the RU Third moves around its flank to Stanislaw while the RU Eighth attacks the AH corps at Czernowitz. In eleven cases out of twelve, this attack will allow the RU Eighth Army to advance into Czernowitz and complete the encirclement of the AH Third in

restoring communications to their own. That first game of mine at DonCon saw such a Dance roll north from Tarnopol all the way to the outskirts of Konigsberg. I ended up winning the dance when my worthy opponent failed to make a 50-50 die roll that would have restored his position and isolated several of my units in his turn. We will see more about the Dance a little later.

## Perla: OPENINGS

The second problem with the Czernowitz Gambit is that it may actually fail (hence the gambit). Yes, I know that this is not the precise meaning of the term in chess, but who cares? A Russian die roll of 1 in the attack on the AH corps coupled with an AH die roll of 4 or more will prevent the Russians from taking Czernowitz. Instead of cutting off the AH Third Army, the Russians will have now exposed their own Third Army to a return of the favor. The details of how the Central Powers can make this happen is discussed in a slightly wider context when we look at some of the other Central Powers responses to the Russian opening moves.

### The Erskine Envelopment

One of the very first opening plays posted on the internet was one proposed by Brian Erskine soon after *PoG*'s appearance. Erskine's envelopment uses a 4 Ops card play. It begins with the Czernowitz Gambit, but adds additional moves of the Russian forces in south Poland designed to cripple the Austrians even more thoroughly. The RU Fifth Army moves to Lemberg to shore up the right flank of the attack from

the east, and the RU Fourth attacks the AH First Army. The goal of this opening is to break the Austrians. With the AH Third isolated and the First Army reduced (the likely result of the attack by RU Fourth), this would leave the AH with only one full-strength army available for action north of the Serbian Front.

Recent discussion of these options on ConSimWorld have led to a number of variations on the Erskine theme. The designer's own favorite variation on this theme is one I call the Raicer Refinement to the Erskine Envelopment. The Raicer Refinement also uses 4 Ops in the East. In this variant, you move the RU Fifth Army to Stanislaw, RU Third to Lemberg, RU Second to Lublin, and the RU Eighth attacks Czernowitz. This leaves the RU Fourth in Ostrowiec, blocking the most direct route between the Austro-Hungarian forces and the German Eighth Army. By swinging the RU Second Army to the south, screened by the fortresses of Lomza, Warsaw and Brest-Litovsk, the Russians have chosen to go whole hog against the Austrians. The Germans may be able to coun-

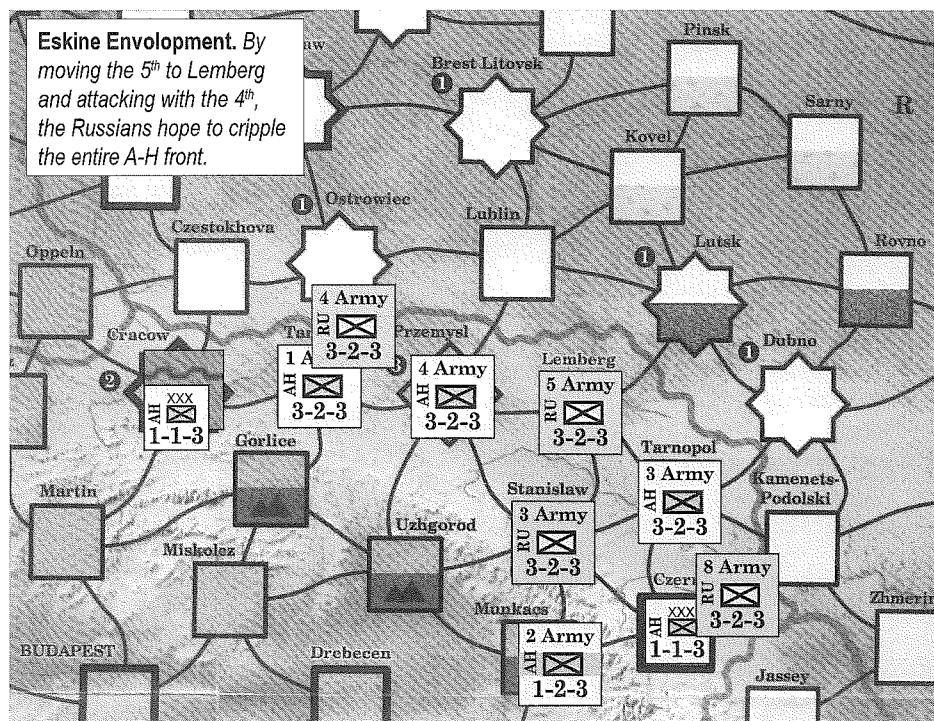
terthrust as deeply as Kovel, but they are not able to get any immediate isolations.

Another obvious variant to the basic Erskine Envelopment is to do away with the attack on AH First Army. One approach is to move the RU Fourth Army to Lemberg, leaving the Fifth in place so that Russian forces establish a more cohesive north-south line. This leaves 1 Ops point to respond to the initial Central Powers attack in the West. Other uses for that remaining Ops point include a Serbian attack on the AH corps at Timisvar. This is a risk-free attack that can remove the immediate threat of an AH flank attack on Belgrade, as well as open the door for a tricky little Allied trap of SRing a Serbian corps. Another option is to use the fourth Ops point to try to block an aggressive CP response with the GE Eighth Army. Indeed, this leads us to the realization that the Central Powers player's use of the GE Eighth and its accompanying corps typically dictates the ultimate nature of the opening rounds in the east.

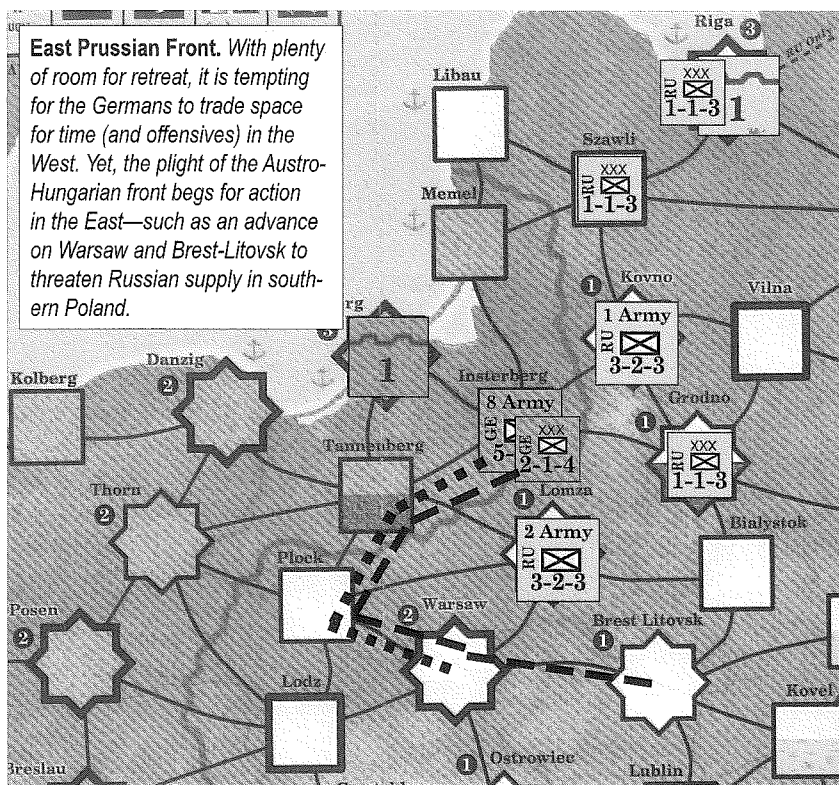
### The Warsaw Waltz

The immediate isolation of the AH Third Army by the Russian use of the Czernowitz Gambit or a variation of it caused a certain amount of angst among some *PoG* players. Their wails of pain proved so loud that Ted finally succumbed to the pressure and provided an optional, alternate setup which closes the gap in the Austrian line and provides the Russians with some offsetting reinforcements. Yet, despite the arguments to the contrary put forward by these critics, this initial Allied opening is not quite so automatic as they might believe. One reason that should give the Allied player pause is what I call the Warsaw waltz.

Let us assume that the Allies have employed the basic Czernowitz Gambit, using 2 Ops points to move the RU Third







Army to Stanislaw and to attack Czernowitz with the RU Eighth, destroying the AH corps and capturing the space. The AH Third is thus isolated. Now, the CP player chooses to initiate the Dance of Death, but not in the south against

the area of the Russian attack, but to the north.

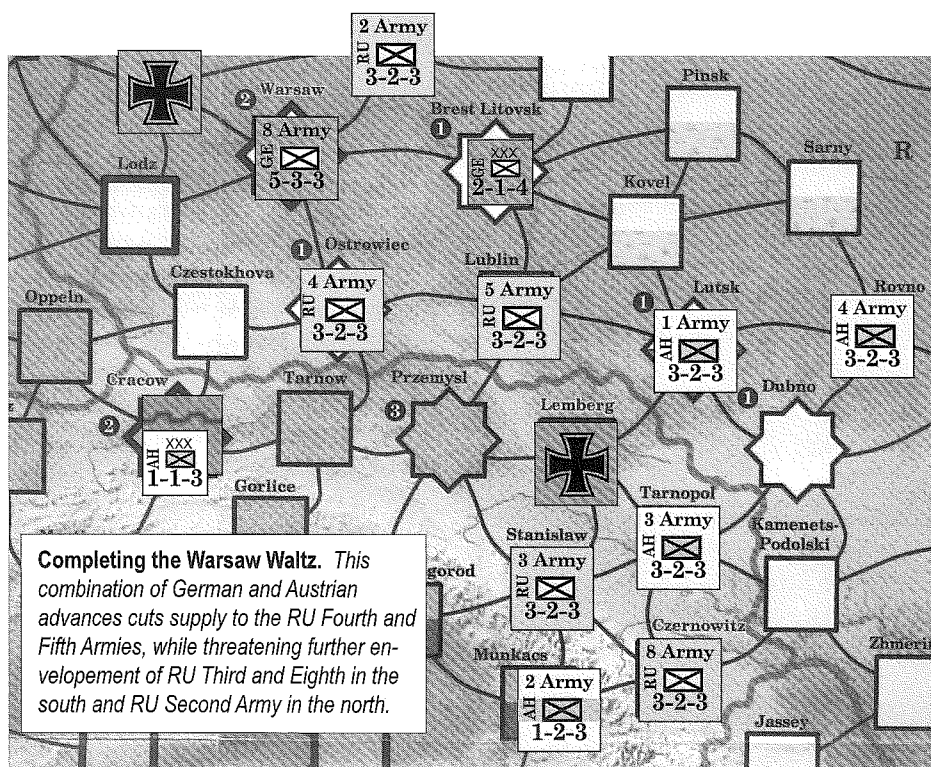
Using 1 Ops point to activate Interberg, the CP player moves the GE Eighth Army to besiege Warsaw. The corps then moves through

Warsaw to besiege Brest Litovsk. The AH First Army then moves through Lemberg to Lutsk, and the AH Fourth moves through the now-besieged fort at Lutsk to take Rovno. This leaves the RU Fourth and Fifth Armies OOS (out of supply) and threatens both Bialystok, which would isolate RU Second, and Kamenets Podolski, which would isolate the RU Third and Eighth Armies!

A variant of this CP response is just as effective against the reduced version of the Erskine Envelopment, in which the RU Fifth moves to Lemberg in addition to the move to Stanislaw and attack on Czernowitz. The RU Fifth is not isolated by this version of the Warsaw Waltz, but the threat to Kamenets puts it at risk as well.

To counter this threat, the Russians can garrison Dubno. Yet, moving RU Third there and leaving Stanislaw open not only allows the CP player to reopen the LOC to the AH Third, but also opens another route to Kamenets. If using Erskine, then pulling the RU Fifth Army out of Lemberg to occupy Dubno has the same problem. The only truly safe response seems to be to withdraw both RU Fifth and Third Armies. The latter moves to Dubno and the former to Kamenets. This gives up virtually all the gains of the initial attack and allows the CP to restore the LOC to AH Third. At the same time, something must be done to prevent the isolation of RU Second to the north.

A more aggressive Russian response (out of Erskine) withdraws the RU Fifth to Kamenets and attacks the AH Third with RU Third and Eighth Armies, hoping to destroy AH Third while it is still OOS. However, this takes a total of 3 Ops, with one still needed to save RU Second. It also pretty much gives up hope of saving the RU Fourth Army in Ostrowiec.



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In any case, allowing the CP player to initiate the Warsaw Waltz version of the Dance of Death is a risky move for the Allies in the East. If you want to avoid a possible Dance of Death on the opening move, you must find a way to prevent it.

### The Brest Litovsk Variation

One way of blocking the CP Warsaw Waltz is to use the Brest Litovsk Variation of the Erskine Envelopment. In this variation, the initial Allied action uses a fourth Ops point to move

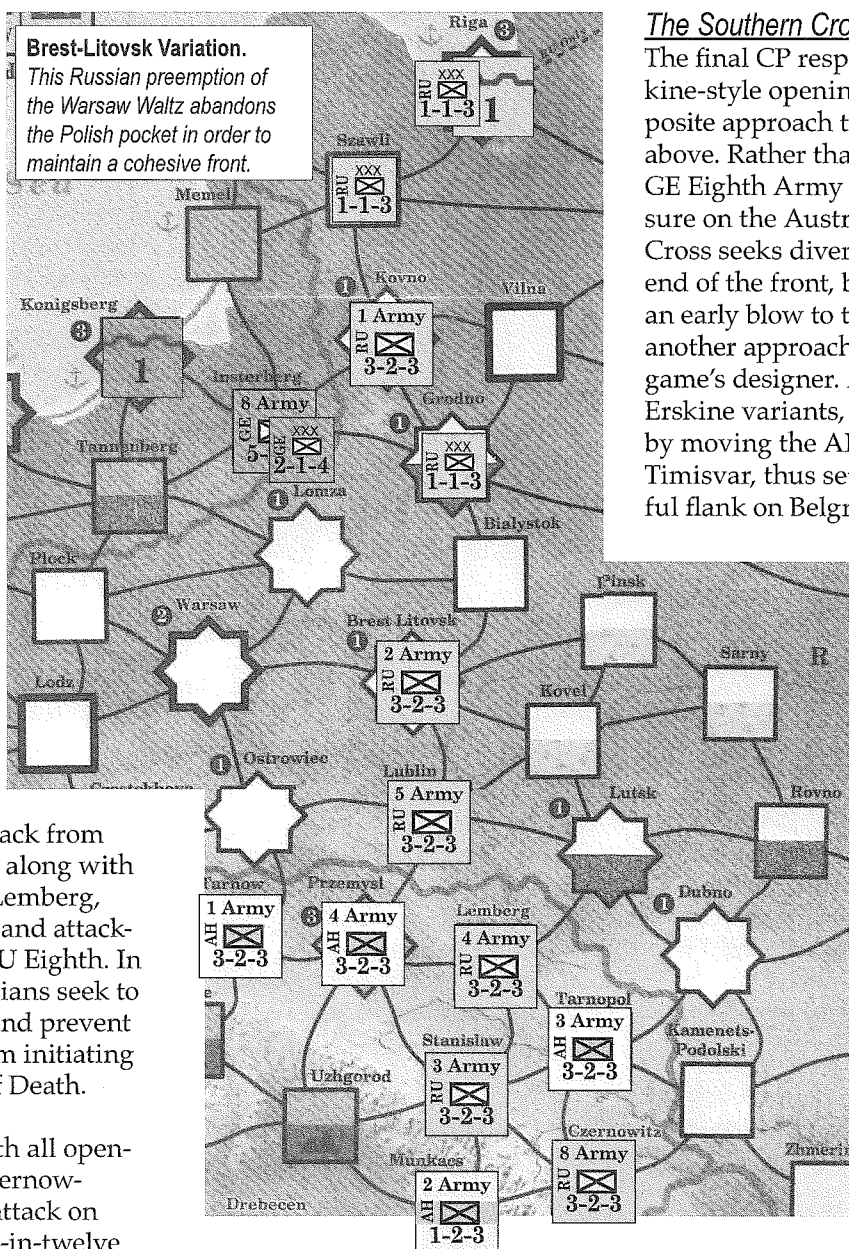
the RU Second Army back from Lomza to Brest Litovsk along with moving RU Fourth to Lemberg, RU Third to Stanislaw, and attacking Czernowitz with RU Eighth. In this variation, the Russians seek to establish a solid front and prevent the Central Powers from initiating an immediate Dance of Death.

The danger here, as with all openings hinging on the Czernowitz Gambit, is that the attack on Czernowitz fails (a one-in-twelve chance). In this case, the AH retains a corps in Czernowitz and the LOC to the AH Third Army remains open. If that happens, the CP can initiate what could be a truly fatal Dance of Death.

Move the AH Second Army to besiege Dubno. Move the corps from Czernowitz to Rovno, the GE Eighth to Lomza, the German corps to Bialystok, and the AH Fourth to Czernowitz. All of this requires 4 Ops. It also cuts off the RU Second, Third, Fourth and Fifth Armies. It does, however, leave the German north flank open to a possible Russian counterthrust.

### **Brest-Litovsk Variation.**

*This Russian preemption of the Warsaw Waltz abandons the Polish pocket in order to maintain a cohesive front.*



### The Southern Cross & Raicer Rapier

The final CP response to an Erskine-style opening takes the opposite approach to those described above. Rather than relying on the GE Eighth Army to relieve the pressure on the Austrians, the Southern Cross seeks diversion at the other end of the front, by threatening an early blow to the Serbs. This is another approach favored by the game's designer. After any of the Erskine variants, the CP responds by moving the AH Sixth Army to Timisvar, thus setting up a powerful flank on Belgrade. (Yes, this

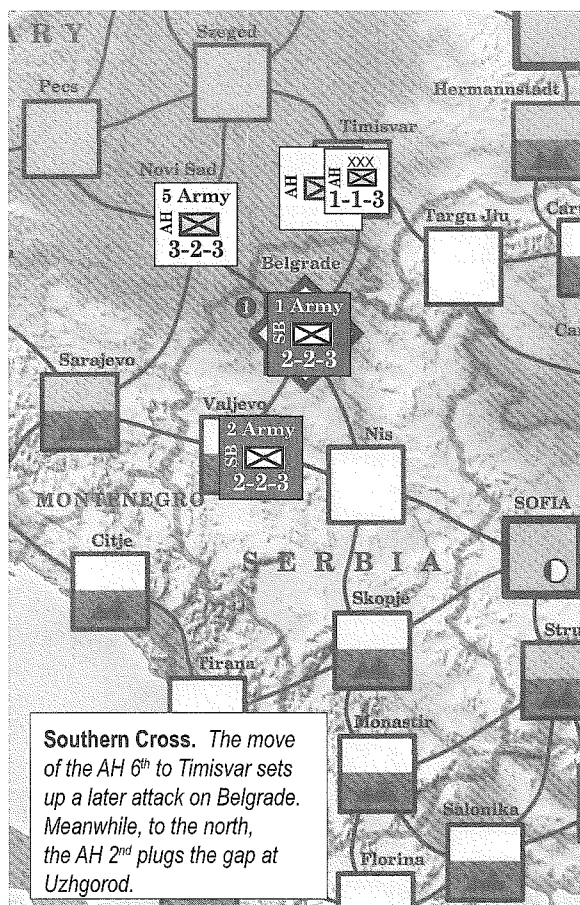
leaves a hole at Sarajevo, but the Serbs will not be able to exploit that hole without exposing themselves to being cut off from Serbia, something the Allied player should be reluctant to do without an immediate, tangible payoff—a payoff which is not forthcoming from making such a risky move this early.) On the threatened

One such Russian response moves RU First to Plock, the RU corps from Swazli to Tannenberg, and uses the RU Eighth to attack Czernowitz. If this attack results in both armies flipping and the AH still holding Czernowitz, the Central Powers can respond by moving the GE corps from Oppeln to Ostrowiec, the AH First to Warsaw, the AH corps from Cracow to Gorlice. This re-establishes the LOC to the GE Eighth Army and threatens to collapse the entire front.

Subsequent development of the situation, and other minor variants of it, are left as an exercise for the reader.

eastern sector, the CP moves the AH Fourth and Second Armies to Uzhgorod. Another move that looks more dangerous than it really is. Because the Russians are just one or two units short of what they would like to have in order to exploit the initial attack (another of those recurring themes in *PoG*, by the way), this CP response leaves the Russians little productive to do other than to attack to try to kill the AH Third Army while it is OOS. With the East more or less stabilized, the CP player can now afford to use his fourth Ops point in the West, (you did play a 4 Ops card to do this, didn't you?), or to move the GE





Eighth Army and the corps from Instenberg.

An even more pugnacious counter-move is a variant of the Southern Cross. I call it the Raicer Rapier (careful of the spelling, now), because it is another of those guilty pleasures Ted seems to harbor when he considers responses to the Russian encirclement openings. (I say guilty because I suspect he knows only too well how risky these sorts of responses are, but he can't seem to help himself!) This response moves the AH Sixth Army as in the Southern Cross to set up the flank attack on Belgrade. However, rather than moving the AH Fourth to block Uzhgorod, the CP move only the AH Second Army there. Instead of defending with the AH Fourth, the Rapier uses it to attack Lublin. At the same time, the GE Eighth moves to Warsaw, and the corps to Brest. It would be pure luck to win the battle at Lublin at even odds (especially because the

Russians may be able to play PLEVE as well), but if it works, the RU Fourth is OOS in Ostrowiec, and the CP may well be able to take and hold Brest Litovsk, a key space in the opening rounds as well as in the long-term struggle in the East. As with most aggressive responses to an initial Russian encirclement of the AH Third Army, both players must play carefully and precisely if they are to avoid a disastrous Dance of Death. This may be a good opening to use if you want to catch a complacent Allied opponent off guard.

#### The Tannenberg Variations

Rather than risk the dangers of the failed attack at Czernowitz (which is exactly what happened to me the

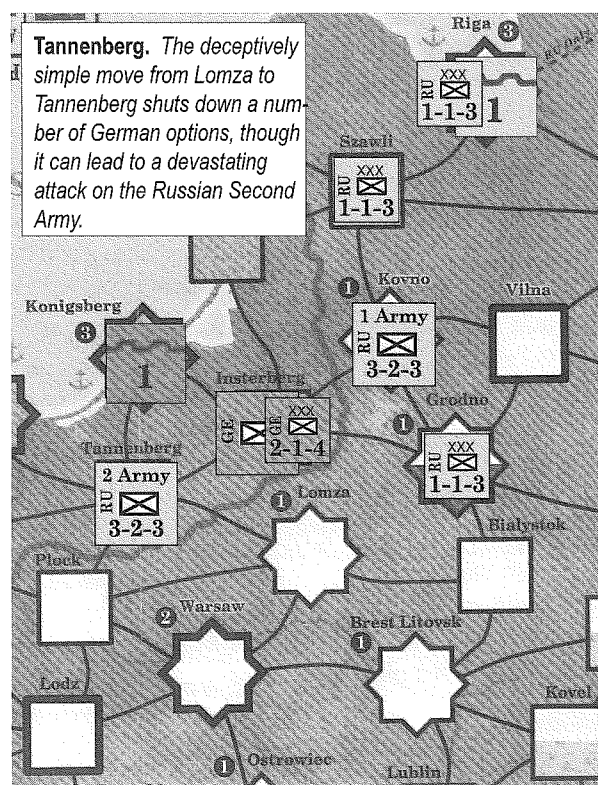
first time I tried the Czernowitz Gambit, making me a little more cautious about it), an even more

aggressive Allied approach is to make what amounts to an historical move, advancing the RU Second Army to Tannenberg. This move may at first look suicidal, but it has some interesting features. It blocks the Warsaw Waltz completely. It also places the GE Eighth Army and corps in Instenberg in a dangerous position, threatened by a flank attack on the next action. If the Germans are to make the sort of progress they need to on the Western Front, having to replace losses to the GE Eighth Army can be a problem. In addition, the move to Tannenberg blocks one of the high-risk, but potentially high gain, German options—that of moving the GE Eighth Army to the West by SR. I'll turn to that crazy-sounding notion below!

#### The Gupta Defense

Before closing out our discussion of Allied East Front responses to the GUNS OF AUGUST openings, I want to describe what I call the Gupta Defense, sent to me by Ananda Gupta. This is a deceptively passive opening Allied move (though Ananda describes it as his "aggressive" Allied strategy). Perhaps

surprisingly, this opening uses the first card for a 4 SR. With it, the Allied player brings a Russian corps from the Reserve Box in to Grodno, moves the corps originally in Grodno to Lutsk, and the corps from Riga to Warsaw. In one fell swoop, the Russian weak points are covered. With the fourth SR available, you can bring in some help in the West. One possibility, particularly if the German GUNS OF AUGUST attack did not attack Brussels, is to bring in the BEF corps from Reserve to Brussels. A variant replaces the move to War-



## Perla: OPENINGS

saw with an SR of a French corps to Belfort, possibly a better move if the French Fifth Army was eliminated in the initial German attack.

