Paths of Glory

V1.0 Steven McDougall 8th September 2011

Set Up

- Place pieces on map as per rulebook (P32)
- Move 1 RU Corps from Reserve Box to Lutsk (optional but recommended)
- Move 1 AH Corps from Reserve Box to Stanislaw (optional but recommended)
- Set up markers as per rulebook (Section 4.1)
- Shuffle Mobilisation decks for each player. Set Limited and Total decks aside
- CP may choose to start with "Guns of August" card
- Each player then draws up to hand size of 7 cards

Sequence of Play

(1)   Mandated Offensive (MO) Phase

(2)   Action Phase

(3)   Attrition Phase

(4)   Siege Phase

(5)   War Status and Victory Check Phase

(6)   Replacement Phase

(7)   Draw Strategy Card Phase

(8)   End of Turn

Victory – Campaign Scenario

- VP marker begins on space 10
  - moves up when CP gain VPs
  - moves down when Allies gain VPs

- Gain VPs by
  - taking control of red VP spaces from the enemy
  - enemy not fulfilling an MO
  - card effects (e.g. Blockade)
  - see Victory Point Table for full details

- Automatic CP win if VP total ≥ 20   during the War Status Phase
- Automatic AP win if VP total ≤ 0   during the War Status Phase

- Otherwise assess VP level when Combined War Status ≥ 40 (Armistice) or at end of Turn 20
  - AP win if   VP total ≤ 9
  - CP win if   VP total ≥ 13 or

    VP total ≥ 11 if "Treaty of Brest-Litovsk" played

- Otherwise it's a draw

Supply

- **Supply Sources**
  - **CP**:
    - All CP units: Essen, Breslau, Sofia, Constantinople
  - **AP**:
    - Russian: supply symbols in E Russia or Belgrade
    - Serbian: supply symbols in E Russia or Belgrade or Allied Salonika
    - Romanian: supply symbols in E Russia or Belgrade
    - Other Allied: London

- **Supply Check**
  - *on activation:* when Move/Attack OPs chits are assigned
  - *immediately prior to a battle*: at the time of combat
    - note that advances/retreats caused by earlier combats this round could change supply status

- A unit is **in supply** if it can trace a path to a friendly supply source
  - only through friendly-controlled spaces via connections that

unit could normally use for movement
- • Romanian and Serbian units *can* trace supply to off-map RU sources
- • Montenegrin, British ANA, Turkish SN are always in supply
- • Serbian units are always in supply in Serbia
- • only MEF Army and British and Australian corps can trace supply to MEF beach head
- • forts do not need to trace supply
  - – *can* be traced through an enemy fort that is besieged by friendly units
  - – *cannot* be traced through or to a friendly fort that is besieged by enemy
  - – supply network can include **sea supply** links between unbesieged friendly ports
    - • Allies can only utilise friendly-controlled ports *outside* Germany and Russia for sea supply
      (Constantinople only if Gallipoli is friendly-controlled)
    - • CP can only utilise friendly-controlled ports *in* Germany and Russia for sea supply (not a besieged Riga)
    - • Russian, Serbian, Romanian units cannot use sea supply to trace path to either off-map RU sources or London

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Stacking Limit

- • Up to **3 combat units** can stack in a space
  - – different friendly nationalities may stack together but activation costs will be increased
  - – may temporarily overstack *during* movement or strategic redeployment but limits must be enforced after move/SR

US Entry

- • **3 stage process**
  - – if Combined War Status ≥ 30
    - • move marker to "Zimmermann Telegram Allowed"
  - – if Zimmermann Telegram is played
    - • move marker to that box
    - • US now a playable nation but no US Reinforcement cards allowed
  - – if Over There card is played
    (can be played on the turn after Zimmerman Telegram)

- move marker to that box
- 1 US Reinforcement card can now be played per turn

Russian Capitulation

- **a 6 stage process**
  - generally depends upon current number of VP spaces controlled by the CP and current Combined War Status
  - detailed in Section 16.4 of rulebook
  - once Russia capitulates, Russian units cannot operate outside of Russia, Germany, Austria, Turkey, or Romania
    - Russian units outside these areas and/or stacked with Allied units are eliminated
    - Russian units cannot stack with or move through Allied units (and vice versa)
    - Russian units can no longer attack and CP units can no longer attack Russian units
    (Turkish units *can* still attack on NE map)