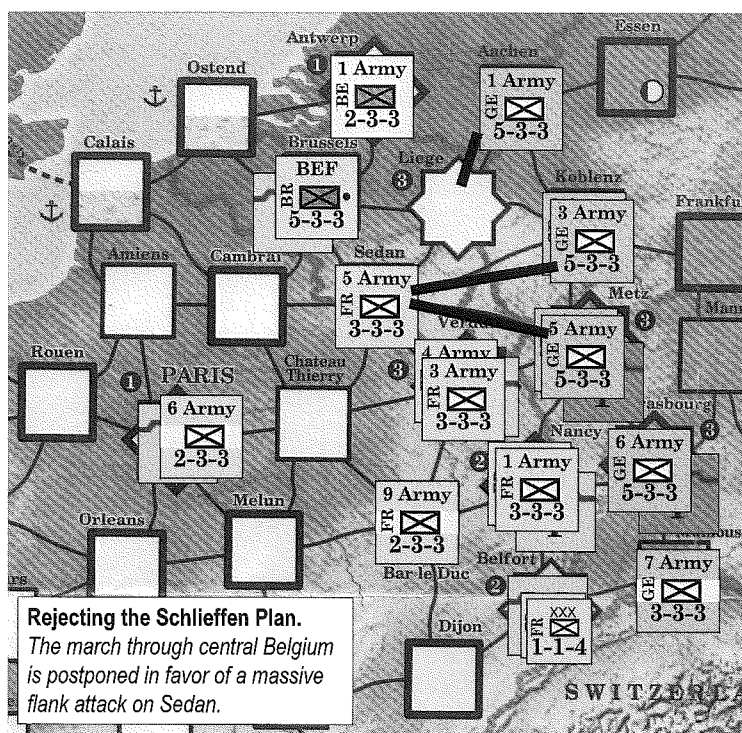
### Balanced Responses to the Guns of August

The Gupta Defense is something of a transition, from the heavily East Front-oriented Allied responses to the GUNS OF AUGUST opening which I have described so far to those with a bit more balance. Indeed, we can stay with Ananda's thinking to explore the more conservative of his preferred openings.

This opening—probably most appropriate after a German attack on Brussels during the GUNS OF AUGUST action—uses 2 Ops in the West to conduct what I call the Run for the Coast. The BEF pulls back to Rouen, and the Belgians fall back to Calais. To complete the defense, the Run is coupled with the Tarnopol Tango (RU Third and Eighth flank attack AH Third) in the East to form the complete opening I call the Run and Gun. This approach removes the BEF from the immediate threat and the Belgians from the potential trap in Antwerp. It also gives the CP something to think about in the East without overextending the Russian advance.

A West-only variant, which also uses only 3 Ops rather than the four needed for the Run and Gun, replaces the East Front action with a move of the French corps from Grenoble to Bar Le Duc. This move is intended to free up the French Ninth Army to reinforce Belfort or respond to other German advances to the west.

A more pugnacious Allied response is based on a forward defense at Brussels. A popular approach is to bring the Belgians from Antwerp to Brussels to serve as cannon fodder for the expected German attack. This looks dangerous to first-time PoG players because it leaves an open route to the coast. However, the RACE TO THE SEA restrictions



prevent the Germans from exploiting the gap immediately—and if they set up to do so later, they must pretty much broadcast their punch. Yet, beware a German corps in Sedan. A quick move to Antwerp can isolate the Brussels position and dislocate the Allied defense.

With that, we leave the basic openings deriving from the Central Powers play of the GUNS OF AUGUST and move on to non-GUNS alternatives.

### The Non-"Guns" Openings

Let me say right up front, that I have far less personal experience with the non-GUNS openings than I have with the openings using GUNS as an event. Furthermore, I have received far fewer suggestions from other players about what options make sense. With the much more wide open possibilities once you decide not to use the GUNS OF AUGUST, I cannot hope to do more in this article than suggest some of the main considerations and lines of play.

In deciding whether or not to play GUNS OF AUGUST as an event card or not, the CP player must balance

strategic and operational considerations. The price of not playing GUNS includes losing the potentially important 2 WS points for GUNS and allowing the Allied player to recycle the valuable 4/4 RAPE OF BELGIUM card through his deck. It remains an open question as to whether or not this is an even trade for the 2 WS points and 1 VP the Allies lose by not being able to play the card as an event.

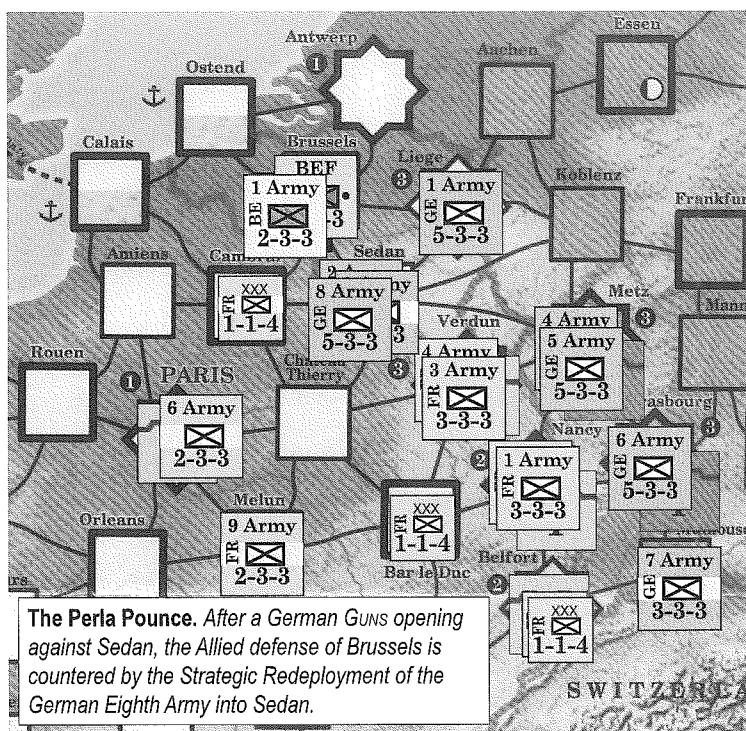
If the CP player chooses not to open with GUNS as an event, it gives them the option of making more aggressive moves in the West or of using more of their Ops in the East. For example, the players who hate the fact that the AH Third Army is vulnerable to the immediate threats described earlier tend to use the non-GUNS openings to pull it back out of harm's way. Alternatively, players who rebel against the strong pressure to begin the war with some variant of the Schlieffen Plan may use the opportunity to pursue instead what I call Conrad's Wet Dream: a concerted offensive move of both the Austro-Hungarian and German Armies against the Russians.



In the first case, the CP saves 1 Ops point to conduct the Tarnopol Two-Step: withdrawing the AH Third from Tarnopol back to Stanislaw, or even all the way to Uzhgorod. This allows the CP to spend 2 or 3 Ops points in the initial attack in the West, depending on whether the opening card play is GUNS OF AUGUST, used as a 3 Ops card, or one of the 4 Ops cards which might be available on the first action.

Typically, the CP player will want to spend at least 1 Ops point to take out the fort at Liege with the GE First Army. With 2 Ops points, it makes sense to launch a large attack on Sedan from both Koblenz and Metz, probably rolling for a flank attack in the bargain. This allows the attack on the FR Fifth Army to use the maximum column on the combat table, even if the flank attack fails and the French flip one of the German armies. If the CP wavers about spending the 4 Ops on the first action, or if by some chance they do not have a 4 Ops card available (it has certainly happened to me!) then they are on the horns of a dilemma. Not attacking Liege may allow the BEF to move forward to create some potential problems. Yet, not attacking Sedan can easily lead to a rapid shut down of CP opportunities in the West. One alternative is to activate only Koblenz and Metz, using one of the Koblenz armies to attack Liege and the other to join in the flank attack on Sedan. Although a less powerful attack to be sure (in particular because of the fact that the CP cannot advance three armies into Sedan, at least not without risking the loss of Metz!), this approach comes close to recreating the results of a GUNS attack while still moving the AH Third out of danger.

The more radical approach, of course, is to ignore the West altogether, and use the GUNS (or another card) as 3 Ops to carry out the Warsaw Waltz before the Russians have a chance to block it. Because the Russians have not advanced out of Dubno, however, the threat is not



as immediately dangerous as it is after a Czernowitz Gambit. This appears to be a high-risk CP strategy and one which I have not analyzed in any depth. Nor have I seen much discussion of it among the PoG cognoscenti on ConSimWorld. This seems to indicate that perhaps this is not a productive line of attack for the CP. However, if you are up for the challenge, give it a try, and let me know what happens!

## Extreme Variations

This article is already long, but before wrapping things up I want to touch on a couple of interesting variations that can spice up your play. The first concerns the use of the GE Eighth in the West in August 1914. The second looks at Plan XVII.

### The Perla Pounce

In my early explorations of German operations against Belgium and France in the opening turns, I came to the conclusion that the real problem was precisely the one that Schlieffen himself had worried about—that the German Army simply did not have enough troops to carry out the plan. Where to find more?

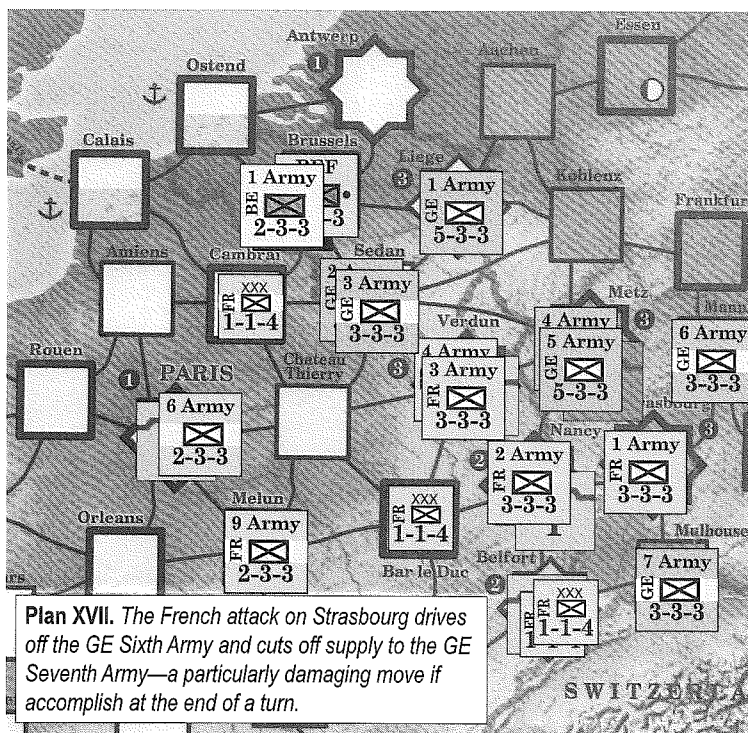
Well, one option is the fairly standard one of playing a 4 SR card to bring in four corps from the Reserve Box to reinforce the initial forces. Indeed, many CP players consider such a play almost required as the second action of the first turn.

Though handy for those sweeping envelopments so many players dearly love, corps don't seem to have enough weight for me. There is only one answer: the GE Eighth Army stuck out there in Instenberg. Rather than use a 4 SR to bring in corps, what if I use it to bring the Eighth West? Suddenly, the Allied player had to turn off the automatic pilot and consider a new threat to France.

Risky? Of course. Potentially decisive? Yes, in either direction! Fun? Above all.

I first tried this option at a local tournament. Of course, it virtually requires that you hold FALKENHAYN to counter an immediate play of MOLTKE. When I opened with the GUNS OF AUGUST, advanced two armies to Sedan, and followed up by SRing Eighth there, I had the

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Allied player's undivided attention. I went on to win that game in the third move (I think), but it took a successful Dance of Death in the East to do it. The Allied player had successfully blocked my Western offensive, although at the cost of all the frontier fort VPs, and blunted my drive against Paris when I made one attack too many (a recurring weakness of mine). Yet, his attempt to take advantage of the Eighth's initial absence by launching an ambitious eastern offensive floundered against a slashing counterattack (and the all-too-frequent "one small mistake"), leading to the collapse of the Russian front.

If you want to shake things up and try something a little out of the ordinary, I suggest you try the Perla Pounce (my own modest name for this wild and woolly opening). Please, try it in the privacy of your own gaming room before causing yourself possible serious embarrassment in public. The number of things that have to go right for this CP attack to succeed is quite daunting, but it sure does leave the unfortunate Allied player who succumbs to it looking mighty glum at the end!

### Plan XVII

Just as the Perla Pounce can come out of nowhere against an unsuspecting Allied player, woe betide the CP player who ignores the possibility of the French succeeding in implementing their own pre-war plan—Plan XVII.

In game terms, Plan XVII consists of a French attack from Nancy against Strasbourg. If the French succeed in driving GE Sixth out of the space, and advance one of their own armies in to besiege Strasbourg, the GE Seventh in Mulhouse is cut off and may disappear forever if not relieved. This is a particularly insidious move as the last Allied action of August 1914. In that case, the Germans will not have the chance to restore the LOC to Seventh and it will die immediately. An earlier French attack is more likely to find the German position vulnerable, but also gives them time to respond. On the other hand, threatening to eliminate permanently a German army on turn 1 is almost always guaranteed to distract the CP player from other operations he may have planned. Several suggestions for counter-ing this move have been discussed

online. One involves reinforcing Mulhouse early with a corps and then redeploying Seventh out of the space later. Another approach is to reinforce Strasbourg itself, making the French attack far less likely to succeed in capturing the space. In any case, the Germans will be spending actions dealing with a French threat, rather than threatening the French. This has to be a Good Thing from the Allied perspective.



### **The End of the Beginning**

As in chess, the play of the opening moves can set the tone for much of the rest of the game. Also like chess, both sides must be at once both offensive and defensive in their thinking from the very beginning.

In the West, the Central Powers player must make a fundamental choice: play for position or kill the French Army—the Channel or the Charnel House? In the East, the Allied player faces a similar choice—the Dance of Death or the Russian Steamroller? How both players answer these questions will determine the course, and frequently the outcome, of the game.

As in chess, good strategy must be combined with good operational plans and good tactics in execution. *PoG* presents a wealth of challenges at all three levels.

When you sit down to play—especially those of you playing for the first time—and you look at the board and ask, "What the hell do I do now?," I hope this little article helps you answer that question with a bit more confidence than I had when I started.



# Goin' Mobile

## Play of the Mobilization Deck

By Kris Weinschneker



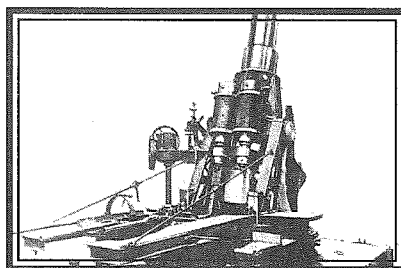
*Paths of Glory* is one of the more unpredictable and dynamic games I've ever played. Momentum can swing swiftly with the play of a card or two. However, the mobilization phase of the war can be rather "set-piece." This article will attempt to outline the basic strategies of mobilization and provide tips on card play.

### Theaters of Operation

#### The Western Front

This is generally where the game starts with the Central Powers player (CP) playing *GUNS OF AUGUST*. The big advantage of that is not so much the destruction of Liege fort, but the ability to hit Brussels on the first action and the 2 WS (War Status). If the CP doesn't attack Brussels, a flank attack into Sedan will almost certainly knock out the French Fifth, allowing a German advance. If the CP does ignore Brussels, and goes after Sedan, I recommend the Allied Powers player (AP) play *WITHDRAWAL* (assuming he has it, of course) and retreat to Brussels. Regardless of what the CP rolls on the attack, the AP will be left with 6-8 Combat Factors (CFs) in Brussels, shifted up to the 9-11 column for defense, and have 12-14 CFs available for counterattack in Sedan (at a cost of 3 Ops). The French corps in Grenoble should then be moved to Melun to protect the supply line to French forts. If the CP captures Brussels, fall back to the Channel ports and start entrenching. By defending these spaces, you allow the British armies to be brought quickly to the front, and the swamps provide a column shift for defense.

Don't worry about protecting Antwerp. The CP often can't spare the Ops to attack and destroy it, while moving to besiege it can leave him vulnerable. Keep the French forts in the south as heavily-manned as possible, and enhance the trenches if you have the opportunity.



As the CP, when opening with *GUNS*, attack Brussels. One of your Armies will flip, but so will the BEF. The BEF is the most powerful army in the game (owing to its corps having a loss factor of 2), but it cannot be replaced. This attack also has a 33 percent chance of causing a retreat which the AP will usually choose over having the BEF reduced to a corps. Advance, and get rid of the trench. Now, you should be in a good position to seize some of those four VP spaces in the North. Keep in mind, you may pass through Calais, Ostend, and Amiens; you just can't stop there. Also, you can move into those spaces after a successful attack. As soon as your War Status (WS) goes to four, all restrictions are lifted. I'll often send the GE Fifth Army from Metz toward the Channel, hoping the French won't attack Metz. If he does, hope he doesn't roll a six. With some luck, you can make it to Calais in the first few turns, then it is time to

start digging trenches, while turn attention East. If you decide not to play *GUNS*, keep in mind the Liege fort can usually be taken out with 1 Ops. One of the armies in Koblenz (or GE First Army in Aachen) can take it out, provided you don't roll a one; two armies make it a sure thing.

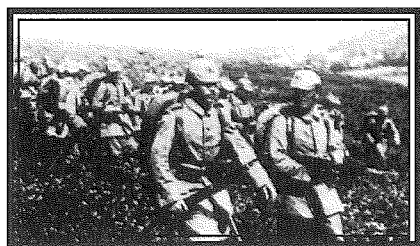
#### Russian Front

This area offers the AP a chance to pick up VPs by taking Czernowitiz and Lemburg. Also, as a result of the setup (if the optional corps rules aren't used and CP plays *GUNS OF AUGUST*), the AP can use 3 Ops to move RU Fifth Army to Stanislaw, RU Fourth to Lemburg, and attack the AH corps in Czernowitiz with RU Eighth. The result (eleven times out of twelve) is that AH Third in Tarnapol is OOS. This move is somewhat of a concession of the "Polish tongue" of Russia, but it can get an AH army out of the game permanently. The AP can then attempt to crush the AH before German help arrives. The AH doesn't receive as many RPs as Germany and their armies are only as strong as Russian armies (weaker when reduced). An alternate strategy for the AP is to move into Warsaw in force, before the CP can send German reinforcements to the East. This requires AP to watch supply lines carefully for any holes and to bring in reinforcements as soon as possible. The key really is what the CP does with the GE Eighth. If he moves it south to Lodz, a couple of corps can cover the north, and the RU First and Second armies can be brought down to guard Warsaw or threaten Przemyśl. Either way, it is a good idea for the AP to use Russia



## Weinschneker: MOBILIZATION

aggressively in the beginning. The CP has a variety of responses, but probably the most important is to simply keep Austria-Hungary alive. The Russians can come at them in force, and if they get those reinforcements on the board early, watch out. If the AP comes after Austria-Hungary, fall back to the mountains and hold at all costs. Be prepared to either entrench in Przemsyl or give it up. It can be easily flanked. Play SUD ARMY if you can, and SR a GE corps to help out. If the AP break through the Carpathians, you are in a world of hurt. The GE Eighth Army and corps can help on the first turn, before the Russians can attack German forts. Play OBEROST, if you can, and move GE Eighth to Warsaw and possibly, the corps to Brest-Litovsk to threaten RU supply lines, but keep a careful eye on your own. If Austria isn't that hard-pressed, start killing Russian forts with spare Ops. Try to pinch off the "Polish tongue" to shorten your lines, and to divide Russia. Just remember that those German forts are fair game starting on turn 2.



### Serbian Front

True to life, the Serbs are tough little buggers. They can be a thorn in side of Austria (and the CP, in general) for quite a while. As the AP, play ENTRENCH in Belgrade to help them out, or pick off that AH corps in Timisvar to eliminate the flank possibility and to threaten the supply lines. As the CP, try to break down those Serbian armies quickly to force the AP to use big cards to replace them. Only 4/4s (or 5/5s in Limited War) can be used to replace Serbs. Beware of the Serb corps, however; they have an movement factor of 4. The AP can use them to cut supply if you don't watch out.

## Playing Your Cards Right

In general, I like to start a turn by playing a low Ops card (2 or 3) for Operations, preferring to save the bigger cards for later in the turn. The 2/2s I like to play as events or for SR, but some times as Ops (usually an attack). The 3/4s are of course the cards to use for SR. I rarely play a 2/2 as replacements, unless I have just a few losses, or I played, or plan on playing another as RPs to enhance it. As the AP, you want to get those Reinforcements on the board. If you don't, it may be a while before you see them again. In one game I have under way, I'm at Total War and in desperate need of the FR Tenth Army which, as of turn 12, has yet to be drawn.

In Mobilization, each side has 14 cards: five 2/2s, five 3/4s and four 4/4s. If you play or discard a Combat Card (CC) on the first turn, you are assured of seeing all 14 cards in the first two turns.

One of the most difficult decisions in the game deciding whether to use a given card as Event or instead as Ops, SR or RPs. When a card is played as an event, it is removed. Because most of the really good events are 4/4s, removing these cards dilutes the "Ops strength" of your deck. The following is a analysis of pros and cons of playing each as an event.

### CP Cards:

GUNS OF AUGUST (3/4, WS +2): The first decision a CP player makes is whether or not to play this event, and it is an important one. Play of this card gives the CP a jumpstart in the West, enabling an attack on Brussels with the first action. By not playing it, the CP guarantees the AP will go to Limited War (LW) no earlier than turn 3 (by denying play of RAPE OF BELGIUM), costing him a potential VP in the process. Of course, the CP player himself will not be able to go to LW until turn 3 himself (unless the AP player pulls a "Moltke") and RAPE (4 Ops!) is freed to be recycled *ad infinitum*. Thus, if you plan on going "West

first" and want to get to LW fast, play this event to start the game.

LANDWEHR (2/2): Play of this card is the only of gaining replacements during a turn. It is usually played at the first opportunity. An alternative, however, could be to use it to SR two corps, thus saving it for play later.

ENTRENCH (3/4): It can be useful in Sedan, Brussels, Strasbourg, or for AH, but the AP will usually beat you to it. If so, you have a 3/4 to recycle for the rest of the game.

RACE TO THE SEA (3/4): While this card has its uses, I generally don't use the event. Playing it "telegraphs" your intent to move into the coastal spaces. Remember, you can enter them as soon as you reach WS 4 (you don't have to wait until the end of turn) and you may pass through them to gain control.

REICHSTAG TRUCE (4/4, WS +1): Generally, you have to play this to get to LW before turn 3. If you can get to LW without it, it is a good card for Ops and RPs. Still, the VP you get from it is a counter to the one from RAPE OF BELGIUM, so try to play it before you go TW (when it can no longer be played).

SUD ARMY (3/4): This event can be really helpful to AH, especially if you get a chance to play it early.

OBEROST (2/2, WS +1): This is the only 2/2 event card that increases WS until TW, so I think it makes sense to play as soon as possible. Removing the 2/2 from play actually increases the Ops strength of the deck. It allows you to start killing Russian forts if you have an Ops to spare.

FALKENHAYN (4/4, WS +2): I hate this card. You can't play the event on turn 1 or 2 unless the MOLTKE event is played. If you attack in the West and the AP hasn't played MOLTKE as Ops, RPs or SR, you don't dare play it as Ops either. If you draw it on turn 1, you may be forced to hold it

until turn 3! In LW, FALKENHAYN can mess with you, if you don't play it, because until it is played PLACE OF EXECUTION can't either, messing with your War Status. The best thing to do with this card is to play it as an event as soon as you are allowed, take your 2 WS, and be thankful you don't have to look at its ugly mug again!

**Combat Cards (2/2); (WIRELESS INTERCEPTS, VON FRANCOIS, SEVERE WEATHER):** Since WIRELESS INTERCEPTS is removed after being played, it is best to play it as soon as possible. Unfortunately, the AP knows you have it, and rarely gives you a chance to use it early. SEVERE WEATHER can't be played on turn 1 or 2, so use it an Ops or SR. When it can be played, it is helpful in the Carpathians, or if you have occupied Calais or Ostend.

**Reinforcements (GE Ninth [3/4]; GE Tenth, 2 corps [4/4]; AH Seventh, 2 corps [4/4]):** When and where to play these babies can be tough, and depends on your strategy. You can't play them on turn 1, so if you get both Germans play the 3/4 as an Ops (or SR or RP) and save the 4/4. You'll probably need the corps that the GE Tenth gives you. The Austrians, it seems, can always use the help.