Mandated Offensive

- Each player rolls 1d6 and places MO marker on table
  - +1DRM to CP if Hoffman Event has been played
  - rolling "None" or a currently neutral nation means that there is no mandatory attack required this turn
  - if a nation is rolled whose capital is enemy-controlled, then move MO marker 1 space to the right
    - both Budapest and Vienna must be enemy-controlled for marker to be moved from AH
  - French MOs become French Mutiny MOs once French Mutiny Event has been played
    - no French MO attack required (in fact *could* be penalised)

- MO marker determines a country that must conduct an attack this turn or suffer 1VP penalty
  - even if the country doesn't have a unit on map able to attack
  - ***British/French must attack German unit in France, Belgium or Germany***
    - AUS, CND, PT, ANA do not count as British for MO purposes
  - ***Russians must attack any enemy unit***
    - RU MO = None if Bolshevik Revolution has been played
  - ***Germans must attack British or French or Belgian or American unit in France, Belgium or Germany***

- • GE MO = None if H-L Take Command has been played
  - – ***Turks must attack an allied unit***
    - • SN cannot fulfil the MO for the Turks
  - – ***AH must attack any enemy unit***
  - – ***AH(It) result***
    - • move to AH box if Italy still neutral or Rome is controlled by CP
    - • otherwise, AH must attack either a space containing an Italian unit, a space in Italy, or a space containing an Allied unit tracing supply through a space in Italy

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Action Phase – Six alternating action rounds per Action Phase

- • CP player plays first at the start of each turn

- • Continue alternate play until six rounds have been completed
  - – place Action chit on table as each action is taken

- • Play card for **OPs** or **SR** or **RP** or **Event**
  - – or take a free **1 OPs Automatic Operation**
  - – or **Offer Peace Terms** if eligible

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(i)　OPs – Spend OPs to activate spaces for **movement *or* combat**
(place all markers before carrying out the actions – complete all moves before any combat)

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- • If CP is at Total War and Allies are not
  - – Allies cannot play Italian or Romanian Entry for OPs

(1) **Move**
- • Cost to activate a space = number of *nationalities* in space
  - – cost to activate MEF Army = 3 OPs if tracing supply through MEF beach head (unless entering as reinforcement)
    - • cost to activate other Allied corps tracing supply through MEF beach head = 1 OP each
  - – even OOS units affect cost *but cannot move*
  - – Belgian units in Antwerp, Ostend, Calais, Amiens can be treated as British for determining activation costs
  - – French and American units can be treated as one nation in France and Germany for determining activation costs
  - – CP "Sud Army" and "11th Army" Events can affect activation costs (see cards)

- • Move units from activated space to destination
  - – players immediately gain control of each space they enter
    - • unless besieging a fort

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- British ANA only controls the space it is actually in
    - each unit must be moved separately
        - movement of one stack must be completed before another stack is moved
        - not all units in activated space have to move
        - CP units cannot *end* their move in Amiens, Calais, or Ostend until either "Race for the Sea" played or CP War Status ≥ 4 (except via advance after combat)
        - units can only enter MEF space if MEF beach head marker is present
        - units cannot enter spaces in a neutral nation (except Limited Greek Entry – see below)
        - units can freely enter Albania
        - units can freely enter Persia after Turkey enters the war
        - neither BEF corps nor BEF Army can move outside Britain, France, Belgium, or Germany
        - the only *Armies* that can enter NE map spaces are MEF, British NE, French Orient, Russian Caucasus, Turkish YLD, Army of Islam
            - includes Constantinople and Bursa spaces
        - only 1 Russian corps can move per turn between "To Caucasus" box and the NE map
            - no Russian *Army* can ever make this move
            - not allowed after "Fall of the Tsar" Event
        - Russian units cannot enter or besiege a German fort in August 1914
        - enemy level 2 trenches in space become level 1 trenches
        - enemy level 1 trenches in space are removed
    - each space costs 1MP to move into
    - dotted lines are restricted for movement (details on map)
    - can move *through* a space containing an attack marker but cannot stop there
    - cannot enter a space containing an enemy unit
    - can only enter an empty unbesieged enemy fort space if a siege results after all movement
        - siege requires that at least 1 Army + number of Corps equal to fort Loss Number exist in fort space at same time
        - friendly units besieging an enemy fort cannot move if this would leave insufficient forces behind to continue the siege (unless they suffer combat losses or entire force leaves)
    - besieged fort spaces can be entered or moved through as normal (besieging force *effectively* controls the space containing the fort)
    - an enemy fort can still be attacked from adjacent spaces if friendly units vacate the fort space