### AP Cards:

**BLOCKADE (4/4, WS +2):** To maximize the effect of this card, you want to play it on or before turn 4, so that you get one extra play out of it before it is gone. Often though, you are almost forced to play it on turn 1 or 2, to keep up in the War Status race.

**MOLTKE (3/4):** This card can only be played as an event on turn 1 or 2, and it can be powerful. If the CP has played FALKENHAYN as Ops, play the event. Any offensive in the West will be stalled. It also works well if you have inflicted heavy CP casualties. The CP may be caught in a dilemma between playing FALKENHAYN as an event or for RPs. If you draw it on turn 1, and are a risk-

taker, you can play it as your first action. There is a 50/50 chance the CP won't be able to counter with FALKENHAYN (a little more if GUNS OF AUGUST was selected). If you do play it, you should plan to go to LW on turn 3, because the CP almost certainly will. Just holding this card as threat on the first two turns is effective.

**RAPE OF BELGIUM (4/4, WS +2):** If GUNS isn't played, you can't play this as an event. Even if GUNS is played, the provisional rules do not allow play of this as an event after turn 3. The VP and WS you get from this card is nice, but it is another 4/4 card removed from your deck. If you feel you are doing well and are not worried about the CP going to LW, you can play it for Ops and keep it in your deck the rest of the game. Beware; it may make going to Total War more difficult.

**ENTRENCH (3/4):** A good place to play this card is in Belgrade. It can help the Serbs a great deal, and can be a thorn in the side of the Austrians. Of course, you must play it before the CP.

**Combat Cards (2/2; PLEVE, PUTNIK, WITHDRAWAL, SEVERE WEATHER):** SEVERE WEATHER is probably the only one of these cards you should use for Ops on the first two turns (since you can't use it then anyway); even then it can be used as a discard. Use PLEVE to weaken the Austrians before the Germans can get up and running, and use WITHDRAWAL at the first opportunity (retreat FR Fifth to Brussels if the CP doesn't attack there with the first action). This way you have two 2/2s out of your deck (Ops strength is increased). PUTNIK can be a savior in Serbia, but after 1915 this becomes useless.

**British Reinforcements (both 4/4, WS +1):** These cards differ from other reinforcements in that they add War Status. You can't play them on turn 1 and can only play one per turn after that. You usually need them pretty quickly to help hold the Channel ports or Brussels.

It is a good idea to play (or at least save) one of them even if you have already played RAPE OF BELGIUM and BLOCKADE and are going to LW, because with the bigger LW deck it may be a turn or two before you see them again.

**French and Russian Reinforcements (Russian Eleventh, 1 corps (3/4); Russian 2 corps (2/2); Russian Ninth and Tenth (3/4); French Tenth (3/4):** Getting the Russian armies fast can be useful in wearing down the Austrians before the Germans show up. If you only have the 2 corps for the Russians on a given turn, play it—you'll probably need them eventually, and it gets a 2/2 out of you deck.

## War Status

A few words on War Status. Each side has four cards that increase War Status; two that are +2 WS, two are +1 WS. In many games where GUNS OF AUGUST is played, one side or the other will go to LW at the end of turn 2. If this is the case, make an effort to get reinforcements on the board before you rush into Total War. This is especially true for the AP. The AP player has more reinforcements to play. The larger number of armies is one of the AP's biggest advantages.

The biggest drawback I have found to NOT playing GUNS OF AUGUST is the loss of War Status. It is not so much a problem in Mobilization as it is in Limited War. To proceed to Total War, you then must play both of your 5/5 cards as events. While getting Bulgaria into the game is usually desirable, it can be tough to part with WALTER RATHENAU.

I hope that this article has helped you understand some of the decisions you face in Mobilization. Once you have reached War Status 4 and have added the Limited War cards to your deck, you face even more decisions. So good luck and have fun!





# Limited War

## Play of the Limited War Deck

By Kris Weinschneker

In Limited War, both sides add 20 cards to their deck; seven 2/2s, seven 3/4s, four 4/4s, and two 5/5s. Note that this makes the average value of a card a little over 3 Ops where in mobilization, it is a little under 3 Ops. The Ops average and the introduction of so many 2/2s is a good reason to play to remove at least as many, if not more, 2/2s in Mobilization as you do 4/4s. If you don't, you can be stuck with a hand full of 2/2s.

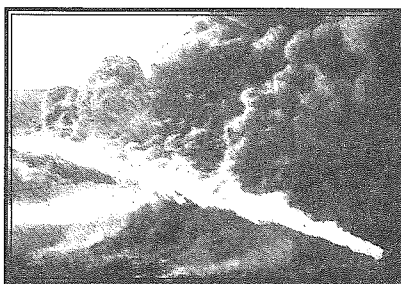
I think the CP wants to get from Limited War to Total War as quickly as possible. The longer the CP stays at LW, the more chance the AP has of getting all those Reinforcements on the board, and of playing his 5/5s as RPs. His superior numbers will eventually wear down the CP. After two passes through the deck, the CP should be at, or at least near TW.

There are a total of 13 WS points (four two-point cards, five one-point cards) available from both the Mobilization and LW decks. Thus, seven or eight of the WS cards are required as events to get to TW.

### CP Cards

Recyclable Combat Cards (FORTIFIED MACHINE GUNS [2/2]; ALPENKORPS [2/2]; KEMAL [3/4]): These cards are all useful for combat, and they keep coming back. ALPENKORPS can help with a counterattack from the Carpathians, an attack into Belfort, or an attack against the Italians. KEMAL is my personal favorite, however. Ol' Mustafa is the great Turk equalizer against those NE armies. Use him wisely (only when you have a chance to flip an army,

or where you can kill a lot of corps) and don't be afraid to hold him from turn to turn. In one game, after using him to dispatch the RU Caucasus Army, I drew him again and subsequently held him for five turns, keeping Allenby and the MEF in check.



One-Shot Combat Cards (CHLORINE GAS [2/2]; FLAMETHROWERS [2/2], LIMAN VON SANDERS [2/2]; PLACE OF EXECUTION [4/4, WS +1]): The first two just give the Germans +1 in any combat and can be used anywhere. Play them just to get them out of your deck, but try to pick a spot where they will have the most effect. LIMAN gives the Turks a +1 on attack or defense. This and KEMAL together can give the AP a nasty surprise. You might consider saving it to try to get this combo, or use it to fulfill the dreaded Turkish mandated offensive. PLACE OF EXECUTION is tricky. It is a 4/4 and it requires prior play of FALKENHAYN, but it also adds War Status. Make sure you are rolling on at least the 9-11 column if you are using it against a couple of armies in Verdun or Nancy. Note that it can be effective in Belfort as well, if the French only have corps there. It may be a good idea to "soften up" the fort you plan on playing it against before you use it.

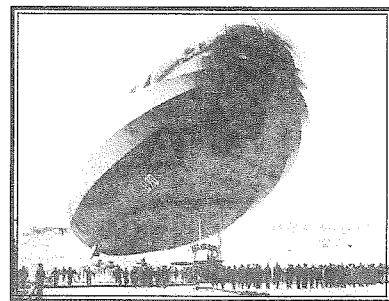
MATA HARI (2/2): A useful card for a 2/2. Play it early in a turn and find out what your opponent has, then you get 2 Ops. It can tell you what CC and reinforcement cards your opponent has, and if the High Seas Fleet can successfully sortie.



Reinforcements (GE Eleventh & 1 corps, GE Twelfth & 1 corps, AH Tenth, AH Eleventh; [all 3/4]): The nice thing about these reinforcements is that they are only 3/4s, so playing them doesn't overly hurt your Ops strength. Get these all on the board as fast as you can, since the AP is usually bringing in a lot of reinforcements himself.

LIBYAN REVOLT (3/4): The only real use for this event is if the BR haven't used RPs to bring those corps in Egypt up to full strength yet, or if he has besieged Beersheba and cut off Gaza. Most times this card stays in my deck all game.

HIGH SEAS FLEET (4/4): The VP you can get from play of this card can be big. The problem is this card is the only 4/4 in LW that doesn't add War Status and it can be countered by a 2/2. The time to play this is either late in LW when you plan on going to TW soon, or to give the knockout blow to get to 20 VPs. Keep track of the AP deck to see if



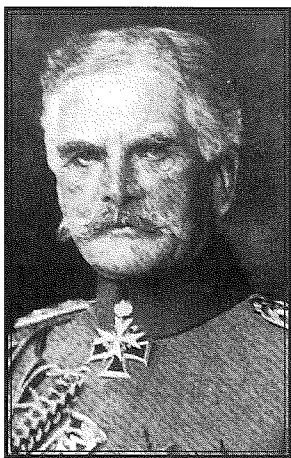


he might have **GRAND FLEET**, or play **MATA HARI**, to make sure it is safe to play.

**ZEPPELIN RAIDS** (4/4, WS +1): A lot of times, you'll just play this for the War Status. If the British are attacking and their reserve is low, this card can be quite a pain for them.

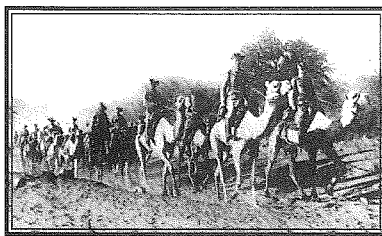
**TSAR TAKES COMMAND** (4/4, WS +1): This is the first card in the progression to Russian Capitulation. If you plan to take the Russians out, play it as soon as you can. Getting the first 2 VPs should be rather easy (Lodz and Warsaw, usually). Getting the third isn't.

**ELEVENTH ARMY** (2/2): Not as useful as **SUD ARMY**, but, because it is only a 2/2, it makes sense to play it quickly (even when the Eleventh Army isn't on the board yet).



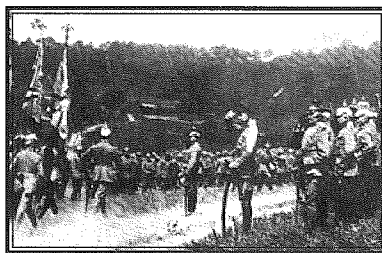
**WAR IN AFRICA** (3/4, WS +1): The only card in LW less than a 4/4 that adds War Status, I play it right away. The AP will want to take a corps to satisfy it, so play it when the British are weak (and combine it with **ZEPPELIN RAIDS** if you can). It can help keep the British in check.

**WALTER RATHENAU** (5/5, WS +2): I think this card is the most important card in the CP LW deck, and the main reason why it is best to play **GUNS OF AUGUST**. I usually play it for the numerous RPs it gives me.



However, you can fall into a trap of always using it for RPs, thereby having trouble getting to TW. So, play him once, or maybe twice, as RPs, depending on your War Status. If you draw him on the first turn of LW, play the event right away to maximize its effect and make the AP player worry about his War Status! If you haven't played **GUNS OF AUGUST**, you must play this card to get to TW. All the other cards that add War Status only get you to 10. On the other hand, if you have played **GUNS**, and can get to TW without having to play this event, you're in good shape for the end-game.

**BULGARIA** (5/5, WS +2): This is the other "big bomber" in the LW deck. If the Turks are in any kind of trouble (usually), these guys can help out with their strong (CF 2) corps. They can also help take out the Serbs. Play it at the first opportunity.



## AP Cards

Reinforcements (BR Third Army & 2 corps, BR Fourth & 1 corps, IT Fifth, FR Seventh, RU Sixth & Seventh & 2 corps, [all 3/4]; BR AUS & CND corps, RU Twelfth [both 2/2]): Over a third of the LW cards for the AP are reinforcements (and these don't include the two NE armies). Getting them all on is the tough

part. Of course, you can't play the IT Fifth until Italy is at war, but once it is, get the Fifth on the map quick. They enter at full strength, unlike the rest of Italy's armies. The BR Third comes with two corps which makes it a little more desirable. The British "Commonwealth" corps have the same combat values when flipped, so they can be useful. The French always seem to need help, and the Russian cards give a lot of "bang for the buck." Try to get as many of these guys on the board as you can before going to TW. In TW, the pickings are a lot more slim.

**Recyclable Combat Cards** (**HURRICANE BARRAGE**, **AIR SUPERIORITY** [2/2]): These cards help the British by giving a +1 on attack. **AIR SUPERIORITY** can also be used by the French. At this stage in the game, the AP is usually on the defensive, so the cards aren't really that helpful. The Near East is a good place to use them to get the MEF off the beach.

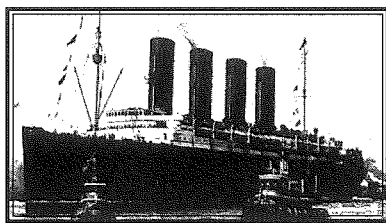


**PHOSGENE GAS** (Combat Card [2/2]): This card gives the French a +1 to attack. I don't like it. The French usually aren't in a position to attack much in the mid-game so the card winds up being recycled *ad nauseum*. Find some way to get it out of your deck.

**CLOAK AND DAGGER** (2/2): Just like **MATA HARI** for the CP. Play it early in the turn for maximum effect.

**LUSITANIA** (3/4, WS +2): Hey, this card adds +2 WS, subtracts a VP, and is only 3/4. Let it sink and cry to the world it wasn't carrying munitions.

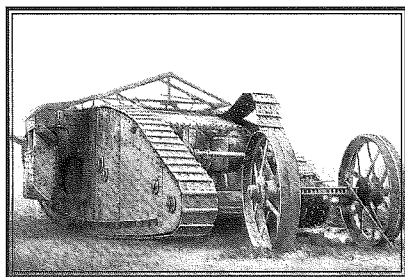
## Weinschneker: LIMITED WAR



**GREAT RETREAT (3/4, WS +1):** In most games, the Russians don't seem to be that hard pressed. Still, this card is a 3/4 that provides WS if you need it.



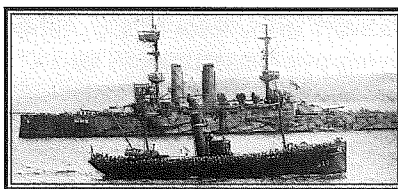
**LANDSHIPS (4/4):** This card generally gets played as RPs. However, I did hear on ConSimWorld about a game where the AP played his card and then drew ROYAL TANK CORPS five times (gave me nightmares). Since ROYAL TANK CORPS is one of the best CCs the AP gets, you'll want to try to play this card before going to TW.



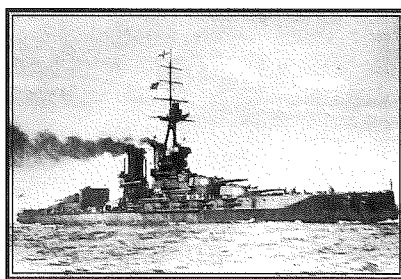
**YUDENITCH (4/4):** This is one of those precious NE armies that can wreck havoc on the Turks. Try to keep the army from getting flipped, so it can advance after combat. Watch out for KEMAL, and SEVERE WEATHER in the mountains.

**SALONIKA (4/4, WS +1):** A good way to get the Serbs back in the game if they've been taken out, and to keep the Bulgarians from reinforcing

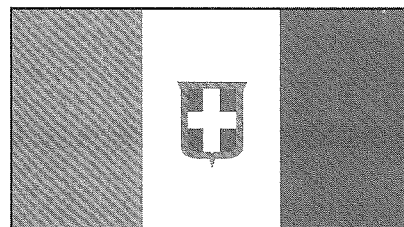
ing the Turks. If you plan on using the MEF, remember you must play that before you can play this card. Which corps to send here is a dilemma. You want to send French, if you plan on playing ARMY OF THE ORIENT. However you rarely have French corps to spare, and the BR corps are better.



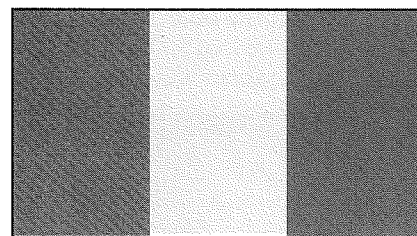
**MEF (4/4, WS +1):** This is the other NE army you can get in LW. You get a chance to deploy it right on Turkey's front door, but it costs 3 Ops to activate. I once got Blitzed in Turkey with these guys. The AP player plopped MEF down; next phase he SRd two corps there; I SRd two Turk corps to Gallipoli. He then proceeded to take Gallipoli by playing BOTH his 5/5s with AIR SUPERIORITY and HURRICANE BARRAGE. All I managed to do (without KEMAL) was kill a single BR corps (which allowed him to play a 4/4 on the last phase to take Constantinople). An improbable draw by the AP to be sure, but certainly a devastating one.



**GRAND FLEET (2/2):** This card is the counter for HIGH SEAS FLEET. Don't play it early in the turn if you can help it, thus keeping the CP wondering whether you have it. Not a bad card to hold either, just in case he does try to play HIGH SEAS FLEET.

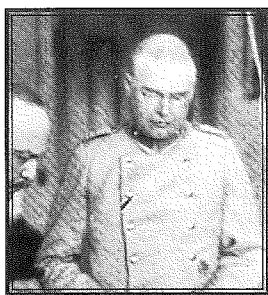


**ITALY (5/5, WS +2):** Deciding when to bring Italy into the war can be vexing. If AH is weak, and has few reserves, it is a good play (even better if the Serbs are still alive). Get some RPs for the Italians right away to bring them up to strength. Move into any mountains AH left unoccupied. A spare British or French army can help out, especially with entrenching.



**ROMANIA (5/5, WS +2):** Unless the Serbs are still around, or you really have AH on the ropes, this is probably a card to play as RPs. The 2 IT RPs can help a great deal. Romanian corps are nothing to write home about, and bringing them in puts 2 VPs at risk. Of course if the CP is at TW and threatening to topple the Tsar, you might as well bring in Romania. Note that the provisional rules require that in TW both Romania and Italy can only be played as events.

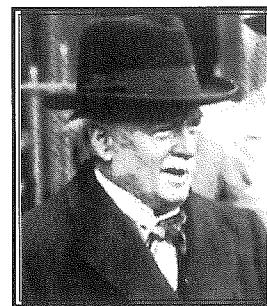




# Total War

## Play of the Total War Deck

By Kris Weinschneker



At this stage of the game, it is difficult to predict what the situation will be on the map. The Central Powers player (CP) may be pushing for Russian Capitulation, or may have broken through the French forts. Turkey could be on the verge of collapse, or untouched. In this article, I try to provide insight into how, where and when to play cards in Total War (TW).

Both sides have 21 Total War cards (five 2/2s, five 3/4s, eight 4/4s and three 5/5s). This makes the average card value 3.43. If you have played an equal number of 2/2 and 3/4 LW events to match the 4/4s and 5/5s, you should be in decent shape. However, it is tough to achieve this, especially for the CP, because most of the cards that add War Status are 4/4s and 5/5s. Therefore, it is best to play the TW 2/2s as events quickly to improve your Ops average. This is where the CP has an advantage, because all CP 2/2s can be removed from the deck (once H-L TAKES COMMAND is played), while two of the AP cards are recycled Combat Cards (CCs).

War Staus can be a sticky wicket in TW. The key card for the CP is H-L TAKES COMMAND, because it allows play of five other cards. Yet, the CP finds it tough to part with a 5/5. I've seen games where hardly any WS cards are played after reaching Total War, because the CP has no interest in toppling the Czar and doesn't want the AP getting the United States into the picture. I'm not sure if the AP should cooperate, however. Even if it is too late to get US troops on the board, 2 VPs can

be had for ZIMMERMANN TELEGRAM and 14 POINTS.

### CP Cards

MUSTARD GAS (2/2, non-recycled CC): A standard "fire and forget" CC that gives a +1 to any GE attack. (I think you should get a bonus VP if you use it in Dijon.)

GERMAN REINFORCEMENTS (GE Fourteen [3/4]; GE Seventeenth & Eighteen [4/4]; 2 corps [2/2, twice]): These cards help the CP prepare for the "final push." The 2/2s give corps that are most likely much needed. The 4/4 with its two armies can be a savior as well, and can really shift the tide if drawn early. The 3/4 is the one you might consider using for Ops or SR depending on the situation.

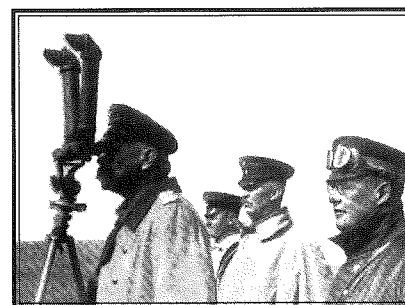
Turkish Reinforcements (YLD [3/4]; AoI [4/4]): These cards can save the Turkish bacon if they are hard pressed (usually a major reason why the CP needs to go to TW). Because the armies are identical but the Ops aren't, it makes sense to play YLD first if you can swing it.

Kaiserschlacht Cards (MICHEL [WS +1], BLUCHER, PEACE OFFENSIVE [all 4/4 non-recycled CCs]): These powerful CCs can break the trench dead-



lock by canceling trench effects. Don't forget they allow flanking also! MICHEL is the strongest, adding a +1 to the attack, along with +1 WS. PEACE OFFENSIVE requires you to advance into the space attacked or lose a VP, and is thus the weakest. These are all good cards to save if you are waiting for H-L TAKES COMMAND.

H-L TAKES COMMAND (5/5; WS +2): I think this card should be played as an event right away. In one of my 20 turn games, I played it as RPs



and I think it cost me the game. This card allows play of the "Kaiserschlacht" CCs which can break the stalemate in the West. The War Status may not be desired if you have given up hope of toppling the Tsar, but remember, the CCs can be played anywhere as long as it is a GE attack. Play of this event also allows you to play two other 2/2's (HOFFMANN and U-BOATS UNLEASHED) as events and thus get them out of your deck.

U-BOATS UNLEASHED (2/2, WS +2): The War Status can be a boom or a bane depending on the situation. The effect is pretty nice especially if you've just hit the British with

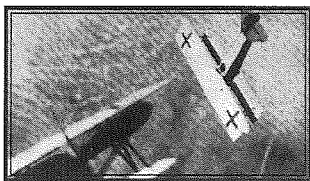


## Weinschneker: TOTAL WAR

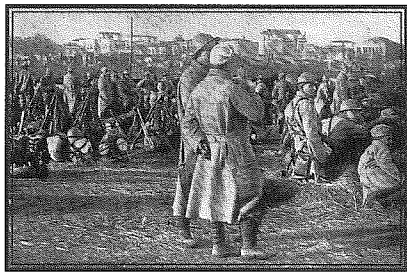
**ZEPPELIN RAIDS** and he is still trying to recover, or if he has played **OVER THERE**. The Allied counter gains him a VP but takes a 4/4 out of his deck.

**HOFFMANN** (2/2, WS +1): This card takes some of the burden off AH and provides War Status. Since it is a 2/2, playing it is not a bad idea.

**VON BELOW, VON HUTIER** (both 3/4 non-recyclable CCs): Both these are sort of *Kaiserschlacht*-Lite cards. They can only be played against a specific nationality. **VON HUTIER** gives the added bonus of firing first and can help capture Riga. **VON BELOW** can help break into that Italian VP gold mine, yet can be rendered ineffective if the AP SRs a British or French corps to help shore up a trenchline.



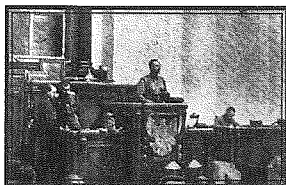
**AIR SUPERIORITY** (3/4, recycled CC): The only recyclable CC added to the CP deck in TW is a good card to use to start off a major offensive (it remains in play if you win the battle).



**FRENCH MUTINY** (4/4, WS +1): A good card for stopping French counterattacks, it adds WS. The VP penalty it will impose on the AP (a third of the remaining turns) for French attacks will handicap him, but this must be weighed against playing a 4/4 card and whether you need (or even want) the WS.

**LOYD GEORGE** (4/4): This card can

be helpful if you have a lot of Level 2 trenches opposing the British. You can leave those spaces garrisoned by corps or reduced armies, and move to attack someone else. Just don't forget (like I did) that the French aren't restricted. Most times, you'll just play this as Ops or RPs, but it can really be helpful on a **FRENCH MUTINY** turn.



**FALL OF TSAR** (5/5): I haven't seen it played yet, but if you are position where you can play it, definitely do so. Save it, if you think you will be able to play it on the next turn as well.

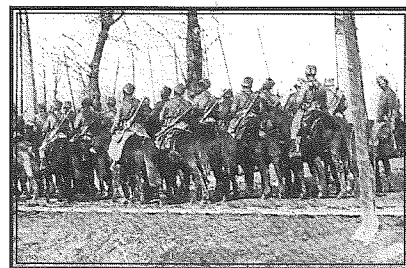


**BOLSHEVIK REVOLUTION** (5/5): If the Tsar has fallen, this card is a good play. The problem is, it is probably the last 5/5 card in your deck. If your deck is fairly small, or about to be reshuffled, you may consider taking the RPs, hoping this card comes back soon. Beware the **KERENSKY OFFENSIVE** though.