- If an **Entrench** Event has been played (NB only allowed once per game)
    - **one Army** in a space activated for movement can attempt to entrench **instead of moving**
        - other units can move freely

- • attempt can be made even if besieging a fort
  - – after all movement, make entrench attempts (each space separately)
    - • succeeds if 1d6 ≤ Loss Factor of Army
    - • either place level 1 trench (if none present), or convert level 1 trench to level 2

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(2) **Attack**

- • Cost to activate space = number of *nationalities* in space
  - – if Fall of the Tsar has been played
    - • activation combat cost = 1 OPs point per *unit*
  - – cost to activate MEF Army = 3 OPs if tracing supply through MEF beach head (unless entering as reinforcement)
    - • cost to activate other Allied corps tracing supply through MEF beach head = 1 OP each
  - – even OOS units affect cost *but cannot attack*
  - – Belgian units in Antwerp, Ostend, Calais, Amiens can be treated as British for determining activation costs
  - – French and American units can be treated as one nation in France and Germany for determining activation costs
  - – CP "Sud Army" and "11th Army" Events can affect activation costs (see cards)

- • Carrying out attacks
  - – dotted lines are restricted for attacking (details on map)
    - • units in London can only attack if supported by units located in a space in France or Belgium
    - • Italian units can attack across the Taranto-Valona dotted line without friendly units located in Albania or Greece
  - – you are not *required* to perform an attack activated earlier
  - – cannot attack a space containing *only* enemy units that retreated earlier this round
  - – only one enemy space can be targeted at a time but several activated friendly forces can combine their strengths
  - – units in an activated space can attack different adjacent locations
  - – units with a CF of 0 can still participate in an attack
  - – non-participating units in an activated space cannot take losses or advance after combat
  - – Multinational attacks are possible only if at least *one* space contains units of *all* the participating nations
    - • given stacking limits, this means that a battle can only involve 3 different nations per side
    - • there are no exceptions to this requirement
  - – Russian units:
    - • cannot attack a German fort in August 1914
    - • cannot attack from "To Causasus" box to NE map
    - • only 1 Russian corps can attack/retreat between the "To

Causasus" box and NE map per turn
(this counts as the "one move allowed" as per Move rules above)

- – neither BEF corps nor BEF Army can attack a space outside Britain, France, Belgium, or Germany
- – Allies can only make 1 attack per round *on* NE map
  - • includes Constantinople and Bursa
  - • MEF beach head space and space containing British NE Army are not affected
  - • units can make several attacks *into* the NE map
- – if a French unit *not* stacked with an American unit attacks in France, Belgium or Germany during a FR Mutiny MO Turn,
  - • +1VP penalty (for the turn)
  - • FR MO marker moved to "None or Made"

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- • **Combat Resolution**

  - – ***Designate Combat***
    - • attacker identifies attacking units and target space

  - – ***Determine Combat Strengths***
    - • each side totals the Combat Factors of their units
      - – defender adds CF of any fort
      - – CF of units retreated earlier this action round are ignored

  - – ***Play Trench-negating Combat Cards***
    - • attacker can play trench-negating combat cards