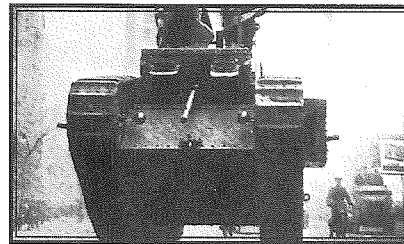
**TREATY OF BREST-LITOVSK** (4/4, WS +1): If you've gotten this far, you might as well knock the Russians out. Your Victory conditions are now relaxed and, you can start SR units from the Russian front to wherever you need them. Just leave garrisons in all the VP hexes, and since you are probably ahead on the VP track, play as many War Status cards as you can to get an Armistice.

## AP Cards

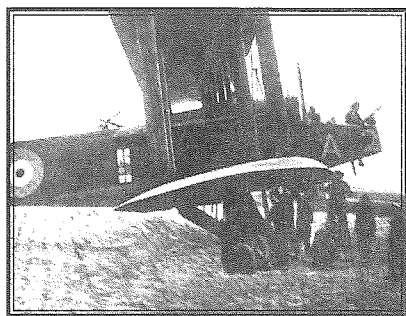
**Recycled Combat Cards** (**MINE ATTACK** [2/2], **THEY SHALL NOT PASS** [2/2], **ROYAL TANK CORPS** [4/4]): **MINE ATTACK** is another CC for the Brits, this one giving +1 against an entrenched defender. It may be a good idea to accumulate some CCs by holding them from turn to turn to get ready for a big British push. **THEY SHALL NOT PASS** is useful in holding the French fort line. Give the German soldiers constipation, and hold Nancy or Verdun. **ROYAL TANK CORPS** can be powerful, provided you've played **LANDSHIPS**. It doesn't allow a flanking attack, but does negate the column shift from trenches.



**KERENSKY OFFENSIVE** (3/4, non-recycled CC): This can only be played after **FALL OF THE TSAR** and before **BOLSHEVIK REVOLUTION**. I've never seen it played (I have yet to see the Tsar fall), yet it seems that it would give the CP one last nasty surprise from the Russians. If you are in a position to play it, I'd say fire away.

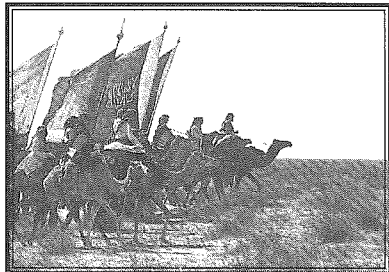


**YANKS AND TANKS** (4/4): While not having a CC designation, that is basically what this card is. The +2 DRM to attacks involving US units is incentive to bring in the Americans.



**INDEPENDANT AIR FORCE (2/2, WS +1):** I would think the only reason for not playing this card would be if the War Status would put the Tsar in jeopardy. Otherwise, play it at the first opportunity. Recently on ConSimWorld, it was suggested that this card is too powerful a counter to WALTER RATHENAU, but I think that depends on when the two cards are played.

**14 POINTS (2/2):** Another card to play as soon as possible, this as a good reason for getting the USA in the ballgame as well.



**ARAB NORTHERN ARMY (3/4):** It is not really an army—just a corp. It is always in supply, but it can't be used to cut supply because it doesn't gain control of a space by merely passing through it. It is good for picking up ungarrisoned VP spaces in Turkey.

**British Reinforcements (BR Fifth Army & 1 corps & PT corps [3/4]):** The only army the AP gets in the West in TW (unless the United States shows up), you may very well need it.

**USA reinforcements (1 corps [2/2]; US First Army & 2 corps [3/4]; US Second Army & 1 corps [4/4]):** Getting these guys on the board is an

exercise in patience (and sometimes futility). It may require the AP to save some big cards from turn to turn (ZIMMERMANN TELEGRAM, OVER THERE, along with the reinforcement cards themselves), but these armies are the equals of the Germans. If you want to get them, it helps to have played a lot of cards as events, thus making your deck smaller.

**GREECE (3/4, WS +1):** With just three puny corps, Greece isn't going to add a lot of punch. Getting a +1 WS from this card is the main reason for playing it.

**BRUSILOV OFFENSIVE (4/4, WS +2):** One of the more powerful AP attack cards, it has the potential to really hurt Austrians defending alone. The +2 WS is an example of a "double edged" play, but if the Tsar is still firmly in power, this card can help the AP to seize the initiative.

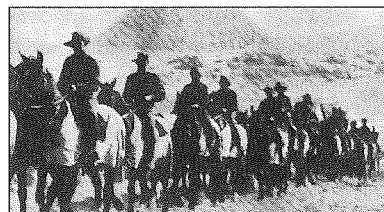
**SINAI PIPELINE (4/4):** This set-up card for Allenby, also gives you a chance to soften the Turkish fort line by eliminating the -3 modifier for the Sinai. If you want to bring down Turkey, this is a card to play.

**ALLENBY (4/4, WS +1):** The most powerful army in the NE, it can really clean house against the Turks, but, as always, beware KEMAL.



**EVERYONE INTO BATTLE (4/4, WS +1):** If you have been forced to mix nationalities to hold a line in the West, this card can come in handy. It might be a useful card to save for a turn or two depending on the situation. The problem is that it tele-

## 4/4 TOTAL WAR



### SINAI PIPELINE\*

Cancels Sinai -3 drm for Allied units only. Summer turn desert effects remain. Allows play of "Allenby".

**A: 1 BR: 2 FR: 2 IT: 1 RU: 3**

graphs your intentions to the CP player; try to distract him someone else before you play it.

**CONVOY (4/4):** The counter for U-BOATS UNLEASHED, play it to cancel the lost BR RP and gain a VP. The loss of a 4/4 can hurt, however, if you haven't managed your deck properly.

**ARMY OF THE ORIENT (5/5):** This card can be a tough call. The army can really put some pressure on the southern flank AH and also threaten Constantinople, but the card it is a 5/5.

**ZIMMERMANN TELEGRAM (5/5, WS +2):** The first step to American entry, it gives the AP a VP, but adds 2 to WS, which can put the Tsar at risk. If combined WS is near 30, and the Tsar is still on firm ground, this is probably a good card to save until you can play it.

**OVER THERE (5/5):** If you are allowed to play it, do so. Save any US reinforcements and bring them on next turn. Plug holes on all the other fronts and gear up as much as you can for an offensive in the West.



# New Scenarios

By Ted Raicer

Here are three new scenarios, allowing you to start the war at different times (playing one year or through to the end of the war).

## 5.7 1915 Scenario

*DESIGN NOTE: The 1915 Short Scenario should be playable in two hours (including set-up time) and features the Central Powers against Russia. The CP have to beware Allied actions not only in the West, but also the possibility of Italian Entry, the MEF and Salonika. Using this scenario as the start of a campaign game presents interesting problems to both sides, and should cut playing time by 20 per cent.*

**5.7.1** The Scenario ends under the exact same conditions as rule 5.5.1 or in the short Tournament version at the end of Fall 1915.

**5.7.2** The 1915 Campaign Victory Conditions are identical to 5.5.2. The Tournament Victory Conditions are as follows: The CP player wins if he has 15 or more VP at the end of the Fall 1915 turn (turn 7). Any other result is an Allied win.

**5.7.3** The 1915 Scenario begins with the Game Markers placed as follows:

**5.7.3.1** Place the Game Turn Marker on the Spring 1915 space (turn 5).

**5.7.3.2** Place the Victory Point marker "Blockade" side up on the 12 space on the General Records Track.

**5.7.3.3** Place the Allied and CP War Status markers on the 6 space on the General Records Track. Place the Combined War Status marker on the 12 space on the War Status Track.

**5.7.3.4** Place the GE, AH, BU, TU, Allied, BR, FR, RU Replacement Markers on the 0 space of the General Records Track.

**5.7.3.5** Place the Current CP Russian VP marker on the 1 space of the General Records Track.

**5.7.3.6** Place the Allied and CP Mandated Offensive markers near their respective tables.

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

**5.7.3.8** Place the Russian Capitulation marker in the God Save The Tsar box of the Russian Capitulation Track.

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

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

**5.7.3.11** Place all other markers within easy reach.

**5.7.4** The 1915 Scenario begins with the following unit setup.

*NOTE: A unit in ( ) is at reduced strength; set it up on its reverse side.*

## Central Powers Setup

### Austria-Hungary

CP Elim/Repl Box: 2 corps  
CP Reserve Box: 3 corps

#### Eastern Front

Cracow: 1<sup>st</sup> Army, 4<sup>th</sup> Army, Trench 1  
Martin: 3<sup>rd</sup> Army  
Miskolcz: (2<sup>nd</sup> Army)  
Uzhgorod: 2 corps  
Munkacs: 7<sup>th</sup> Army

#### Balkan Front

Timisvar: 1 corps  
Novi Sad: (5<sup>th</sup>) Army  
Sarajevo: (6<sup>th</sup>) Army

#### Italian Front

Trent: 1 corps, Trench 1  
Villach: 1 corps, Trench 1  
Trieste: 1 corps, Trench 1

### Germany

CP Reserve Box: 3 Corps

#### Western Front

Liege: CP control, Fort Destroyed  
Antwerp: CP control, Fort Destroyed  
Brussels: CP control  
Ostend: 4<sup>th</sup> Army, 1 corps, Trench 1  
Cambrai: 1<sup>st</sup>, 2<sup>nd</sup>, 6<sup>th</sup> Armies, Trench 1  
Sedan: 3<sup>rd</sup> and 7<sup>th</sup> Armies, Trench 2

Metz: 5<sup>th</sup> Army, 1 corps, Trench 2  
Strasbourg: 3 corps, Trench 2  
Mulhouse: 2 corps, Trench 1

#### Eastern Front

Libau: CP Control  
Memel: 1 corps  
Insterberg: (10<sup>th</sup> Army)  
Tannenberg: (8<sup>th</sup> Army)  
Plock: CP Control  
Thorn: 1 corps  
Lodz: 9<sup>th</sup> Army  
Czestochowa: 1 corps  
Cracow: 11<sup>th</sup> Army  
Uzhgorod: 1 corps

### Turkey

Constantinople: 2 corps  
Giresun: Trench 1  
Gallipoli: 2 corps  
Cana Kale: 1 corps  
Adana: 1 corps  
Trebizond: 1 corps  
Erzerum: 1 corps  
Van: 1 corps  
Bagdhad: 2 corps, Trench 1  
Gaza: 1 corps, Trench 1  
Bersheeba: 1 corps  
Medina 1 corps

## Allied Powers Setup

### Belgium

Allied Reserve Box: 1 corps  
Calais: (1st Army)

### Britain

Permanently Eliminated/Removed:  
BEF Army, BEF Corps  
Allied Reserve Box: 2 corps

#### Western Front

Calais: 1<sup>st</sup> Army, Trench 1  
Amiens: 2<sup>nd</sup> Army, Trench 1

#### Near East Front

Basra: 2 corps, Trench 1  
Port Said: 1 corps, Trench 1  
Cairo: 1 corps, Trench 1

### France

Allied Elim/Repl Box: 3 Corps  
Allied Reserve Box: 4 Corps

Amiens: 2<sup>nd</sup>, 10<sup>th</sup> Armies  
Paris: Trench 1  
Chateau-Thierry: 5<sup>th</sup>, 6<sup>th</sup>, 9<sup>th</sup> Armies, Trench 1  
Verdun: 3<sup>rd</sup>, 4<sup>th</sup> Armies, Trench 1  
Nancy: (1<sup>st</sup> Army), 1 corp, Trench 2  
Belfort: 2 corps, Trench 1

### Montenegro

Centinje: 1 corps



## Russia

Allied Elim/Repl Box: 10<sup>th</sup> Army, 2 corps

Allied Reserve Box: 4 corps

Riga: 1 corps, Trench 1

Szawli: (5<sup>th</sup>) Army

Kovno: 1 corps

Grodno: 1 corps

Lomza: 12<sup>th</sup> Army

Warsaw: 1<sup>st</sup> Army and (2<sup>nd</sup> Army)

Ivangorod: (4<sup>th</sup> Army)

Tarnow: (3<sup>rd</sup> Army)

Gorlice: 1 corps

Przemysl: 8<sup>th</sup> Army, Fort Destroyed

Lemberg: Allied Control

Tarnopol: Allied Control

Stanislaw: 11<sup>th</sup> Army

Czernowitz: (9<sup>th</sup> Army)

Odesa: 1 corps, Trench 1

### Near East Front

Batum: 1 corps

Kars: 1 corps

Erivan: 1 corps

## Serbia

Allied Reserve Box: 2 Corps

Belgrade: (1<sup>st</sup> Army)

Valjevo: (2<sup>nd</sup> Army)

## Neutral Setup

### Italy

Allied Reserve Box: 4 corps

Turin: 1 corps

Verona: (1<sup>st</sup> Army), Trench 1

Asiago: (4<sup>th</sup> Army), Trench 1

Maggiore: (3<sup>rd</sup> Army), Trench 1

Udine: (2<sup>nd</sup> Army), Trench 1

Rome: 1 corps

Taranto: 1 corps

## 5.7.5 Initial Strategy Cards

5.7.5.1 The Central Powers player begins the scenario having played the following events:

- #1 GUNS OF AUGUST
- #2 WIRELESS INTERCEPTS
- #5 LANDWEHR
- #6 ENTRENCH
- #7 GERMAN REINFORCEMENTS (9<sup>th</sup> Army)
- #8 RACE TO THE SEA
- #9 REICHSTAG TRUCE
- #10 SUD ARMY
- #11 OBEROST
- #12 GERMAN REINFORCEMENTS (10<sup>th</sup> Army)
- #13 FALKENHAYN
- #14 AUSTRIA-HUNGARY REINF. (7<sup>th</sup> Army)
- #15 CHLORINE GAS
- #21 GERMAN REINFORCEMENTS (11<sup>th</sup> Army)

The German player starts with card #22 GERMAN REINFORCEMENTS (12<sup>th</sup> Army) in his hand and randomly draws six additional cards for his opening hand from his remaining Mobilization and Limited War cards.

5.7.5.2 The Allied player begins the scenario having played the following events:

- #1 BRITISH REINFORCEMENTS (2<sup>nd</sup> Army)
- #2 BLOCKADE
- #3 RUSSIAN REINFORCEMENTS (11<sup>th</sup> Army)
- #4 PLEVE
- #6 WITHDRAWAL
- #9 MOLTKE
- #10 FRENCH REINFORCEMENTS (10<sup>th</sup> Army)
- #11 RUSSIAN REINF. (9<sup>th</sup>/10<sup>th</sup> Armies)
- #13 RAPE OF BELGIUM
- #14 BRITISH REINFORCEMENTS (1<sup>st</sup> Army)
- #32 RUSSIAN REINFORCEMENTS (12<sup>th</sup> Army)

The Allied player randomly draws seven cards for his opening hand from his remaining Mobilization and Limited War cards.

## 5.8 1916 Scenario

*DESIGN NOTE: The 1916 Scenario begins at a crucial moment in the war, following the Central Power victories in Poland and Serbia in the second half of 1915. Historically, this was followed by the German offensive at Verdun and an Austrian offensive in Italy. These two campaigns, in turn, left the Eastern Front dangerously weak, and the Austrians were nearly knocked out of the war by the Brusilov Offensive, while the British attack at the Somme added a second bloodbath to the Western Front. Though players are faced with the situation as of the winter of 1916, they are not bound to the historical plans; the situation presents many interesting opportunities—and dangers—to both sides.*

5.8.1 The 1916 Scenario ends under the exact same conditions as rule 5.5.1.

5.8.2 The 1916 Victory Conditions are identical to 5.5.2.

5.8.3 The 1916 Scenario begins with the Game Markers placed as follows:

5.8.3.1 Place the Game Turn Marker on the Winter 1916 space (Turn 8).

5.8.3.2 Place the Victory Point marker "Blockade" side up on the 15 space on the General Records Track. It is assumed that the CP player lost a VP for a failed peace offer earlier in the game. This is mainly for play balance.

5.8.3.3 Since both players are at Total War the CP and Allied War Status markers are not used. Place the Combined War Status marker on the 26 space on the War Status Track.

5.8.3.4 Place the GE, AH, BU, TU, Allied, BR, FR, IT, RU Replacement

Markers on the 0 space of the General Records Track. The GE RP marker should be on its Rathenau side.

5.8.3.5 Place the Current CP Russian VP marker on the 3 space of the General Records Track.

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

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

5.8.3.8 Place the Russian Capitulation marker in the Tsar Takes Command box of the Russian Capitulation Track.

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

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

5.8.3.11 Place all other markers within easy reach.

5.8.4 The 1916 Scenario begins with the following unit setup.

*NOTE: A unit in ( ) is at reduced strength; set it up on its reverse side.*

## Central Powers Setup

### Austria-Hungary

CP Elim/Repl Box: 6<sup>th</sup> and 10<sup>th</sup> Armies  
CP Reserve Box: 2 corps

#### Eastern Front

Pinsk: 1 corps, Trench 1

Kovel: 3 corps

Lutsk: (4<sup>th</sup> Army), Trench 1, Fort Destroyed

Tarnopol: (2<sup>nd</sup> Army), Trench 1

Czernowitz: (7<sup>th</sup> Army)

Cracow: Trench 1

Przemysl: Fort Destroyed

#### Balkan Front

Cluj: (1<sup>st</sup> Army)

Tirana: 2 corps

Belgrade: Fort Destroyed, CP Control

Centinje: CP Control

Valjevo: CP Control

Nis: CP Control

Skopje: CP Control

#### Italian Front

Trent: (3<sup>rd</sup> and 11<sup>th</sup> Armies) Trench 1

Villach: 3 corps, Trench 1

Trieste: 5<sup>th</sup> Army, Trench 1

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### Bulgaria

Monastir: (1 corps) and 1 corps  
Strumitsa: (1 corps) and 1 corps  
Kavalla: (1 corps) and 1 corps

### Germany

CP Elim/Repl Box: 9<sup>th</sup> Army, 2 corps  
CP Reserve Box: 4 corps

#### Western Front

Ostend: 4<sup>th</sup> Army, 2 corps, Trench 1  
Brussels: (1 corps)  
Cambrai: 2<sup>nd</sup> Army, 1 corps, Trench 1  
Sedan: (1<sup>st</sup> and 7<sup>th</sup> Armies), Trench 2  
Metz: (3<sup>rd</sup>) and 5<sup>th</sup> Armies, 1 corps, Trench 2  
Strasbourg: 6<sup>th</sup> Army, Trench 2  
Mulhouse: 2 corps, Trench 1  
Antwerp: Fort Destroyed, CP Control  
Liege: Fort Destroyed, CP Control

#### Eastern Front

Szawli: (10<sup>th</sup> Army), Trench 1  
Libau: CP Control  
Kovno: CP Control, Fort Destroyed  
Vilna: 8<sup>th</sup> Army, Trench 1  
Grodno: 12<sup>th</sup> Army, Trench 1, Fort Destroyed  
Plock: CP Control  
Lomza: CP Control, Fort Destroyed  
Bialystok: CP Control  
Lodz: CP Control  
Warsaw: CP Control, Fort Destroyed  
Brest Litovsk: CP Control, Fort Destroyed  
Pinsk: 1 corps  
Czestochowa: CP Control  
Ivangorod: CP Control, Fort Destroyed  
Lublin: CP Control  
Tarnopol: (1 corps)  
Konigsberg: Trench 1

#### Balkan Front

Szeged: (11<sup>th</sup> Army)

### Turkey

CP Elim/Repl Box: 1 corps  
Constantinople (1 corps)  
Giresun: (1 corps), Trench 1  
Erzingan: (2 corps)  
Diyarbakir: 3 corps  
Kut: 1 corps  
Baghdad: (1 corps), Trench 1  
Gaza: 2 corps, Trench 1  
Bersheeba: 1 corps  
Medina: 1 corps

## Allied Powers Setup

### Belgium

Allied Reserve Box: 1 corps  
Calais: (1st Army)

### Britain

Permanently Eliminated/Removed:  
BEF Army, BEF Corps, MEF Army,  
1 BR corps  
Allied Reserve Box: 2 corps, AUS  
Corps, CND Corps

#### Western Front

Calais: (1<sup>st</sup> and 2<sup>nd</sup> Armies), Trench 1  
Amiens: 3<sup>rd</sup> Army, Trench 1

#### Balkan Front

Salonika 1 corps

#### Near East Front

Alexandria: 1 corps  
Basra: 1 corps, Trench 1  
Sinai: (1 corps) and 1 corps  
Port Said: Trench 1  
Cairo: Trench 1

### France

Allied Elim/Repl Box: 2<sup>nd</sup> and 9<sup>th</sup>  
Armies, 1 corps  
Allied Reserve Box: 4 corps

#### Western Front

Paris: (10<sup>th</sup> Army), Trench 1  
Chateau-Thierry: 6<sup>th</sup> Army, 1 corps, Trench 1  
Verdun: 4<sup>th</sup> Army and (3<sup>rd</sup> Army), Trench 2  
Bar le Duc: (5<sup>th</sup> Army)  
Nancy: (1<sup>st</sup> Army) and 7<sup>th</sup> Army, Trench 2  
Belfort: 2 corps, Trench 1

#### Balkan Front

Salonika: 2 corps

### Italy

Allied Elim/Repl Box: 2 corps  
Allied Reserve Box: 2 corps  
Verona: 1<sup>st</sup> Army, Trench 1  
Asiago: 4<sup>th</sup> and 5<sup>th</sup> Armies, Trench 1  
Maggiore: 2<sup>nd</sup> Army, Trench 1  
Udine: 3<sup>rd</sup> Army, 1 corps, Trench 1

#### Balkan Front

Valona: 2 corps

### Montenegro

Allied Elim/Repl Box: 1 corps

### Russia

Allied Elim/Repl Box: 12<sup>th</sup> Army, 1 corps  
Allied Reserve Box: 3 corps  
Riga: 6<sup>th</sup> Army, 2 corps, Trench 1  
Dvinsk: 1<sup>st</sup> and 5<sup>th</sup> Armies  
Moldechno: (2<sup>nd</sup>) and 10<sup>th</sup> Armies  
Baranovichi: 4<sup>th</sup> Army, 2 corps  
Sarny: (3<sup>rd</sup> Army)  
Rovno: (8<sup>th</sup> Army and 1 corps)  
Dubno: (7<sup>th</sup> and 11<sup>th</sup> Armies, 1 corps)  
Kamenets Podolski: (9<sup>th</sup> Army), 1 corps  
Odessa: 1 corps, Trench 1

#### Near East Front

Rize: Allied Control  
Trebizond: 1 corps, Fort Destroyed  
Eleskirt: Allied Control  
Erzerum: (Cau Army), 1 corps, Fort Destroyed  
Van: Allied Control  
Bitlis (1 corps)  
Hamadan: 1 corps

### Serbia

Allied Elim/Repl Box: 1<sup>st</sup> and 2<sup>nd</sup>  
Armies  
Allied Reserve Box: 2 corps

## Neutral Setup

### Greece

Though still neutral, set up its three corps, because SALONIKA has been played.  
Florina: 1 corps  
Larisa: 1 corps  
Athens: 1 corps

## 5.8.5 Initial Strategy Cards

5.8.5.1 The Central Powers player begins the scenario having played the following events:

- #1 GUNS OF AUGUST
- #2 WIRELESS INTERCEPTS
- #5 LANDWEHR
- #6 ENTRENCH
- #7 GERMAN REINFORCEMENTS (9<sup>th</sup> Army)
- #8 RACE TO THE SEA
- #9 REICHSTAG TRUCE
- #10 SUD ARMY
- #11 OBEROST
- #12 GERMAN REINFORCEMENTS (10<sup>th</sup> Army)
- #13 FALKENHAYN
- #14 AUSTRIA-HUNGARY REINF. (7<sup>th</sup> Army)
- #15 CHLORINE GAS
- #20 AUSTRIA-HUNGARY REINF. (10<sup>th</sup> Army)
- #21 GERMAN REINFORCEMENTS (11<sup>th</sup> Army)
- #22 GERMAN REINFORCEMENTS (12<sup>th</sup> Army)
- #23 AUSTRIA-HUNGARY REINF. (11<sup>th</sup> Army)
- #27 ZEPPELIN RAIDS
- #28 TSAR TAKES COMMANDS
- #32 WAR IN AFRICA
- #33 WALTER RATHENAU (Still Active)
- #34 BULGARIA

The Central Power player begins with #26 PLACE OF EXECUTION in his hand and randomly draws six additional cards from the Total War deck shuffled together with the eleven remaining cards from the Mobilization/Limited War decks.

5.8.5.2 The Allied player begins the scenario having played the following events:

- #1 BRITISH REINFORCEMENTS (2<sup>nd</sup> Army)
- #2 BLOCKADE
- #3 RUSSIAN REINFORCEMENTS (11<sup>th</sup> Army)
- #4 PLEVE

- #6 WITHDRAWAL
- #9 MOLTKE
- #10 FRENCH REINFORCEMENTS (10<sup>th</sup> Army)
- #11 RUSSIAN REINF. (9<sup>th</sup>/10<sup>th</sup> Armies)
- #13 RAPE OF BELGIUM
- #14 BRITISH REINFORCEMENTS (1<sup>st</sup> Army)
- #17 ITALY
- #20 BRITISH REINF. (AUS & CND Corps)
- #22 ITALIAN REINFORCEMENTS (5<sup>th</sup> Army)
- #24 FRENCH REINFORCEMENTS (7<sup>th</sup> Army)
- #25 RUSSIAN REINF. (6<sup>th</sup>/7<sup>th</sup> Armies)
- #26 LUSITANIA
- #27 GREAT RETREAT
- #29 YUDENITCH
- #30 SALONIKA
- #31 MEF
- #32 RUSSIAN REINFORCEMENTS (12<sup>th</sup> Army)
- #34 BRITISH REINFORCEMENTS (3<sup>rd</sup> Army)

The Allied player begins with #28 LANDSHIPS in his hand and randomly draws six additional cards from the Total War deck shuffled together with the eleven remaining cards from the Mobilization/Limited War decks.

## 5.9 1917 Scenario

*DESIGN NOTE: 1917 Scenario presents the CP player with the classic race against time, as he struggles to nail down victory before the Americans arrive. It is playable in four hours.*

**5.9.1** The 1917 Scenario ends under the exact same conditions as rule 5.5.1.

**5.9.2** The 1917 Victory Conditions are identical to 5.5.2.

**5.9.3** The 1917 Scenario begins with the Game Markers placed as follows:

**5.9.3.1** Place the Game Turn Marker on the Summer 1917 space (turn 14).

**5.9.3.2** Place the Victory Point marker "Blockade" side up on the 14 space of the General Records Track.

**5.9.3.3** Since both players are at Total War, the CP and Allied War Status markers are not used. Place the Combined War Status marker on the 34 space on the War Status Track.

*DESIGN NOTE: Players will note that the actual Combined War Status total at this point, based on the events played, would be 38, not 34. That is because the decks contain "extra" War Status points to allow for unplayed events during a campaign game. This has no effect on earlier scenarios, but a slight degree of "fudge" is required for this scenario.*

**5.9.3.4** Place the GE, AH, BU, TU, Allied, BR, FR, IT, RU Replacement Markers on the 0 space of the General Records Track. The GE RP marker should be on its Rathenau side.

**5.9.3.5** Place the Current CP Russian VP marker on the 3 space of the General Records Track.

**5.9.3.6** Place Tsar Fell CP Russian VP marker on the 3 space of the General Records Track.

**5.9.3.7** Place the Allied and CP Mandated Offensive markers near their respective tables. Players will roll normally for MOs.

**5.9.3.8** Place the US Entry marker in the Zimmerman Telegram box on the US Commitment Track.

**5.9.3.9** Place the Russian Capitulation marker in the Fall of the Tsar box of the Russian Capitulation Track.

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

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

**5.9.3.12** Place all other markers within easy reach.

**5.9.4** The Total War Scenario begins with the following unit setup.

*Note: A unit in ( ) is at reduced strength; set it up on its reverse side.*

## Central Powers Setup

### Austria-Hungary

Permanently Eliminated/Removed: 4<sup>th</sup> Army

CP Eliminated/Replaceable Box: 2 corps

CP Reserve Box: 2 corps

### Eastern Front

Pinsk: 1 corps, Trench 1

Kovel: 2<sup>nd</sup> Army, Trench 1

Lublin: 2 corps

Lemberg: 3<sup>rd</sup> Army

Stanislaw: 2 corps

Munkacs: (7<sup>th</sup> Army)

Ploesti: 1<sup>st</sup> Army

Galatz: (1 corps)

Targu Jiu: CP Control

Carte de Arges: CP Control

Caracal: CP Control

Bucharest: CP Control

Cracow: Trench 1

### Balkan Front

Tirana: 1 corps

Skopje: 6<sup>th</sup> Army

Belgrade: Fort Destroyed, CP Control

Centinje: CP Control

Valjevo: CP Control

Nis: CP Control

### Italian Front

Trent: 11<sup>th</sup> Army, Trench 1

Villach: 10<sup>th</sup> Army, Trench 1

Trieste: 5<sup>th</sup> Army, Trench 1

## Bulgaria

Strumitsa: 2 corps and (1 corps), Trench 1

Phillipoli: 1 corps and (1 corps)

Galatz: (1 corps)

## Germany

CP Elim/Repl Box: 1 corps

CP Reserve Box: 4 corps

### Western Front

Ostend: 4<sup>th</sup> Army, 2 corps, Trench 2

Cambrai: 2<sup>nd</sup>, 6<sup>th</sup> and 7<sup>th</sup> Armies, Trench 2

Sedan: 1<sup>st</sup> and 3<sup>rd</sup> Armies, 1 corps, Trench 2

Metz: 5<sup>th</sup> Army, 2 corps, Trench 2

Strasbourg: 3 corps, Trench 2

Mulhouse: 2 corps, Trench 2

Brussels: CP Control

Antwerp: Fort Destroyed, CP Control

Liege: Fort Destroyed, CP Control

### Eastern Front

Libau: CP Control

Szawli: 8<sup>th</sup> Army, Trench 1

Vilna: 10<sup>th</sup> Army, 1 corps, Trench 2

Grodno: 12<sup>th</sup> Army, Trench 1, Fort Destroyed

Przemysl: 9<sup>th</sup> Army, Fort Destroyed

Stanislaw: 1 corps

Ploesti: 1 corps

Galatz: (11<sup>th</sup> Army)

Konigsberg: Trench 1

Warsaw: Fort Destroyed, CP Control

Lodz: CP Control

Plock: CP Control

Bialystok: CP Control

Czestochowa: CP Control

Lomza: Fort Destroyed, CP Control

Kovno: Fort Destroyed, CP Control

Ivangorod: Fort Destroyed, CP Control

Brest Litovsk: Fort Destroyed, CP Control

### Balkan Front

Skopje: 1 corps

## Turkey

Permanently Eliminated/Removed: SN Corp

CP Elim/Repl Box: 2 corps

Constantinople 1 corps

## Raicer: NEW SCENARIOS

Giresun: (1 corps), Trench 1  
Sivas: 1 corps  
Kharput: 1 corps  
Diyarbakir: 1 corps  
Aleppo: 1 corps  
Mosul: 2 corps  
Gaza: 2 corps, Trench 1  
Bersheeba: 1 corps  
Medina 1 corps

### Allied Powers Setup

#### Belgium

Allied Reserve Box: 1 corps  
Calais: (1<sup>st</sup> Army)

#### Britain

Permanently Eliminated/Removed:  
BEF Army, BEF Corps, MEF Army,  
1 BR corps  
Allied Elim/Repl Box: 4<sup>th</sup> Army  
Allied Reserve Box: 3 corps, AUS  
Corps, CND Corps, PT Corps

#### Western Front

Calais: 1<sup>st</sup> and 5<sup>th</sup> Armies, Trench 1  
Amiens: 2<sup>nd</sup> and 3<sup>rd</sup> Armies, Trench 1

#### Balkan Front

Kavalla: 2 corps

#### Near East Front

Baghdad: 1 corps  
Sinai: 2 corps  
Port Said: Trench 1  
Cairo: Trench 1  
Basra: 1 corps, Trench 1  
Kut: Allied Control  
Qurna: Allied Control  
Samawah: Allied Control  
An Nasiriya: Allied Control  
Kermanshah: Allied Control  
Libya: Allied Control

#### France

Allied Elim/Repl Box: 9<sup>th</sup> and 10<sup>th</sup>  
Armies, 1 corps  
Allied Reserve Box: 4 corps

#### Western Front

Paris: (1<sup>st</sup> Army), Trench 1  
Chateau-Thierry: 5<sup>th</sup> and 6<sup>th</sup> Armies, (1  
corps), Trench 1  
Verdun: 3<sup>rd</sup> and 4<sup>th</sup> Armies, 1 corps,  
Trench 2  
Nancy: 1 corps, 2nd Army, Trench 2  
Belfort: (7<sup>th</sup> Army), Trench 1

#### Balkan Front

Monastir: 1 corps  
Salonika: 1 corps

#### Italy

Allied Reserve Box: 3 corps  
Verona: 1<sup>st</sup> Army, 1 corps, Trench 1  
Asiago: 4<sup>th</sup> and 5<sup>th</sup> Armies, Trench 1

Maggiore: 2<sup>nd</sup> Army, Trench 1  
Udine: 3<sup>rd</sup> Army, 2 corps, Trench 1  
Venice: Trench 1

#### Balkan Front

Valona: 1 corps

#### Montenegro

Allied Elim/Repl Box: 1 corps

#### Romania

Allied Elim/Repl Box: 4 corps  
Berlad: (1 corps)  
Ismail: (1 corps)

#### Russia

Permanently Eliminated/Removed:  
CAU Army  
Allied Elim/Repl Box: 9 corps  
Allied Reserve Box: 2 corps

Riga: 12<sup>th</sup> Army, Trench 1  
Dvinsk: 1<sup>st</sup> and 5<sup>th</sup> Armies  
Moldechno: 2<sup>nd</sup> and 10<sup>th</sup> Armies  
Baranovich: 4<sup>th</sup> Army  
Sarny: (3<sup>rd</sup> Army)  
Lutsk: 8<sup>th</sup> Army, Fort Destroyed  
Tarnopol: 11<sup>th</sup> Army, 1 corps  
Czernowitz: 7<sup>th</sup> Army  
Berlad: (9<sup>th</sup> Army), 1 corps  
Ismail: (6<sup>th</sup> Army)  
Odessa: 1 corps, Trench 1

#### Near East Front

Trebizond: 1 corps, Fort Destroyed  
Erzerum: 1 corps, Fort Destroyed  
Erzingan: 1 corps  
Van: 1 corps

#### Serbia

Allied Reserve Box: 2 corps  
Monastir: (1<sup>st</sup> Army)  
Salonika: (2<sup>nd</sup> Army)

### Neutral Setup

#### Greece

Though still neutral, set up its three  
corps, because SALONIKA has been  
played.  
Florina: 1 corps  
Larisa: 1 corps  
Athens: 1 corps

### 5.9.5 Initial Strategy Cards

5.9.5.1 The Central Powers player  
begins the scenario having played the  
following events:

- #1 GUNS OF AUGUST
- #2 WIRELESS INTERCEPTS
- #5 LANDWEHR
- #6 ENTRENCH
- #7 GERMAN REINFORCEMENTS (9<sup>th</sup> Army)
- #8 RACE TO THE SEA
- #9 REICHSTAG TRUCE
- #10 SUD ARMY

- #11 OBEROST
- #12 GERMAN REINFORCEMENTS (10<sup>th</sup> Army)
- #13 FALKENHAYN
- #14 AUSTRIA-HUNGARY REINF. (7<sup>th</sup> Army)
- #15 CHLORINE GAS
- #17 MATA HARI
- #19 FLAMETHROWERS
- #20 AUSTRIA-HUNGARY REINF. (10<sup>th</sup> Army)
- #21 GERMAN REINFORCEMENTS (11<sup>th</sup> Army)
- #22 GERMAN REINFORCEMENTS (12<sup>th</sup> Army)
- #23 AUSTRIA-HUNGARY REINF. (11<sup>th</sup> Army)
- #24 LIBYAN REVOLT
- #25 HIGH SEAS FLEET
- #26 PLACE OF EXECUTION
- #27 ZEPPELIN RAIDS
- #28 TSAR TAKES COMMANDS
- #29 11<sup>th</sup> ARMY
- #32 WAR IN AFRICA
- #33 WALTER RATHENAU (Still Active)
- #34 BULGARIA
- #35 MUSTARD GAS
- #36 U-BOATS UNLEASHED (Still Active)
- #37 HOFFMAN
- #38 GERMAN REINFORCEMENTS (2 corps)
- #39 GERMAN REINFORCEMENTS (2 corps)
- #47 FRENCH MUTINY
- #52 FALL OF THE TSAR
- #54 H-L TAKE COMMAND

From the remaining cards he draws his  
normal seven-card hand.

5.9.5.2 The Allied player begins the  
scenario having played the following  
events:

- #1 BRITISH REINFORCEMENTS (2<sup>nd</sup> Army)
- #2 BLOCKADE
- #3 RUSSIAN REINFORCEMENTS (11<sup>th</sup> Army)
- #4 PLEVE
- #6 WITHDRAWAL
- #8 RUSSIAN REINFORCEMENTS (2 corps)
- #9 MOLTKE
- #10 FRENCH REINFORCEMENTS (10<sup>th</sup> Army)
- #11 RUSSIAN REINF. (9<sup>th</sup>/10<sup>th</sup> Armies)
- #13 RAPE OF BELGIUM
- #14 BRITISH REINFORCEMENTS (1<sup>st</sup> Army)
- #15 BRITISH REINFORCEMENTS (4<sup>th</sup> Army)
- #16 ROMANIA
- #17 ITALY
- #20 BRITISH REINF. (AUS & CND Corps)
- #21 PHOSGENE GAS
- #22 ITALIAN REINFORCEMENTS (5<sup>th</sup> Army)
- #23 CLOAK AND DAGGER
- #24 FRENCH REINFORCEMENTS (7<sup>th</sup> Army)
- #25 RUSSIAN REINF. (6<sup>th</sup>/7<sup>th</sup> Armies)
- #26 LUSITANIA
- #27 THE GREAT RETREAT
- #28 LANDSHIPS
- #29 YUDENITCH
- #30 SALONIKA
- #31 MEF
- #32 RUSSIAN REINFORCEMENTS (12<sup>th</sup> Army)
- #33 GRAND FLEET
- #34 BRITISH REINFORCEMENTS (3<sup>rd</sup> Army)
- #42 BR REINFORCEMENTS (5<sup>th</sup> Army/PT)
- #46 BRUSILOV OFFENSIVE
- #54 ZIMMERMANN TELEGRAM

From the remaining cards he draws his  
normal seven-card hand.



# Adding More Paths to Your Deck

By Ted Raicer

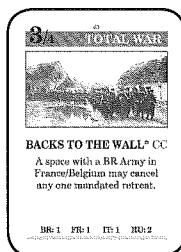
The use of cards #56 to #65 (enclosed in this magazine) is optional. They may be used in one of the following two ways:

- 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 article on page 30).
- 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.



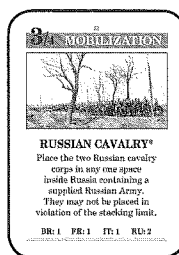
**BACKS TO THE WALL:** Order Issued by Douglas Haig to the BEF on April 12, 1918: "With Our Backs to the wall and believing in the justice of our cause, each one of us must fight on to the end."

**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.

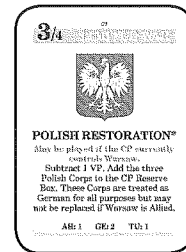
**ALBERICH:** Code name for the destructive German withdrawal to the Hindenburg Line in early 1917 that



pulled the rug out from under the planned Allied offensive.

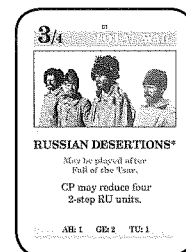
**HAIG:** Douglas Haig commanded the BEF in France during two prolonged bloodbaths at the Somme and Third Ypres where little ground was gained.

**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 half-hearted 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.



# PoG Supply

By Ananda Gupta

*"Whoa, I didn't see that hole."*

*"That corps just cut off the <insert nationality here> army!"*

*"That one space supplies my entire expeditionary force!"*

Sound familiar? The supply rules in *PATHS OF GLORY* (hereafter PoG) have fast gained notoriety for their rigor (some would say cruelty). Most beginners' games end not in a standard sort of VP-level victory but in the wholesale supply attrition of a major nation's forces. This article is NOT about how to protect supply lines. That is simple—before you play any card, gaze at your position on each front. If you see a hole that enemy units can move through, fill it. However, not all holes are equal, which is the subject of this article—the places on the map that are especially critical for players to watch for supply reasons. After a few games one tends to get an intuitive grasp of these "supply traps" on the map, but even experts tend to neglect some of them, losing the game as a result.

## WESTERN FRONT

There are three critical points in the West for the Central Powers (CP), and three for the Allied Powers (AP). For the CP, Sedan is the most critical space. It is the linchpin of the German effort in France. If it is lost (or carelessly left open), the entire right wing can be put out of supply (OOS) in one untelegraphed move. Moreover it is difficult to reinforce any part of the front without holding Sedan strongly. The logistical importance of this space justifies early and focused efforts to hold and entrench it.

The other two spaces are Brussels and Strasbourg. Brussels is the sole lifeline to Ostend and Antwerp. Because Cambrai is often very difficult to hold through the mid-game, Brussels should receive a trench regardless of whether or not the CP intends to hold Cambrai. The price of a too-weak fallback position in Brussels is just too high. If Brussels falls, the AP not only cut off forces in Ostend, but also can reinforce or regain the VP for Antwerp.

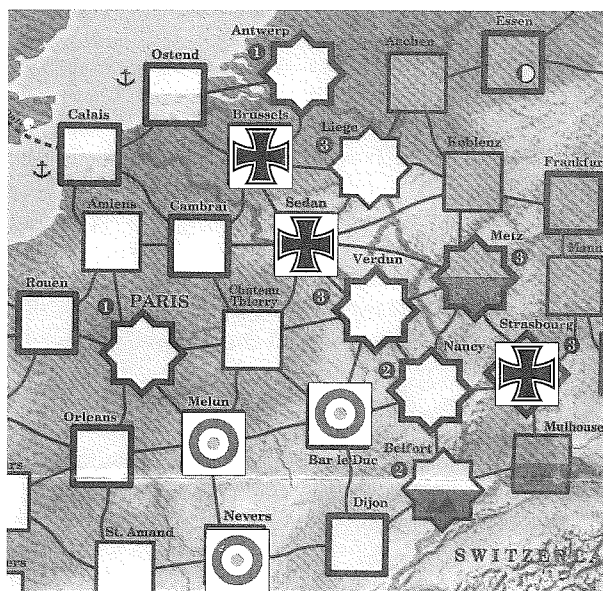
Strasbourg is most noteworthy at the beginning of the game, when the reduced GE Seventh Army in Mulhouse traces supply through it alone—and it doesn't start with a trench. Therefore, unless one plans to use the Seventh up north (conceding Mulhouse, or leaving a corps there), Strasbourg must be entrenched and reinforced with a corps.

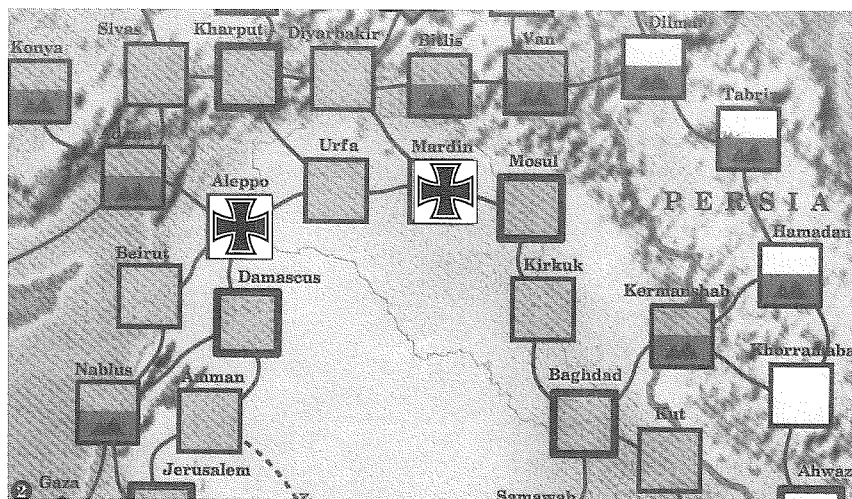
For the Allies, the critical supply points depend on the location of the German frontline, but if the Germans occupy a historical Ostend-Cambrai-Sedan-Metz line, then the Allies most need to look out for Bar le Duc and Melun. A move into Chateau-Thierry can bust a hole at either of those spots and cut off the entire French frontline. Sometimes the French don't have the cards to immediately kick two German armies out of Chateau-Thierry. It is generally good policy to entrench Bar le Duc as a matter of course, in case of bad luck or the timing of a German attack on Verdun. Still, as long as the Germans are not above the typical eight or nine armies in the west, occupation of these two spaces will be enough to provide an action phase's warning against a major western front supply threat.

Another key space is Nevers, which allows the French frontline to remain in sea supply via Marseilles if the Germans have romped through northern and western France. Admittedly that is an unlikely scenario, but a single corps running through Amiens and past Paris can become a game-breaker rather than a nuisance if the French do not make sure to keep this southern supply route out of enemy hands.

## THE NEAR EAST

The Turks have enough problems as it is—terrible troops that die easily and take not just RPs but SRs to return to the map, no armies until Total War, and multiple fronts to juggle. It is nearly impossible to stop the Allies from gaining at least 2 or 3 VPs in Turkey. There are 7 VPs in Turkey, and the Allies can and will get all of them if they can do so on a manageable timetable. The easiest way for the Allies to pull this off is to cut off Turkish troops rather than spending cards to kill them in combat. Turkey's supply dilemma is worsened by the fact that most of its troops will only be able to trace to Constantinople. Thus, if Constantinople falls most of the Turkish troops will die from supply attrition.





The two most critical spots for the Turks are Aleppo and Mardin. Mardin is the only link to Constantinople for any troops in Iraq or Persia. The most common threat here is from the Russians, who may distract you with their Caucasus Army, and sneak a corps south into Mardin. That hands 2 VPs for Baghdad and Mosul to the AP, and spares the British from having to worry about a Turkish incursion against Ahwaz or even Basra. Once that front is shut down, the British are free to concentrate their efforts on advancing Allenby in Palestine, or the MEF, wherever it may be.

Aleppo is, similarly, the supply life-line for Palestine. Once Aleppo falls, Palestine and its 2 VPs are gone, too. The worst and most embarrassing way to lose Aleppo is to Lawrence of Arabia. The Turks must keep at least one corps in the rear, even when Allenby arrives—so that if Lawrence pops up and moves to Jerusalem, he cannot on his next move take Aleppo with impunity. This is especially important if a Turkish army is manning the forts and waiting for Allenby to strike (the only way to stop Allenby is to flip him, and you'll need a Turkish army to do that).

In 90 per cent of the Turkish collapses I have seen, the collapse occurred not because the Turkish army was defeated on the field of battle but because the Turkish player did not pay attention to those two spaces.

## ITALY

Clearly the most important spot is Venice. It is a port and thus provides supply to any Allied units sitting therein. Moreover, if the Central Powers take Venice, a second attack into Verona will isolate any Italian units left in the northern plain. Hence, the Allied line should be drawn at Venice and Verona. The Central Powers face much more substantial supply problems in Italy, because, even if they break through, they cannot use the ports in Italy to draw supply. Thus, a successful CP campaign in Italy will require several armies just to hold the supply points like Venice and Ravenna. It is criminally easy to cut off CP armies in "the boot" if such spots are not held strongly. A surprise play of EVERYONE INTO BATTLE can become a nightmare for the CP, as you witness British, French and Italian troops all activate for 1 Ops/stack, and force your three Austrian armies in Venice to retreat.

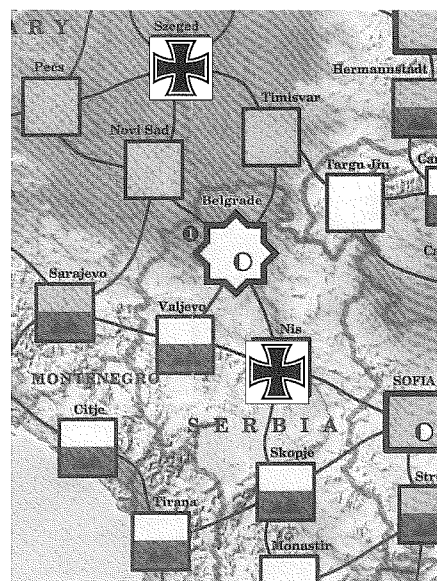
Aside from the northern plain, the biggest danger for the Allies is getting trapped in the boot by a German end-run to Tarento and Naples, and a strong attack against Bologna from Venice. This will isolate Allied forces in Florence and Rome. Accordingly, if the CP break through at Venice, it is often best to leave token corps in Foggia and Rome, while using the bulk of your forces to prevent the CP from getting more than 3 VPs (Venice, Rome, Naples).