  - – ***Attempt Flank Attack***
    - • attacker may choose to attempt this if
      - – units are attacking from 2 or more spaces
      - – at least one *Army* is attacking
      - – defending space is not a Swamp or Mountain
      - – defending space is free of an effective trench
      - – defending space is not a vacant enemy fort
    - • Flank Attempt **procedure**:
      - – attacker designates one space as "frontal assault" space
      - – +1DRM to flank attempt die roll for *each* additional attacking space that is unconnected to an enemy-*occupied* space via a *solid* line
        (ignoring target space)
      - – attacker rolls 1d6
        - • success if roll + DRM ≥ 4
    - • if Flank Attempt is ***successful***
      - – all steps from "Determine DRM" to "Take Losses" are performed by attacker before defender
      - – combat cards played during next step are still

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used regardless of outcome of Flank Attack
<small>(see 12.3.4.1/2 for Kemal and Withdraw cards)</small>
- • if Flank Attempt *fails*
  - – all steps from "Determine DRM" to "Take Losses" are performed by defender before attacker
  - – combat cards played during next step are still used regardless of outcome of Flank Attack
    <small>(see 12.3.4.1/2 for Kemal and Withdraw cards)</small>

- – ***Play Combat Cards***
  - • attacker can play any number of Combat Card Events
    - – can also use combat cards from combats carried out earlier this action round that remain unused
  - • defender now plays any number of Combat Card Events

- – ***Determine DRM***
  - • calculate net DRMs after assessing all combat cards played
    - – -3DRM if *all* attacking units are in Sinai

- – ***Determine Fire Column***
  - • each player determines which Fire Table he will use
    - – he uses Army Table if he has at least one Army present in the battle
    - – he uses Corps/Fort Table otherwise
  - • determine Fire Column based upon combat strength and terrain
    - – ignore column shifts that lie outwith table

- – ***Determine Results***
  - • each player rolls 1d6, applies DRM and cross-references with Fire Column to determine result
    - – can never be modified below 1 or above 6

- – ***Take Losses***
  - • each player applies losses as per his opponent's result on the Fire Table
    - – defender takes losses first if Flank Attack
    - – if Withdrawal Event played this round (12.6):
      - • defender can negate 1 corps step loss
        <small>(after his Determine Result step)</small>
        <small>– negate 1 *Army* step loss *if* no corps loss suffered</small>
        <small>– Army is only flipped if it has no corps in Reserve and its Loss factor equals the Loss Number</small>
      - • defenders must always retreat *one* space and full-strength attackers can advance
  - • losses are taken by reducing/eliminating units or forts
    - – each Loss Factor on unit/fort is used to satisfy Loss Number requirements
      - • any units retreated earlier this action round are ignored and immediately

eliminated if Loss Number ≥ 1
- forts must be eliminated last
- attacker's forts are never affected

– an eliminated Army is immediately replaced by a full-strength Corps (same nationality) from Reserve Box (if available)
  - *reduced* strength corps from Reserve Box if no full-strength corps available
  - otherwise no replacement and Army is permanently eliminated
  - any replaced Army that was OOS is permanently eliminated
  - TU, YLD, TU AoI, FR AoO, RU CAU, BEF, MEF, BR NE are permanently eliminated ("•" on right of symbol)
  - BEF Army can only be replaced by BEF corps
  - MEF Army and British NE Army can be replaced by any British corps (except BEF corps)
  - British Army units cannot be replaced by AUS, CND, PT, and ANA corps

– losses must be taken as fully as possible without exceeding total Loss Number
  - space containing only two full-strength 3LF Armies that suffer a 7LP result (with no corps in Reserve Box) is left with only 1 full-strength Army
  - space containing only two full-strength 2LF Armies that suffer a 5 result (with no corps in Reserve Box) is left with only 1 full-strength Army
  - in *any* combat involving attacking British units, the *first* loss is prioritised if possible (without exceeding Loss Number):
    - BEF Army
    - BEF corps
    - MEF Army
    - AUS or CND corps
  - in *any* combat involving the Russian CAU Army, this unit must take the first loss if possible (12.4.5)