## BALKANS

The Serbs can pose an awesome supply threat to the Austrians early in the game, if the Austrian player is not careful. The space to watch here is Szeged. Even a reduced corps here prevents the instant supply attrition of a daring Serb attack. Units in Novi Sad and Timisvar can trace through Szeged and points east to Breslau. If the Russians have broken through, your worries double, but since the Serbs are only guaranteed supply inside Serbia, a quick strike at Belgrade can seriously punish Serb adventurism—provided your own back is covered at Szeged.

Nis, south of Belgrade, is the other key spot. Nis connects the southern CP supply sources to the northern ones. Once the Bulgars and Turks are in the war, your Austrians can wage war against the Romanians and daring Italians without fear of being cut off from the Germans. So if you ever needed another reason to grind those Serbs into the ground—Belgrade is only the beginning—this is it.

There aren't really any massive supply traps for the Allies looming in the Balkans (with one major exception, to be covered in the Russia section below). Sure, Salonika is important if you want to mess around down there. Skopje needs to be watched closely, lest your Italian armies marching on Belgrade dissolve into a mob. However,



## Gupta: SUPPLY

er, the Balkans are mostly a headache for the Central Powers. Make sure it doesn't go away easily.

### RUSSIA

Ah, Russia, home to more supply disasters than I can count. The map connections in Russia are more "stretched" than they are elsewhere on the map—two adjacent spaces "appear" further apart, and hence tend to lull players into a sense of security. Then, when a German corps runs across what appears to be a third of the map (the same German corps couldn't get from Berlin to the western front in the same time), the surprises get ugly.

In fact, the entire Eastern Front is basically a supply game. It provides practice in patience and method. It may be tempting to try and get the Tsar out in 1916, but, really, what purpose does that serve? You'll only sweat as you try to drive up the War Status while the Russians snipe at your supply lines and play RPs to revive their infernal hordes.

The spots to watch (for both sides) are these:

**Bialystok and Lublin.** These are the "exits" to Poland; if the Germans get both of these and besiege Brest-Litovsk, game over for any Russians left in Poland. It is very easy to lose a Russian army sitting in one of the Level 1 forts to an end-run that grabs these spaces. The GREAT RETREAT card is in the deck for a reason—use it. Similarly, a Russian move to Tannenberg and to Bialystok can throw a monkey wrench into a careless German northern expedition.

**Zhmerinka/Kishinev/Ismail.** These unassuming spaces are Romania's only source of supply, since the inept Romanians don't have their own supply source. Unless Belgrade is still Allied (ha!), a CP army in Kamenets-Podolski can cut off all of the Romanians in a single move. Don't let this happen. The whole point of playing Romania is to make the CP fight for those 2 VPs, rather than giving them up as freebies with the Fall of the Tsar. If the Romanians all surrender one action after they come into the

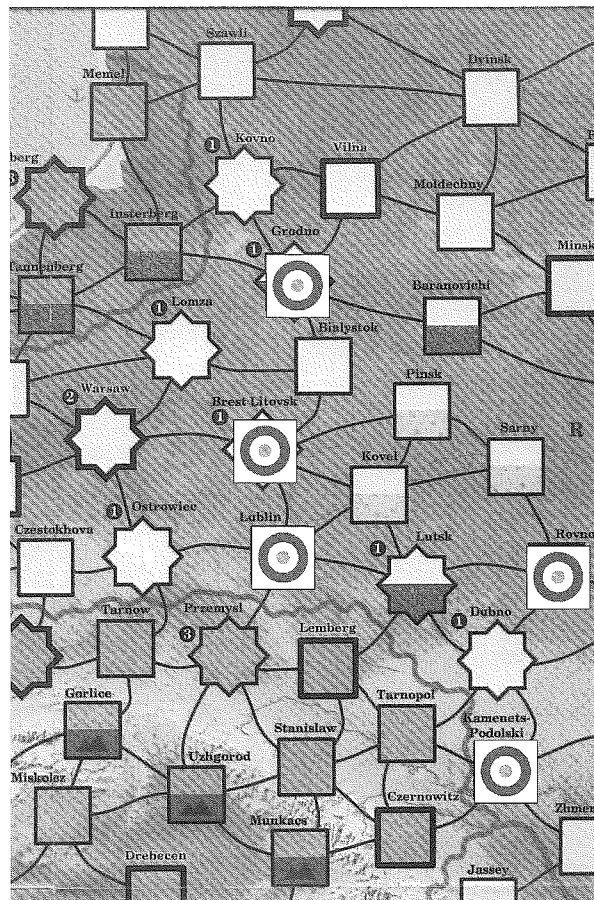
war, not only do the CP end up ahead (because you are out a 5/5 card) but they also get a whole new country to draw supply through. In fact, the fall of Romania makes it nearly impossible to pocket any CP armies in the south.

### Kamenets-Podolski.

Even if your Russians are advancing, leave someone—just a corps—here. It is worth it. Nothing is worse than having four Russian armies encircled by a German corps from Ostrowiec combined with an attack on Lemberg. With Kamenets-Podolski in your hands, you can trace safely back to the Caucasus and no one can cut you off without being blatantly obvious about it. Without it, you almost by definition are spread too thin.

**Rovno.** If you like to have Russian units hang out in the swamps, ready to pounce out into Poland at the first sign of CP inattention, more power to you. Just keep a unit in Rovno, the only exit from the Pripet marshes, or all your plans for that carefully-saved reserve will turn to ooze (er, OOS).

**Grodno.** Grodno is a nasty little spot for both sides. It is easily cut off by the Russians, who can jump out from the swamps and run into Bialystok, forcing a retreat or reinforcement to Tannenberg. It is bad news for the Russians, too, because since it provides a back door into the northern Russian plain. A German attack into Szawli, supplied from the Baltic ports, and a thrust northwards from Grodno, can result in the pocketing of the Russian frontline and the fall of two Russian VP (Vilna and Minsk). Riga won't hold out against Von Hutier forever, either. Moreover, Grodno is also within spitting distance of places like Kiev. While breakthroughs on either half of the



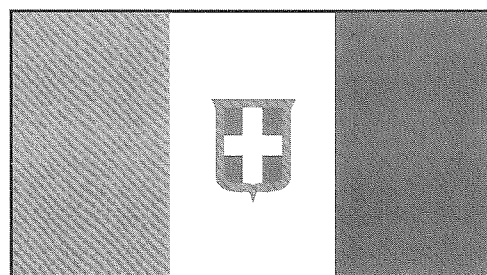
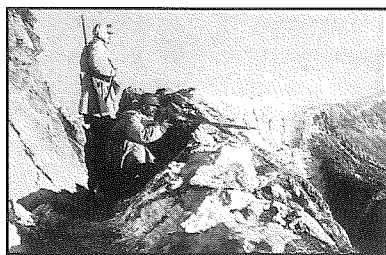
swamps are bad news for the Russians, northern ones tend to be worse because of the "distance effect"—the fact that the spaces up north are physically further apart on the map, and so Russian defenders often underestimate the game distances involved. (This can work against the CP too, of course.)

## CONCLUSION

Only practice will get you accustomed to the PoG map, and only the habit of constantly checking for holes will save you from irrecoverable supply blunders. In this game, it really does help to think like a World War I general—should you really advance into that space if doing so only leaves a reduced army guarding your supply line? Is it really such a good idea to separate these forces and go after two different targets? Nonetheless, even WW I generals might have been helped by the occasional cheat sheet. Don't leave any holes!



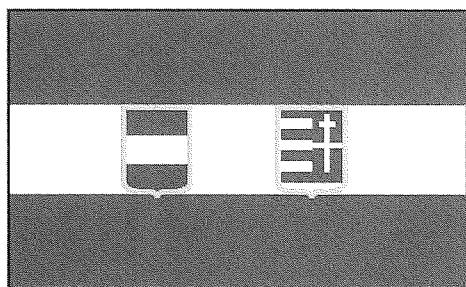




# Parade of Fools

## The Italian Front

By Ananda Gupta



Italy in *PATHS OF GLORY* (PoG) is a mixed bag. It holds promise for both sides. For the Allies, it can be the straw that breaks the Central Powers' back—the unexpected new front that strains the CP manpower past its limit. For the Central Powers, it can mean a new flow of victory points, guarded by inept armies. However, those best poised to attack the Italians are the Austrians—not the sharpest knives in the CP arsenal.

### ALLIED PLAY

The Italians suffer from poor defensive terrain, weak and hard-to-replace forces, and inability to easily entrench. Moreover, they contain a Central Powers bonanza—seven victory points, easily enough to give Germany its place in the sun. They have armies, so they are not as bad as Turkey, but nonetheless the AP player's primary objective with Italy should be to ensure that the Germans can't make hay there. You must bring them in eventually, since the penalty for neutral-

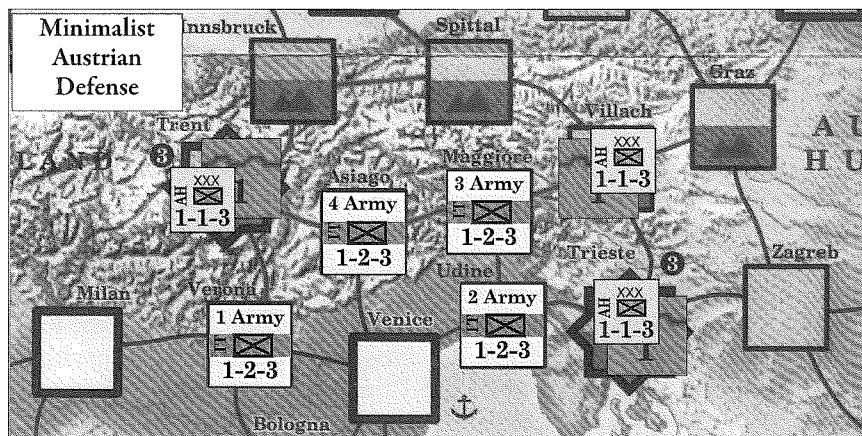
ity during Total War—adding one VP every turn—is quite severe. Once the defensive end is covered, then the Italians might—*might*—be in good enough shape to look outwards.

Since the Allies control the timing of Italian entry, the first element of Italian play is when to bring them into the war. The Italians start with four reduced armies spread out over the northern Italian plain, along with a few corps scattered throughout the peninsula. Unless the Central Powers have utterly failed to increase the garrison along the Austro-Italian border, immediate offensive options are limited. The flipped Italian armies can't advance after combat even if they miraculously overcome the defensive advantages given by the

mountains, forts and trenches of the Austrian line.

Given this, there are basically two ways to enter the Italians. The first way is at the beginning of a turn, followed immediately by the SR of a British (or, less likely, French) army to Venice. This works best when the Central Powers have been relying on corps in Trent, Villach and Trieste to keep the Italians out until greater forces can be brought to bear.

The second way is to play the Italians in the fifth impulse of a turn, and play ROMANIA as replacements on the sixth impulse. This sequence allows the Italians to flip two armies to full strength for the next turn, practically dictating a CP response (which can be matched by the British in turn). I prefer this



## Gupta: ITALY

approach, since the rules prohibit consecutive SRs by the same player—hence, it is always better for your opponent to be the first to SR to a new theater. That way, you can match him yourself or punish the theater he took the forces from.

All of this changes if the Central Powers have “preemptively” placed armies on the Italian border. The mechanics of this will be discussed in the Central Powers section, but the chief problem for the Allies is an Austrian army in Trieste or Trent (or, worse, both). If that is the case, it is generally best to hold off

bringing in the Italians until the Austrians are forced to send their armies elsewhere. Austrian armies in both positions are capable of mauling the weak Italians in Udine and Verona right away, and may cut off Italian forces that retreat from Udine. Bad card draws can lead to a situation like this. You hope to bring in the Italians soon enough that the Central Powers haven’t had a chance to set up this sort of death trap.

In general, though, the AP player must match any armies the CP player sends armies to Italy after it is brought into the war. The Italians are simply too brittle in combat and too difficult to replace for even trenches to be enough. Since the Italians only get a 33 per cent shot at entrenching on any given

attempt, the major Western powers’ shoveling skills are as much in demand as their combat power. Hence, the British army mentioned above usually goes to Venice, not Udine, so that it can have a chance to entrench Venice for 1 Ops before it is forced to stack with the Italians (causing an activation penalty).

Even entrenched, though, Venice loses much of its defensibility when Verona goes. The Venice-Verona line is the first line of defense for the

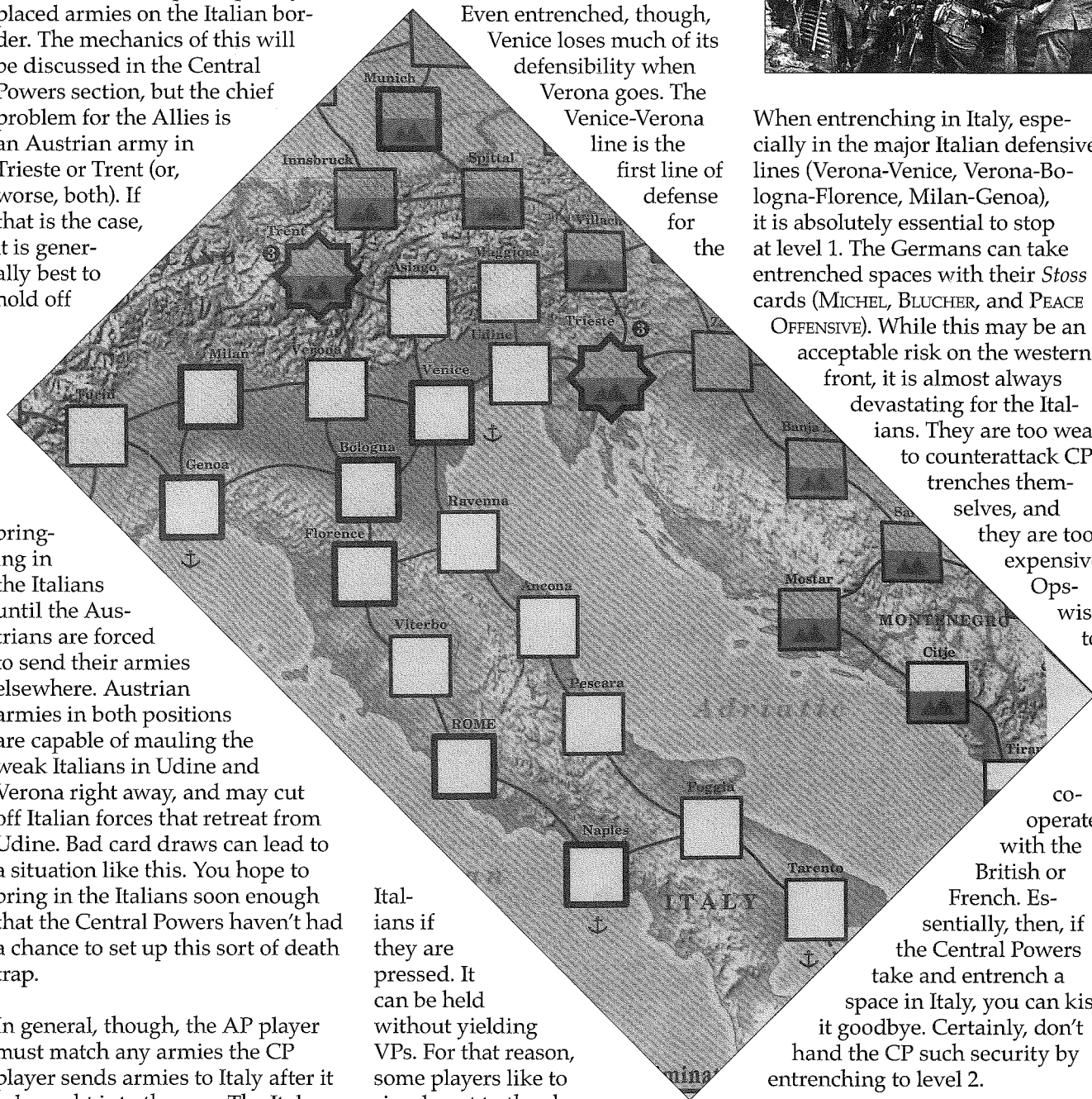
ans. However, it does force them to spend Ops chasing the Italians rather than attacking straightaway.



When entrenching in Italy, especially in the major Italian defensive lines (Verona-Venice, Verona-Bologna-Florence, Milan-Genoa), it is absolutely essential to stop at level 1. The Germans can take entrenched spaces with their *Stoss* cards (MICHEL, BLUCHER, and PEACE OFFENSIVE). While this may be an acceptable risk on the western front, it is almost always devastating for the Italians. They are too weak to counterattack CP trenches themselves, and they are too expensive Ops-wise to

co-operate with the British or French. Essentially, then, if the Central Powers take and entrench a space in Italy, you can kiss it goodbye. Certainly, don’t hand the CP such security by entrenching to level 2.

The other important point in defending Italy is to make sure that all frontline stacks contain at least one British or French unit—even if it is only a corps. The VON BELOW



Italians if they are pressed. It can be held without yielding VPs. For that reason, some players like to simply cut to the chase (or rather, to the flight) and occupy those spaces with the Italians so they can start entrenching. This is risky, because it concedes the starting lines to the Austri-

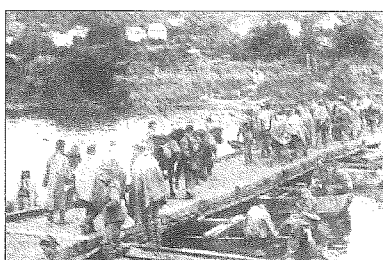
card's ability to negate trenches only functions against purely Italian stacks. This threat can be eliminated if you take care to combine your nationalities on the frontline. Sure, they will be more expensive to activate, but you should have dug your trenches (to level 1 only) already. It is better to pay the odd additional Ops point for an Italian mandatory offensive than to spend 1 Ops to counterattack the CP thrust into the Italian heartland after VON BELOW has cracked your frontline.

## Taking the Offensive

The Italians can take the offensive in two places—against the Alpine strongholds of Trent and Trieste, or through the “boot heel” into the Balkans. If the Serbs are still hanging around, or if SALONIKA has been played, an Italian army in Skopje or Nis can really throw a monkey wrench into the CP machine. Italian armies can do a lot of hard-to-repair damage to the Bulgarians (who are invaluable for the CP in covering their many fronts), not to mention cutting the land SR route between Europe and the Near East (assuming Romania is neutral or unconquered). Italians can also liberate Belgrade and ensure supply independence from London. They can guard the Army of the Orient as it drives on Sofia or even Constantinople. In short, Italian armies in the Balkans can really make the Allied game interesting, especially if it diverts time and resources from the CP war effort against Russia. More than one of my games has seen the Russian bacon saved by an Italian invasion of occupied Serbia.

There isn't much subtlety when you go after the Alpine fortresses. Bring along some British or French troops to advance for the glory while the Italians falter and bleed, and use those combat cards (since the Italians don't get any of their own). There is nothing quite so satisfying as seeing a French army entrenched in Trent. Try not to let it

drag on or the Central Powers will muster enough force to counterattack and send you reeling back to the Verona-Venice line (or maybe even beyond). DON'T attempt to take these fortresses without help, unless the CP has been woefully remiss in garrisoning them. You will soon have your very own Caporetto to regret otherwise.



## CENTRAL POWERS PLAY

The best way to deal with the Italians is to pre-empt them. Put Austrian armies in Trent and Trieste, and whack the Italians as soon as they appear. If your dice are anything better than awful, that will do more damage to the Italians than they can rebuild in a whole turn of replacement points. However, this is usually a luxury. Your Austrians have Serbs and Russians to handle. If you can spare two armies for this on turn 3 or 4, you are doing pretty well in any case.



In the majority of situations you will be able to spare only one Austrian army, which should go to Trieste. It is one move away from Vienna, so it can be done quickly. German corps can go to Trent, followed by a German army when convenient. Once you have forces there, attack if you can do so without

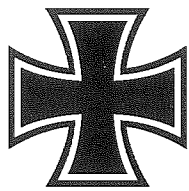
taking on the bigger Western forces. Don't feel bound by history: use of your big *Stoss* offensives in Italy can result in a major breakthrough that can push the Allies all the way back to Milan/Genoa and net you 5 VPs. Don't get bottled up in the boot, though. You must Ravenna and Venice strongly while mopping up Italian corps near the heel and toe. A sudden Allied thrust at one of those areas can really ruin your day.

Once you have the Italians on the run, be patient. If this is late in the game and the Russians are on the ropes, send in lots of Austrians to guard your flanks and push mercilessly. Remember that your Austrian replacements are only one impulse away from the Venice-Verona line, whereas the Italians are two movement impulses away. Keep

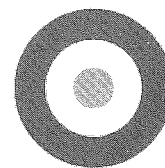


that in mind, and try to damage the Italians whenever possible. That way, in addition to RPs, the Allied player must spend Ops points to move them back. You can afford to be aggressive—you outbuild and outclass the Italians. Often, one battle is enough to divert the entire game's focus to the Italian front. Make sure it goes your way.





# Optional Rules: Assessing the Balance



By Ananda Gupta

For most gamers, optional rules serve to add historical flavor or “chrome.” When veteran players feel that a favorite game’s original rules under-emphasize certain aspects of the period, they dream up new rules to capture those effects on command decisions. Not so for *PATHS OF GLORY*—most players who have been using optional rules prior to this publication have done so because they feel the game is unbalanced. In this article, I want to discuss the nuances, particularly the balance effects, of the “official” optional rules. I’ll also take note of a few others that have been making the rounds.

## OPTIONAL SETUP CHANGES

By far the most common optional rules—that is, the ones current veterans are most likely to use—involve changes to the opening setup. These changes are officially intended to be played as a group (all or none), yet many players prefer to mix and match, especially players who feel the only imbalance in the game lies in insufficient incentive for a historical opening.

### Extra Corps

**CHANGE:** Remove one Russian corps from Reserve and place it in Lutsk. Remove one Austrian corps from Reserve and place it in Stanislav. Even more optionally, remove an additional Austrian corps from Reserve and place it in Trent.

This is perhaps the most often-used optional rule. Its purpose is to prevent what is whimsically called

a “dance of death” by reducing the at-start vulnerability of the Austrian Sixth Army in Tarnopol. Since its left flank is open to a Russian advance, and its right flank at Czerowitz is held against the Russian Eighth Army by a lone Austrian corps, the Austrian Sixth can be encircled on the Allied player’s very first action. Moreover, since it is a standard play to use the *GUNS OF AUGUST* card on the first Central Powers (CP) action (and that card permits no Eastern Front movement), the Austrian Sixth is usually doomed if the Allied player maintains his focus. With armies eliminated due to supply attrition being permanently removed from the game, this can cause an early and fatal blow to the fragile Austrian force pool.

Some players ignore this, and accept the permanent loss of a single Austrian army as an endurable possibility. Certainly, almost all of the major powers (excepting Britain) can afford to lose at least one army in that way.

However, some players still feel some unease on historical grounds, and prefer a game where, as in history, both players have an incentive to focus on the Western Front during the first two turns. Thus, because it eases the Austrian Sixth Army’s peril, this optional setup appeals to people who would rather constrain the war’s opening moves to something more akin to the historical reality. For this reason, it is difficult to assess the game balance effects of this setup.

In the original situation, there are two possibilities. On the one hand, an early Russian offensive towards the Carpathians, with the objective of cutting off the AH Sixth, may distract the CP from the Western Front. That makes the change sound very pro-German. Yet, if the CP simply writes off the Austrian Sixth, and the Allied player gets obsessed with the Austrians, then Paris may end up flying the iron cross.

Nonetheless, the central dilemma in *PoG* is front management. Any change that reduces a player’s vulnerability in any way on a particular front—especially when he enjoys an opportunity to make hay on another front, provided he can remain focused—must be counted in that player’s favor. The rules bolstering of the Austrian front, a place the Germans would rather didn’t even exist in August/September 1914, serves exactly this purpose. This setup must be counted as pro-CP.

The second part of the Austrian setup change involves starting an Austrian corps at Trent. This change is considerably rarer than the first, probably because it is unambiguously pro-CP. It essentially spares them the need to use a scarce SR that, with the change, can go to prop up the Turks or the Eastern Front.

**BALANCE:** Pro-CP.



## Western Trench Swap

**CHANGE:** Remove a Level 1 Trench from Brussels. Place a Level 1 Trench in Strasbourg.

This change leads to more historical play in early 1914, as it makes it far more difficult for the Allies to create a “tooth-breaker” stack in Brussels on turn 1. Moreover, it prevents a successful Plan XVII from cutting off the German Seventh Army in Mulhouse on the Allies’ sixth round. It makes early French Mandatory Offensives much more costly, thus easing pressure on the German left flank. Finally, it makes a GUNS OF AUGUST attack on the BEF much more feasible, since the absence of the Brussels trench makes it possible (16 per cent chance) that the BEF will fail to cause any losses at all on its German attackers.

However, many Allied players get obsessed with defending forward in Brussels, allowing the Belgians and BEF to be bled dry by a disciplined German opponent. The trench for them becomes an albatross, as the British realize that getting their new armies into the fray will require two precious actions, including an event play—time that may not be available. Removing the trench removes this source of temptation, and the Allies may play better as a result. Conversely, adding the trench in Strasbourg doesn’t really add any comparable source of temptation for the Germans.

**BALANCE:** Pro-CP, although it may lead to more conservative early Allied play.

## Italian Trenches

**RULE:** All Italian armies set up in Level 1 Trenches.

This optional rule is a highly contentious one. The Italians begin the game at reduced strength, and they accumulate replacement points very slowly. Thus *PATHS OF GLORY* sees a number of CP cam-

paigns aimed at securing Italy’s 7 VPs. Additionally, since the Italians occupy a third of the Allied Mandatory Offensive table, placing them on the defensive can result in extra points for missed Allied Mandatory Offensives.

However, it is often difficult for the Central Powers to project force down to Italy without telegraphing the punches. Relying exclusively on the Austrians is usually a doomed exercise. The Austrian armies already must cover two fronts as well as (usually) leaving an army in the Balkans. That doesn’t leave much for offensive operations against Italy. German help is required. Often, that help comes most dramatically in the form of *Stoss* cards and *VON BELOW*, all of which can negate Italian trenches.

My own play experience with this rule suggests that it does not help the Italians much at start. They remain brittle and weak even in trenches. However, the typical AP player sends French and British armies to aid the Italians. This becomes much more potent when they have trenches. Conversely, without the trenches, a French army will have a lot more trouble fighting off a single German one. Moreover, combat power isn’t the only reason to send Allied armies to Italy. Their higher Loss Number (3 instead of 2) allows them to build trenches more easily, at the cost of an extra Ops point for multinational activation. This cost disappears with the optional rule, because the Allies don’t need to build the trenches any more. They can just SR and sit, or even make a stab at Trent.

**BALANCE:** Pro-AP.

**BALANCE AS A GROUP:** Pro-CP. The CP player can pursue the Western Front campaigns more easily and without as much angst over the Eastern Front in the first two turns, while the Italian trenches

take at least a turn or two of Italian replacements to really create a substantial obstacle against a determined CP offensive.

## THE CARDS

### Eight-Card Hand

**RULE:** Each player fills his hand to eight cards instead of seven during each turn’s draw phase. This moderates the effect of bad card luck and allows players to spread out their event plays more, particularly reinforcement cards (for which every hapless Allied player who has drawn four reinforcement events on turn 1 will be grateful).

This rule will likely become one of the most commonly-used rule additions, especially when playing with the new cards provided in this Player’s Guide. Reinforcement armies are obviously very important. One of the worst turns of card luck involves drawing the same nation’s cards in clumps.

The cost of holding onto more than one card per turn is to take a 1 Ops action for each card you so hold. Thus, by doubling the number of cards one can hold without taking a 1 Ops action, this rule helps the player with more reinforcement events. Thus, because the Allies have more reinforcement cards than do the Central Powers, this rule benefits them disproportionately. In the original decks, the French get three cards, the British and Russians five each (plus the CAU, MEF and ALLENBY events), the Italians one and the Americans three. Conversely, the Germans get seven, the Austrians three and the Turks two. The difference is even more pronounced when one considers that in Limited War and Mobilization, the Allies have 15 total reinforcement events, and the Central Powers just seven. Additionally, the two German 5/5 Limited War event cards (RATHENAU and BULGARIA) are

## Gupta: OPTIONAL RULES

considered “must plays” by most good players, whereas the Allied 5/5s allow more flexibility in when they are to be played. Therefore, the expanded hand allows the Allied player to cycle these cards more quickly, secure in the knowledge that he will see it again a bit sooner than under the original rules.

On the other hand, the eight-card hand allows the CP player to hold much more easily essential cards such as KEMAL and TSAR TAKES COMMAND (or any of the other Russian exit cards). With seven cards, it can be very frustrating to be forced to time one’s offensives to suit the card draw. If you take Vilna but had to play TSAR TAKES COMMAND for replacements on the previous turn, the Russian player can “game” that very effectively. In that sense, the eight-card hand allows the CP player—for whom having certain cards at certain times matters a great deal more than it does for the

Allies—to prepare and strategize more effectively.

I think this is a good rule, although some players feel that it reduces a key element of the game’s strategy—namely, deck management. It also rewards lack of discipline for players who do not play reinforcement events whenever possible. However, with the new cards, these criticisms lose much of their basis. Finally, some players simply dislike the game’s deck management aspect; this rule will appeal to them in particular.

BALANCE: Even.

Obviously this rule is a pure balancing mechanism, designed to discourage the Allied player from remaining at Limited War too long, recycling ROMANIA and ITALY. In any case, the now-no-longer-optional changes to the ITALY and ROMANIA cards (prohibiting their play as non-events if the CP player has gone to Total War and the Allied player has not) have eroded this strategy. This is not an especially popular rule, but some people use it to give the Central Powers a bit more of a threat of automatic victory in the middle game.

BALANCE: Pro-CP.

## OTHER TWEAKS

### CP VPs for War Status

RULE: Add 1 VP if the Central Powers achieve Limited War at least one full turn before the Allies. Ditto for Total War.



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# PBEM Primer

By Kris Weinschneker

When I first found out about *PATHS OF GLORY* (PoG) while surfing through Consimworld, the game had been out for several months. I was intrigued by the amount of posts on the discussion board about it. It seemed to be quite a good game. Alas, with most of my gaming friends either moved away or disenchanted with me (or I with them), my closet has become filled with “great” games that never get played. Computer games like “Operational Art of War” had become this grognard’s staple. Then, I discovered the play-by-email resources that existed for PoG. I decided to

expand my wargaming experiences to cyberspace. With the help of this article, you can, too.

## Downloading

Cyberboard is a “freeware” program created by Dale Larson to facilitate PBEM gaming. The Cyberboard gamebox of PoG was created by Bruce Wigdor and contains the virtual map and counters needed for keeping track of a game on your computer with Cyberboard. Both of these can be found by going to Consimworld.com at the discussion board for *PATHS OF GLORY*. These are “zipped” files. Cyberboard has

a self-extracting unzip routine, but the PoG gamebox requires Winzip to extract it. Winzip can be downloaded at Winzip.com.

Once you have downloaded the necessary files, it is time to unzip them. It is best to create a folder for this purpose. Right-click on your Desktop and select New. Then click on Folder. A new folder will appear on your desktop which you can name whatever you want. Once this folder is created, click on the cyberboard files you have downloaded. When the unzipping routines in each ask for a destina-

tion, either use browse to select the folder you just created or type in the command path to it. Once this accomplished, to start a game go to the folder you have created and click on CB design. A window will open. Select New, then Game, then *PoG*, and you are ready to go.

Games can be played through the Automated Card Tracker System (ACTS) at warhorsesim.com. The system keeps track of all cards played and discarded, war status, and the like. All card plays are recorded in a journal for that game, and email is sent to both players. An automated die roller is also provided. ACTS also has an Opponents Wanted list for *PoG* and several other card-driven wargames. Membership is currently free. Go to the bottom of the ACTS page to sign-up.

## Starting Up

So, you have downloaded all the files and found an opponent. What next? First of all, you and your opponent should decide what optional and provisional rules you are going to use. The optional corps rules remove the Allied threat of putting an AH army OOS on the game's first action if *GUNS OF AUGUST* is played. The provisional rules (soon to become official, I gather) place limits on the play of the Allied cards *RAPE OF BELGIUM*, *ITALY* and *ROMANIA*.

Another decision to make, is who will dice combats. Some players prefer the attacker generate combat rolls (through the automated die roller), allowing the defender to play combat cards (CCs) afterwards. This method tends to speed up games at the cost of making CCs more powerful. If the defender generates combat rolls, CCs are played normally. While this method slows down play a little, it has the benefit of allowing the defender to catch and request correction of any illegal plays. A happy medium between

these two, which I have envisioned but have yet to see enacted, is to have each player roll for his own units. While this would tend to draw out combat, it does allow for normal play of CCs and provides the defender the opportunity to correct mistakes, while giving the attacker the satisfaction (or lack thereof) of rolling his attacks. Whatever method you prefer, it is best for you and your opponent to decide on one method beforehand, and remain consistent throughout.

## ACT-ing Up

Once you and your opponent have decided on rules and how you will roll dice, you are ready begin a game on ACTS. Log onto your ACTS account and select Begin New Game. You will now be prompted for a game name and the names and email addresses of the CP and AP players. Once this is accomplished, you will be brought back to your mainpage where the named game will appear. Click on it to start play.

As mentioned before, ACTS keeps track of all cards played. To play a card, you simply click on it. You are then directed to a page with a window where you can type in any actions or comments, and buttons to select how you will play the card (as an event, Ops, SR or replacement). When playing Ops, it is important to designate movement and attacks concisely. I try to always designate both the army designation and the space which a unit attacks or the space from which it moves to avoid confusion. As shown in the extended example from the rulebook, use parentheses to designate reduced armies and corps. I like to designate movement with an arrow (==>) to the destination and dashes separating any relevant spaces passed through along the way. For combat, state under which column the attacker and defender are rolling. This, also, helps avoid confusion. When

discarding a card at the end of the turn, always play it as Ops. This will prevent it from being removed from the deck.

As mistakes will invariably arise, it is a good idea to save your gameboard often (I try to save it after every action), and thereby be able to locate and correct the error. As a rule of thumb, if a mistake is made because a player had units in the wrong place, it is best to simply allow the player to make another move or play another card. However, if an error is made because the player forgot about terrain or misunderstood a rule, his opponent is justified in holding him to his play.

If you have several PBEM games going at one time, a good way to organize them is to keep the gameboards in separate folders. Simply create a folder, as explained above, named for the game inside your cyberboard folder. Save all boards to this new folder. Include a copy of the *PoG* gamebox in this new folder (right-click Copy, left click Paste) so that you may launch Cyberboard just by clicking on the particular gameboard you want to see.

If you desire more of a face-to-face experience, instant messaging systems can help facilitate real-time play. Two of the most popular are ICQ and AOL Instant Messenger, and both can be downloaded for free. Depending on the speed and available time of the players, one to four full turns can be completed in an evening using these services. Instant messaging also allows for "table-talk" without an excessive number of emails.

I hope these guidelines will help to expand your enjoyment of *PoG* to the Play-By-Email arena, which offers the opportunity to play opponents from literally around the globe.

# Variant Cards

## For *Paths of Glory*

By Tod Reiser



*PATHS OF GLORY* is an excellent game that is both clean and engaging. The system is also “variant friendly,” as there exist several mechanisms that can be employed to implement the desired variant. To that end our little group has experimented with the following additional cards. The objective was to highlight some other famous (or infamous) events that occurred during the war which could be reflected within the game system. Notes on the background of the variant cards follow. You will note that we strove to keep the card distribution even so that all the variant cards might be employed as a group without disturbing the balance of the decks. Additionally, we added one more War Status point to the CP than to the AP so that WS points are now equal. The additional War Status points were added to help prevent one player from artificially suppressing the WS as easily as before.

### HISTORICAL NOTES

#### Allied Cards

**FALKLANDS:** The naval victory at the Falklands went a long way toward easing the shaken confidence of the British people in the aftermath of the sinking of the three armoured cruisers on the Broad Fourteens and the naval defeat at Coronel in the Pacific. It served very much as a “revenge” victory and restored to a degree the morale of the British citizenry.

**GERMAN COLONIES CONQUERED:** The dismantling of the German Colonial Empire was a foregone conclusion when the war broke out, but that did not diminish the territorial gains picked up by the Allies, in addition to the raw materials and resources that fell into their hands. The primary beneficiaries were Great Britain and Japan. The seizure of German colonies, especially the important ones such as Tsingtao, coupled with the Blockade deny these resources to Germany and her small overseas navy. The increase in War Status reflects the Allied decision to ignore the Berlin Treaty of 1885 in regards to the German colonies of Togoland, Cameroon and German East Africa, thereby expanding the scope of the war to include Africa.

**ENVER PASHA:** In spite of warnings, and against the advice of Limon von Sanders, the Turkish Third Army launched an attack against Russian forces starting in November of 1914. Casualties from this ill-planned offensive were staggering—almost 90 per cent of the 90,000 Turkish soldiers involved fell from battle, the cold or starvation. However, this offensive played an important part in Russian pleas for assistance, which resulted in the Gallipoli operation.

**DEVIL DOGS:** US Marines. Need I say more?

**OPERATION ALBION:** In October of 1917, the Germans launched combined operations to seize Ösel and Moon Islands at the entrance to

the Gulf of Riga. The operation involved eleven capital ships plus destroyers and mine sweepers from the High Seas Fleet. The objective was to open up Dünabünde as a supply port and to eliminate any potential Russian threat to the exposed German left flank along the Courland coast. The actual military value of the operation was questionable, but it was viewed as a potentially positive operation for the morale of the High Seas Fleet. The cost of the operation included the mining of three of the Dreadnoughts involved.<sup>1</sup>

**BREAD RIOTS AND LABOR STRIKES:** This card actually represents many things: the manpower shortages, infrastructure breakdown, transportation collapse, food shortages and mishandling of industry—to mention a few—that began to become manifest in the Dual Monarchy by Autumn of 1917. The telltale signs were clear months earlier, but come Autumn, everything was unraveling. The strikes started to hurt heavily in January 1918. Combined with food riots, student protests, and the collapsing Army commissariat, this was the beginning of the end for Austro-Hungarian Empire.

**OPERATIONS REVOLVER AND MOGUL:** The operations involved seven Austro-Hungarian divisions being pulled from the front and sent to deal with the strikes and labor leaders. The card also represents

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1. Halpern, *A Naval History of World War I*.



#AV4

**2/2 TOTAL WAR****DEVIL DOGS CC\***

An American attacker or defender adds +1 to his die roll.

BR: 1 FR: 1 RU: 2

#AV3

**3/4 LIMITED WAR****ENVER PASHA'S OFFENSIVE\***

Must be played by third Action Phase.

Turkey has a mandatory offensive (in addition to any other MO this turn). At least three Turkish corps or one Turkish Army must be involved, and it must be against Russians. Occupation of Batum, Erivan or Tblisi satisfies the MO.

BR: 1 FR: 1 IT: 1 RU: 2

#AV2

**3/4 MOBILIZATION****GERMAN COLONIES CONQUERED (1)\***

Must be played before Allies reach Total War.

Subtract -1 Victory Point

BR: 1 FR: 1 IT: 1 RU: 2

#AV1

**2/2 MOBILIZATION****FALKLANDS\***

Cancels the CORONEL card play by the CP if played in the Action Phase immediately following the CORONEL card.

BR: 1 FR: 1 RU: 1

#AV7

**4/4 TOTAL WAR****OPERATIONS REVOLVER & MOGUL\***

May only be played after BREAD RIOTS AND LABOR STRIKES.

CP must permanently remove two AH corps or one AH army from map (if not possible, then two corps from reserves), OR subtracts 1 VP. AH replacements cost double for remainder of game and all AH units have their movement reduced by 1 for remainder of game (cumulative with BREAD RIOTS).

A: 1 BR: 2 FR: 2 IT: 1 RU: 3

#AV6

**3/4 TOTAL WAR****BREAD RIOTS AND LABOR STRIKES\***

May not be played until fall 1917.

No AH replacements or SR for remainder of turn. Accumulated AH RPs are lost. All AH movement reduced by 1 for remainder of game. Allows play of OPERATIONS REVOLVER & MOGUL.

BR: 1 FR: 1 IT: 1 RU: 2

#AV5

**3/4 TOTAL WAR****OPERATION ALBION**

Can only be played after FALL OF THE TSAR and if Riga is currently CP-controlled.

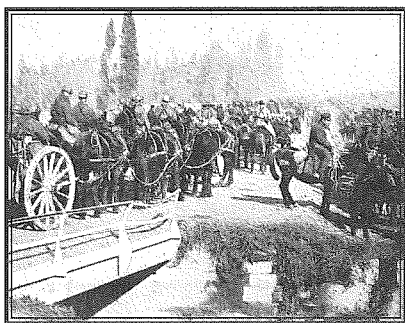
The next CP card play (regardless of turn) must be an Ops play with one Activation point forfeited. The HIGH SEAS FLEET card may not be played as an event for the remainder of the turn the next CP play. Automatic Ops may be used to fulfill the play requirement.

BR: 1 FR: 1 RU: 2

ALLIED POWERS  
VARIANT CARDS #1-7

## Reiser: VARIANT CARDS

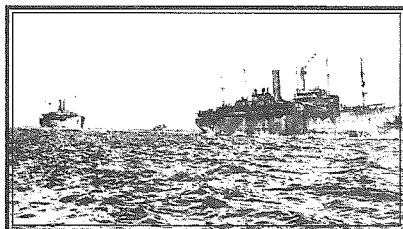
the open rebellions by military formations stationed in the interior, such as at Judenburg, Murau, Rimaszombat, Pecs and others—all involving rioting, looting and the murder of officers. Finally, it represents the collapse of transportation. Out of the one million cars of grain anticipated from the Ukraine in 1917-1918, only 11,890 were ever delivered. The shortages of horses by Winter 1917/18 rendered some artillery units utterly immobile. In the Spring 1917, the K.u.K. counted 806,000 horses, but by Spring 1918 this was down to 459,000 and getting worse. The soldiers' diet was also in free fall.<sup>2</sup>



## Central Powers Cards

**CORONEL:** Spee's destruction of an inferior British squadron off the coast of South America on November 1, 1914, coming shortly after the sinking of the *Cressy*, *Hogue* and *Aboukir*, was a serious blow to British home front morale. The news arrived in London on November 5, a date known as Black Thursday thereafter. These serious setbacks suffered by the Admiralty were to an extent erased by the destruction of Spee's force by a British task force formed around the *Invincible* and the *Inflexible* (Allied FALKLANDS card).

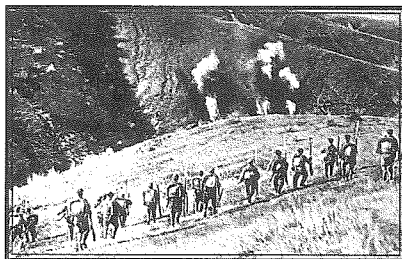
**EMDEN & KONIGSBERG:** This represents the short careers of the German cruisers that were not destroyed with von Spee and the resources the British expended to hunt them down and destroy them, as well as the merchant shipping that they did manage to destroy.



**FIRST U-BOAT CAMPAIGN:** Included as the counterpart to *LUSITANIA*, this early submarine offensive probably had a better chance to succeed than it was given. Its inception definitely raised the stakes of the war and so it is presented as a war status card.

**ROMMEL:** This card notes the participation of an officer made famous in WW II. His experiences in the Great War led to his book, "Infantry Tactics"—still a solid read.

**IRISH REBELLION & N. RHODESIA INVASION:** This card lumps too very disparate items together, representing how stretched the British Empire found itself. The Irish Rebellion refers to the Easter Rebellion of 1916. The second part refers to the trouble that the British had with Lettow-Vorbeck in East Africa, at times deploying over 100,000 men to deal with a force that never numbered over 4,000. Not until after the war did Lettow-Vorbeck surrender his force. The original card *WAR IN*



**AFRICA** refers to this campaign. This new card represents how manpower intensive that campaign became for the British.

**THE PARIS GUN:** This weapon was an awesome technological achievement. It shocked French civilian morale in Paris as well as the French High Command, but the morale effect was limited, once the French got a sense of the thing. Though its play drains the CP hand of three cards at once, it could provide a crucial VP.



**NIVELLE OFFENSIVE & 10<sup>TH</sup> ISONZO:** Put together two of most mishandled offensives of 1917, mix in out of touch commanders, stir and bring to a slow boil. Voila, you have this card. The CP can use this card in many ways, but chiefly it is here to balance out the new AH cards of the AP and to force the AP into dealing with the historical shadow of Nivelle and Cadorna. It acts as a good setup for *MUTINY* and *VON BELOW*.

To give credit where it is due, Joe Bisio also touched on the Devil Dogs and the Easter Rebellion in his vast collection of house rules. The Devil Dogs I had already considered but the Easter Rebellion got me thinking and the end result is what you see here.

2. Herwig, *The First World War, Germany and Austria Hungary 1914-1918*.

#CV4

**2/2 TOTAL WAR****ROMMEL CC\***

German attacker or defender gain  
+1 die roll in or adjacent to any  
space in Italy.

GE: 1

#CV3

**3/4 LIMITED WAR****FIRST U-BOAT  
CAMPAIGN (1)\***

Must be played before Total War.

Reduce BR RPs by 1 per turn until  
LUSITANIA is played. If LUSITANIA  
is played first, the BR RP loss is  
prevented, but the card can still be  
played for War Status.

AH:1 GE: 2 TU: 1

#CV2

**3/4 MOBILIZATION****EMDEN & KONIGSBERG  
(1)\***

Must be played before Total War.

Reduce BR RPs by 2 this turn.

AH:1 GE: 2 TU: 1

#CV1

**2/2 MOBILIZATION****CORONEL\***

Must be played before Limited War is  
reached.

CP adds 1 VP unless AP plays FALK-  
LANDS on the immediately follow-  
ing Action Phase.

GE: 1

#CV7

**4/4 TOTAL WAR****NIVELLE OFFENSIVE &  
10<sup>TH</sup> ISONZO\***

Must be played prior to FRENCH MUTINY and  
VON BELOW.

France & Italy have Mandatory  
Offensives (in addition to any other  
MO this turn). These MOs must  
involve at least one Army of that  
nationality. Add 1 VP for each MO  
that is not launched.

AH: 2 BU: 1 GE: 3 TU: 1

#CV6

**3/4 TOTAL WAR****THE PARIS GUN CC\***

Must be played in conjunction with PEACE  
OFFENSIVE, MICHEL or BLUCHER, but may only  
be played if Chateau Thierry is CP-con-  
trolled. (It does not matter which spaces are  
involved in the attacks using those cards as  
long as they are in France or Belgium.)

Add 1 VP.

AH:1 GE: 2 TU: 1

#CV5

**3/4 TOTAL WAR****IRISH REBELLION & N.  
RHODESIA INVADED\***

AP must immediately remove 1 BR  
corps permanently from the game,  
OR expend 2 BR RPs from the  
replacement track if available, OR  
add 1 VP.

AH:1 GE: 2 TU: 1

CENTRAL POWERS  
VARIANT CARDS #1-7

# Pre-War Options

By Ted Raicer

choose any options they wish to use (no more than one per nation) paying any VP penalty as noted. Or players may roll randomly to determine which options are used by rolling a die against the numbers listed for each nation (paying any VP penalty required).

The basic campaign scenario of *PATHS OF GLORY* assumes the situation as of early August 1914. Players are pushed toward use of the historic war plans by virtue of the setup locations of their armies. The following rules allow players

to explore alternate plans, as well as different political circumstances (such as Roosevelt winning the 1912 US election).

There are two ways to use these pre-war options. Players may

All VPs, whether added or subtracted, are figured at the end of the game, and therefore have no effect on Automatic Victory or Peace Terms.

## Pre-War Option Tables

### Roll Belgium



- 1 Belgian-Allied Cooperation (Add 1 VP): The Belgians engage in pre-war planning with the French and British. The Belgian Army may be deployed in Brussels with the BEF. Brussels is an additional space where a British-Belgian stack may be treated as one nationality.
- 2 Belgians Defend Liege (Add 1 VP): The Belgium Army sets up in Liege. The GUNS OF AUGUST card may not be played as an event.
- 3 Albert Caves In (Subtract 3 VP): Remove the Belgium Army and corps from the game. Place a Destroyed Marker in Antwerp and Liege. The RAPE OF BELGIUM Event may not be played, but GUNS OF AUGUST may.
- 4 Historical: No change.
- 5 Historical: No change.
- 6 Historical: No change.

### Roll

### France



- 1 Plan Michel (Add 2 VP): Set up the French Sixth and Ninth Armies (both full strength) and a Trench 1 marker at Cambrai. French Mandatory Offensives on turn 1 and 2 are treated as No Effect.
- 2 Joffre Incorporates Reservists (Add 1 VP): French Sixth and Ninth Armies begin at full strength.
- 3 Earlier Three-Year Law (Add 2 VPs): France adopts three-year conscription in 1905 instead of 1913. French Sixth and Ninth Armies start at full strength. French Tenth Army sets up at full strength anywhere in France. Allied Mobilization card #10 is removed from the game.
- 4 Historical: No change.
- 5 Historical: No change.
- 6 Historical: No change.

### Roll

### Britain



- 1 Reinforced BEF (Add 1 VP): The BEF Corps may be added to the BEF Army in Brussels.
- 2 BEF to North Germany: Place the BEF Army reduced side up at Wilhelmshaven. Place the BEF Beachhead marker in Wilhelmshaven. As long as the marker remains, Wilhelmshaven is a BR (only) port space. The marker is removed whenever a CP unit enters that space. Remove the Trench from the Brussels space.
- 3 BEF to the Baltic: Place the BEF Army reduced side up at Rostock or Stettin (Allied player choice). The unit may not activate on the first Allied round of turn 1. Place the BEF Beachhead marker at that port. As long as the marker remains, that space is a BR (only) port space. The marker is removed whenever a CP unit enters that space, OR when the HIGH SEAS FLEET event is played. Remove the GRAND FLEET card from the Allied Limited War deck. Remove the Trench from the Brussels space.
- 4 Britain Hesitates (Subtract 1 VP): Place the BEF unit in London. Remove the Trench from the Brussels space.
- 5 Historical: No change.
- 6 Historical: No change.

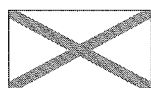
### Roll

### Italy



- 1 Italy Hesitates (Subtract 1 VP): Italy may only enter the war if the current CP VP total is 10 or less, OR when the Allies are at Total War.
- 2 Italy Plunges In (Add 2 VPs): Add the Italian Entry Limited War card to the Allied Mobilization Deck. It must be played as an Event (only). It may not be played as the first Allied action of turn 1.
- 3 Italy Joins the CP: Remove the Italian Entry Limited War card and Italian Fifth Army Limited War card from the game. Set up the Italian First through Fourth Armies at reduced strength anywhere in Italy. Set up the Italian corps as listed in the setup chart. The Italian Fifth Army may be entered on the play of any CP Reinforcement event (in addition to the normal reinforcement). Add 1 IT RP to all 3/4, 4/4 and 5/5 CP RP cards played. Treat AH IT Mandatory Offensives as No Effect. The CP must win an Automatic Victory or he loses the game.
- 4 Historical: No change.
- 5 Historical: No change.
- 6 Historical: No change.

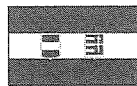


**Roll Russia**

- 1 Plan 19 (Add 1 VP): Place Destroyed markers on all Russian forts except Warsaw, Riga and Odessa. The Russian Ninth and Tenth Armies set up at full strength at Warsaw. The Russian Eleventh Army is set up full strength at Kovno. Two additional Russian corps are set up at Lutsk. The restriction on attacking or besieging German forts is lifted at the end of CP action round 3 of turn 1. Remove Allied Mobilization cards 3, 8 and 11 from the game.
- 2 Tsar Michael (Add 2 VPs): The 1905 Revolution creates a Constitutional Monarchy. FALL OF THE TSAR may only be played if all 7 VP spaces in European Russia are under CP control.
- 3 Slower Russian Mobilization (Subtract 2 VPs): All Russian at start armies begin reduced.
- 4 Historical: No change.
- 5 Historical: No change.
- 6 Historical: No change.

**Roll United States**

- 1 President Roosevelt (Add 3 VPs): Theodore Roosevelt wins the 1912 election. No Combined War Status number is required to play ZIMMERMANN TELEGRAM event.
- 2 Greater Preparedness (Add 1 VP): The OVER THERE card may be set aside and played by the Allied player as an Event at any time (as a normal Allied action) after the United States is the war.
- 3 Uncle Sam Is Ready (Add 4 VPs): Combines 1 and 2 above.
- 4 Wilson Agrees to Allied Demands: There are no US combat units in the game. Instead US forces are incorporated into Allied armies. Add 1 BR and 1 FR RP to every Allied RP card played after OVER THERE has been played. (Exception: they may not be added after U-BOATS UNLEASHED until CONVOY is played.)
- 5 Historical: No change.
- 6 Historical: No change.

**Roll Austria-Hungary**

- 1 Plan R (subtract 1 VP): Austrian Second Army starts at full strength at Lemberg.
- 2 Plan R (subtract 1 VP): Austrian Second Army starts at full strength at Lemberg
- 3 Plan S (subtract 1 VP): Austrian Second Army starts at full strength at Timisvar. The AH corps at Timisvar starts at Lemberg.
- 4 Historical: No change.
- 5 Historical: No change.
- 6 Historical: No change.

**Roll Germany**

- 1 The Strong Right Wing (Subtract 1 VP): The German Eighth Army sets up in Aachen and is activated along with First Army by GUNS OF AUGUST. The RACE TO THE SEA restriction is lifted for Amiens as long as a German unit currently occupies Rouen or any space tracing supply through Rouen.
- 2 Smaller Navy: The CP Limited War HIGH SEAS FLEET card is removed from the game. The German Seventh Army sets up at full strength. German Reinforcement events may be played on turn 1.
- 3 Larger Navy: Successful play of HIGH SEAS FLEET adds 2 VPs, not 1. Set up Eighth Army at reduced strength, and remove the GE reduced corps in Bremen from the game.
- 4 Moltke the Elder (Subtract 3 VP): Change the German set up so that the German First, Second and Third Armies set up in any spaces in Germany east of Cottbus and Stettin. The OBEROST and RACE TO THE SEA Restrictions are lifted. Belgium is neutral, and no units may enter Ostend, Antwerp, Brussels or Liege until Belgium enters the war. The GUNS OF AUGUST and RAPE OF BELGIUM cards are removed from the game. Belgium may be invaded by any side currently at Total War. Before a unit enters or attacks into Belgium, that side must announce he is violating Belgium neutrality. The other player gains control of Belgium and may place the Belgian Army in any space in that country. The Germans may use GE RPs to rebuild Belgian forces. Britain is neutral. Britain enters the war during the War Status Phase that the CP goes to Limited War. Set up the BEF in London at that time. (This cancels all British pre-war options.)
- 5 Historical: No change.
- 6 Historical: No change.

**Roll Turkey**

- 1 Turkish Reforms (subtract 2 VPs): Add the Turkish AoI and YLD reinforcement cards to the CP Limited War deck. These may only be played as events.
- 2 Turkish Caution (subtract 1 VP): Turkey enters the war when the CP reach Total War, not Limited War.
- 3 Turkish Boldness (subtract 1 VP) Turkey joins the CP at the end of turn 1. Set up its units during the War Status Phase of turn 1.
- 4 Holy War (subtract 1 VP): The Arabs respond to calls for Jihad. The Allied ANA event may not be played.
- 5 Historical: No change.
- 6 Historical: No change.





# Strategic Options for Paths of Glory

By Rick D. Stuart

*PATHS OF GLORY* (PoG) offers players an abundance of strategic opportunities and a high level of replay enjoyment. Ironically, it is the game's high replayability that makes players eager for more strategic options. Inevitably the game's very success leads players to ask themselves, "Is there anything else we can add?" and "Is there anything we haven't already covered?" Naturally, there is.

Taking a cue from another GMT success story, *VICTORY IN THE WEST*, this article suggests one way to add variation to your next PoG slugfest—provide players with new strategic options that can be employed at the cost of variable victory points.

At the start of the game, players choose from the options listed below (the exact number of selections can be agreed upon by both sides prior to the game's start). Option(s) influence the game directly by imposing certain conditions or allowing various options to be employed during the course of the game. Player selections will adjust the start level of the Central Powers (CP) Victory Points (VPs). The number associated with each option below is the amount of CP VPs gained or lost (+/-) if the given option is selected.

Select no more than three options per side. Adjust the starting CP VPs immediately, even if the option is not employed until later. The com-

bination of options of both sides should be limited to an overall adjustment to the starting CP VP level of +3/-3. If a wider effect occurs, each side must forego one or more options to bring the adjusted result within acceptable limits. Players may by mutual agreement keep one or more selected options secret until they are required to reveal them by employment restrictions. In such instances, each side must announce the total amount of VP adjustment for their selections to ascertain whether any must be foregone to stay with the VP range limit.

## Central Powers Options

### 1. *American Isolationists United* (-2 VPs)

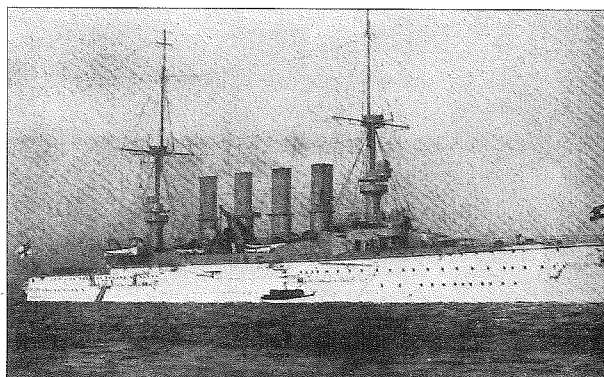
Employ by the end of 1917. Counters the play of an Allied card that brings American forces onto the board, delaying their deployment until the start of next turn.

### 2. *Corp Breakdown* (-1 VP)

Employ in any turn after 1915. At the start of each turn following use of this option, one CP army may be removed from the map and replaced with four corps from the reserve box. Once broken down in this manner no recombination to army size is permitted. Only one army per turn, up to a maximum of three can be so reorganized.

### 3. *Easter Rebellion* (-2 VPs)

Employed at the start of the turn, but no later than 1916. This option presumes the historical Easter Rebellion was more of a threat to the



peace than was originally the case. Remove one BR corps from the map and place it in Ireland. This corps remains in Ireland for the remainder of the turn. Thereafter at the start of each turn the Allied player rolls one die. The corps remains in Ireland unless an even die roll result is achieved, in which case it is immediately placed on any British home port or French channel port controlled by the Allies. Failure to remove a corps results in a +1 CP VP adjustment at the end of each turn.

#### 4. Free Deployment (-2 VPs)

Employ during initial setup. The CP is free to deploy units as desired (ignoring historical setup). The only restriction is that all spaces adjacent to Allied Powers must be covered by at least one CP unit.



#### 5. German Raiders Successful (-1 VP)

Employ after CP War Status reaches 8. This option cancels the effects of the GRAND FLEET and gives the CP a one time VP adjustment of +1 VP.

#### 6. Goeben Gambit (-1 VP)

Employ in turn 1. The German battlecruiser *Goeben* operating in the Mediterranean does not automatically run for Constantinople. Instead, the Imperial Navy orders the *Goeben* to intercept the French North African Army attempting to reinforce the Western front. Remove one FR corps from the reserve box at the start of turn 1. Turkey does not automatically enter into the war when CP War Status reaches 4. Instead, the CP rolls a die each War Status Phase once CP War Status reaches 4. On a modified roll of 6 or more Turkey immediately enters the war. Modify the roll by



+1 for each turn after CP War Status reaches 4 in which Turkey remains neutral.

#### 7. Ossified Brains (-1 VP)

Employ after 1914, but not after FRENCH MUTINY. During an Action Phase all CP defender combat die rolls on one selected front receive an automatic +1 DRM in addition to any other DRMs in effect.

#### 8. Plan XVII (-2 VPs)

Employ in turn 1 or 2. The French have a Mandatory Offensive (in addition to any other MO) against one or more German stacks along the French-German border. This attack may be made with as little as one corps. Only one stack of German units need be targeted. Failure to carry out this attack results in double the normal penalty for failure to carry out an MO.

### Allied Powers Options

#### 1. Corp Breakdown (-1 VP)

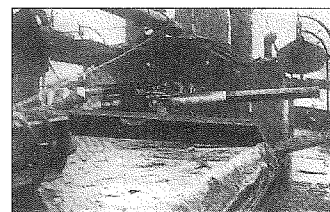
Employ in any turn after 1915. At the start of each turn following use of this option, one CP army may be removed from the map and replaced with four corps from the reserve box. Once broken down in this manner no recombination to army size is permitted. Only one army per turn, up to a maximum of three can be so reorganized.

#### 2. Free Deployment (-2 VPs)

Employ during initial setup. The CP is free to deploy units as desired (ignoring historical setup). The only restriction is that all spaces adjacent to Allied Powers must be covered by at least one CP unit.

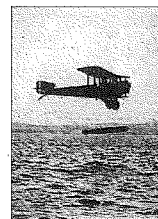
#### 3. Maginot Mentality (+1 or +2 VPs)

Employ prior to the start of the game. Allow the AP to add Level 1 Trenches to either or both Sedan and/or Cambrai. The VP adjustment is +1 VP for each site so modified.



#### 4. Misinformation Campaign (+1 VP)

Employ after 1915. The CP player is forced to carry out his Mandatory Offensive at a place and time of the AP choosing. During the Mandated Offensive Phase, after a nation has been determined the CP, the AP may designate the specific space against which the MO must occur and the specific Action Phase in which the attack must take place.



#### 5. North Sea Landing (+2 VPs)

Employ no later than 1915, but not during a Winter turn. The AP player attempts a seaborne transport of one BR Army (or three corps) from London to an unoccupied coastal hex in Northern Germany (Wil-

## Stuart: STRATEGIC OPTIONS

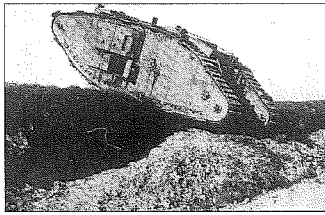
helmshaven to Kolberg). The AP rolls one ten-sided die and consults the following table:

### Roll: Effect:

- 1-2 Invasion aborted; return British units to London.
- 3-4 Invasion is successful, but the British take one step loss.
- 5-7 Invasion is successful.
- 8-9 Invasion is successful. Subtract 1 VP.
- 0 Invasion is successful. Subtract 2 VPs.

If invasion is successful, the space can be used as a British supply source so long as it is occupied by at least one BR corps.

6. *Propaganda Machine* (+1 VP)  
Employ at any time during any turn before 1916. Subtract 1 VP.



### 7. *Russian Ost Wall* (+2 VPs)

Employ after BOLSHEVIST REVOLUTION. The AP rolls one die. The CP player removes GE and/or AH corps equivalent to half the die roll (round fractions down) from the map or reserve box and places them as permanent garrisons within Russia. Thereafter if any of the designated garrisons are eliminated or depart Russia, subtract 1 VP per corps per turn until the garrison level is reestablished.

### 8. *Stab in the Back* (+1 VP)

Employ after BOLSHEVIST REVOLUTION. Cancels WALTER RATHENAU. CP player removes one GE corps from the map and places it on Berlin for the duration of the game. If this corps is eliminated, and a replacement is not repositioned there by the end of the turn, the CP player loses 1 VP.



# Historical Variants

## for *Paths of Glory*

By Brad Martin



*PATHS OF GLORY* is a strategic level game that succeeds in simulating the Great War in a tense and captivating way without the game becoming bogged down in static warfare. However, given the complexity of the numerous events that contrived to produce the result of the Great War, it is impossible for any historical simulation game to take account of everything. Here I present some strategic issues not addressed by the game. Use of these may add to the many historical insights the game already provides.

These are variant rules which can

be played individually, together or in whatever combination you desire.

### 1. PLAN XVII

The French had persuaded themselves that the disasters of 1870 had been due to their lack of offensive spirit. They were determined that this should not be missing in any future war against Germany. The French *poilu* was to be dressed in his traditional long blue coat and bright red trousers, carrying his *Lebel* rifle with bayonet affixed, and was to sweep forward against the enemy with forcefulness and

tenacity—with élan. On the strategic level, the French Commander-in-Chief, Joseph-Jacques-Césaire Joffre (1852-1931), applied the idea of the offensive to the mobilization and deployment planning of the army. By the early spring of 1914 his thinking was complete, and Plan XVII was unveiled. It envisioned an immediate thrust by the First and Second Armies into Lorraine, while the Third and Fifth Armies stood ready to attack the flank of any German advance through the Ardennes.

On August 20, 1914, a few days after the German invasion of Bel-



gium, the brightly-coloured ranks of French infantrymen charged the German Sixth and Seventh Armies. In the battle of Morhange-Sarrebouurg (August 20-22) tens of thousands of Frenchmen were mowed down by the German machine-guns. The spirit of the bayonet had no chance against massed defensive firepower. Plan XVII was discredited, but ironically, its failure may have saved France—for Joffre was persuaded to turn his attention to the rapid German advance through Belgium that threatened Paris.

*RULE: The French First and Second Armies must attack Strasbourg in August 1914 (treat this as an additional Mandatory Offensive).*

## 2. BATTLE OF TANNENBURG

In the early years of the Twentieth Century, Russian military planning had been defensive, to guarantee safety from an Austro-German pincer movement in Poland. However, in 1910 Plan No.19 proposed a radical change. To save France from isolation in the first weeks of the war, Russia must mount an attack. East Prussia was chosen as the target, because it could be attacked from two sides: the east and the south.

On August 20, 1914, the German Eighth Army (Gen. Max von Prittwitz und Gaffron) was surprised to be attacked by the Russian First Army (Gen. P. K. Rennenkampf) at Gumbinnen. The Germans got the worst of the action, but it made Rennenkampf cautious. He slowed his advance on Königsberg. This cautiousness was revealed to the Germans by Lt. Col. Max Hoffman's interception of uncoded Russian radio transmissions. He proposed a switch of German forces by rail, to hit the Russian Second Army (Gen. A. V. Samsonov) in its now exposed left flank. This was approved by von Prittwitz, and confirmed by Gen. Paul von Hindenburg and Gen. E. Luden-

dorff, the latter taking over Eighth Army command on August 23rd. In a hard fought battle during August 26-30, 1914 (characterized by mistakes on both sides), Samsonov's army was almost destroyed (100,000 men and 400 guns captured)—and a myth was born. In practical terms it was an incomplete victory, because Rennenkampf's army was still advancing in the north. More importantly, the Plan was successful in diverting German resources away from France—Moltke dispatched two infantry corps and a cavalry division from the West (weakening the German forces on the Marne).

*RULE: The Russian First and Second Armies must attack/move into Germany in August 1914 (treat this as an additional Mandatory Offensive).*

## 3. AUSTRIAN PLAN B

The early offensive by four Russian armies in Galicia caused the Austrian Chief of General Staff, Gen. Conrad von Hötzendorf, to divert the Second Army to the Russian Front. This new plan left only the Fifth and Sixth Armies to crush the Serbs in Valjevo (encircling them from the south). The Austrian offensive in Serbia opened on August 12, 1914. Field Marshal Voivode Radomir Putnik had the advantage of an excellent communications system and interior operational lines, and was able to discern Austrian intentions and to block them. In the battles of Cer Mountain (August 15-20) and Sabac (August 21-24), Austria's *Strafexpedition* was defeated and 38,000 casualties inflicted (for the loss of 18,000 Serbs). By trying to fight on two fronts, Austria-Hungary failed in both.

*RULE: Austria-Hungary has a Mandatory Offensive against Serbia in August 1914.*

## 4. AUGUST AND SEPTEMBER 1914 EVENTS

The play of a Mobilization Card as an Event during the first two turns of the game seems to slow down the pace of the CP advance into France to an ahistorical degree. The Schlieffen Plan demanded that the German armies maintain a rapid pace in order to crush France before the Russians could fully mobilize.

*RULE: During the first two game-turns, RACE TO THE SEA and LANDWEHR may be played both as Events and also as Ops.*

## 5. WAR ENTHUSIASM

H. W. Nevinson of the London Daily News reported about the war fever that gripped Berlin in early August 1814:



Up and down the wide road of *Unter den Linden* crowds paced incessantly by day and night, singing the German war songs: *Was blasen die Trompeten?* Which is the finest; *Deutschland, Deutschland über Alles*, which comes next, and *Die Wacht am Rhein* which is the most popular. So the interminable crowds went past, a-tiptoe for war, because they had never known it.

...uncounted vans decorated with boughs of tress and crammed with reservists going to the Belgian front. The men had chalked *Nach Bruxelles* or *Nach London* as well as *Nach Paris* on the vans, and at every station they were met by bands of Red Cross girls bringing coffee, wine and food.

Scenes such as these were repeated in most of the capitals of Europe.

## Martin: HISTORICAL VARIANTS

The mass of the people sensed that they had reached a turning point in their lives and in that of their nation; and that there was no turning back. Nothing would ever be the same again. The Czech nationalist Karel Kramér wrote on August 4th:

The historical moment which so many have feared and so many have expected, has arrived. The words of the German Chancellor about the fight between the Slavs and the Teutons have become a reality. The policy of the European Powers will be brought to judgement — now all mistakes of internal policy will have to be accounted for. We shall go as far as to say that at the end of this war we shall hardly recognise the map of Europe.

Given this popular enthusiasm and the political unity it engendered, and the mass mobilization of conscripted armies, it is almost inconceivable that either side would recognize an automatic victory.

*RULE: Ignore rule 5.2 during 1914 (however to prevent gamey tactics, it is wise to allow the VP total to go negative).*

### 6. AUSTRIA-HUNGARY

The Austro-Hungarian Empire was considered by most European Powers as a moribund entity, nearly on a par with her neighbour, the Ottoman Empire. She spent less on armaments than any Great Power (only a quarter of what Germany spent); her army had not fought for nearly fifty years; Slavs made up two-thirds of her infantry; the complex mixture of races, languages and religions created unresolved tensions; the “dual monarchy” between Austria and Hungary was fragile. All this made many suspect that Austria-Hungary would be a liability rather than an asset to the German war effort. Yet, this was not the case. She supplied the

bulk of the troops on the Russian, Serbian and Italian fronts. The bulk of the political leadership of the opposition rallied to the defence of the Empire. Even the various nationalities deferred their struggles. On August 5, 1914 the Czech Social Democrat newspaper put it this way: “The Czech nation, because of its international position, has to rely on Austria in the future, and it must work for the reform of the state according to its needs.”

*RULE: To reflect this unexpected vitality (which lasted until war weariness set in during 1916) the CP player receives 2 Ops for free (to be used exclusively on AH units) per turn. This bonus is lost for that turn if Budapest or Vienna is occupied by the Allies and lost permanently when BRUSILOV OFFENSIVE is played.*

### 7. TRENCHES

Fortune can sometimes be very unkind, continually preventing you from rolling the required number to entrench. As an alternative to rule 11.2, you may wish to use the following.

*RULE: From Fall 1914 onwards (after ENTRENCHMENT has been played) an Army may build a Level 1 Trench by being activated at the cost of 2 OPs—no die roll is required.*

### 8. NEAR EAST DOLDRUMS

In many games of PoG, the Near East is the forgotten theatre—there is just too much to do elsewhere. Yet, this was not what happened historically. There was the Gallipoli campaign, the Turkish offensive in the Caucasus and the Russian counteroffensive in 1915-16, the Salonika Front, the campaign in Mesopotamia (Kut and all that!), the Turkish attack on the Suez Canal, the Arab Revolt, the Senussi revolt, the British Empire campaigns in Palestine and Syria (1917-18).

*RULE: To liven up things, the players may spend free Ops each turn turn in this theater according to the following schedule:*

	<u>CP</u>	<u>AP</u>
1915-16	3	2
1917-18	1	3

*Up to one of the free Allied Ops may be used to activate allied Greek, Rumanian, Montenegrin or Serb units.*

### 9. ITALY

For 30 years prior to the Great War, Italy had been allied to Germany and Austria-Hungary through the Triple Alliance. Yet, on the outbreak of war she declared her neutrality. Throughout 1914 and early 1915 debate raged in Italy as to which side the country should join. The government opened negotiations with the Central Powers and the Entente, virtually holding an auction—whoever offered the most would be rewarded with the Italian Army. The Entente came up trumps with the Treaty of London, April 26, 1915, which offered Italy Trentino, Trieste, Venezia-Giulia and northern Dalmatia (no matter that these provinces were not theirs to give). Italy declared war against Austria-Hungary on May 24, 1915.

During its neutrality, the Italian Army had plenty of time to mobilize and equip its troops, and to learn from the experiences of the belligerents.

*RULE: If Italy enters the war after the Allied War Status has reached Total War, then it begins with all of its armies at full strength, and with Level 1 Trenches in Verona, Asiago, Maggiore and Udine.*

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

CENTRAL POWER  
DECK HOLDING AREAS

PLACE  
LIMITED WAR  
CARDS  
HERE  
UNTIL  
SHUFFLED  
INTO DRAW  
DECK

LIMITED WAR

PLACE  
TOTAL WAR  
CARDS  
HERE  
UNTIL  
SHUFFLED  
INTO DRAW  
DECK

TOTAL WAR

PLACE  
PERMANENTLY  
REMOVED  
CARDS  
HERE

REMOVED CARDS

PLACE  
DRAW DECK  
HERE

DRAW DECK

PLACE  
PLAYED  
CARDS  
HERE  
UNTIL  
RESHUFFLE

PLAYED CARDS





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