– ***Determine Combat Winner***
  - player who inflicted the highest Loss Number wins the combat
    - both are considered losers if Loss Numbers tied
    - winner can keep any played or selected combat events in front of him
      - except "*" cards (removed) or if

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stipulated otherwise on card
- these can affect one other combat *per action round*

    – loser must discard all played and selected combat events

    – Allied player must discard They Shall Not Pass if he loses the combat. Card remains face up in front of him if he wins or ties until end of turn

- *Defender Retreat*
  - if attacker wins the combat and any attacking units are at full strength, all remaining defending units must retreat
    - defender may be able to cancel this by taking an additional step loss

- *Attacker Advance*
  - attacker can advance with any surviving full-strength units if defending units retreated or were all eliminated

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Retreat

- attacking units never retreat
- if attacker has any full-strength unit(s) left after winning a battle, the defender must retreat all his remaining units
  - even if attacking units are unable to advance and besiege an intact enemy fort
  - units in trench, forest, desert, mountain, or swamp can ignore full retreat (only) by taking an additional step loss from any defending unit
  (unless this would result in loss of last unit)
- retreating distance = 1 space if difference in Loss Numbers is 1
  - otherwise, retreat distance is 2 spaces (no retreat if tied)
  - must preferentially retreat through friendly-controlled spaces if possible
    - otherwise, can enter empty enemy-controlled spaces (only *final* destination space becomes friendly controlled – unless it contains an intact enemy fort))
  - cannot retreat into an enemy-occupied space or unbesieged enemy fort
  - must end retreat in supply if possible
  - units can retreat to different destinations
  - retreat spaces are prioritised (for *each* space entered):
    - friendly, in supply
    - friendly, unsupplied
    - enemy, that would become friendly supplied
    - enemy, that would not become friendly supplied
  - no sea retreats allowed
  - cannot *end* retreat in overstacked space
  - control of the vacated space does not immediately

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change after defender retreats
- units unable to retreat fully are eliminated
  - an Army is permanently eliminated
  - an Army is also permanently eliminated if replaced by corps that is unable to retreat
    - corps goes into eliminated/replaceable box
  - Russian units retreating into an off-map box are eliminated if they still need to retreat an additional space

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Advance

- any surviving full-strength attacking units can advance subject to stacking limits
  - advance into empty battle space if all defenders were eliminated
  - may also advance into/through any empty spaces along the retreat path if defenders retreated
    (must stop if entering a swamp, forest, or mountain space)
  - advance into a vacant fort space is allowed only if fort was destroyed or there are sufficient units to immediately besiege it
    (*additional* units can then advance through the space)
  - advancing units gain control of any space they enter
  - CP units can only advance into Amiens, Calais, Ostend if:
    - it was the attacked space, or
    - Race to the Sea has been played, or
    - CP War Status ≥ 4

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(ii)   SR

- If CP is at Total War and Allies are not
  - Allies cannot play Italian or Romanian Entry for SR

- Cannot play a card for Strategic Redeployment on two consecutive rounds in the *same* player turn
  - Salonika card counts as an SR action for this restriction
  - Kavella space can be used by Allies to SR after Salonika or Greece Neutral Entry cards are played

- **SR** is used to move units **long-distance** on map
  - *OOS units cannot SR*
  - a unit can only SR once per action round
  - cost to SR a **corps** = **1** SR point
  - cost to SR an **Army** = **4** SR points
  - move unit through any number of connected friendly spaces to another friendly, supplied space

- - including besieged enemy forts so long as fort remains besieged
  - CP units cannot SR into Amiens, Calais, or Ostend until either "Race for the Sea" played or CP War Status ≥ 4
  - only 1 CP corps can SR to/from NE map per turn
    - Turkish corps do not count against this limit
  - Russian units can only SR in Russia and Russian NE
    - only 1 Russian corps can SR to/from NE map per turn
      - still allowed even after "Fall of the Tsar" Event
  - no limit on number of British (including AUS), Russian, or non-Turkish CP corps that can SR within NE map
    - Russians cannot SR outside Russia/Russia NE
  - Allied corps can SR to/from NE map even before Turkey enters war
  - all nations (except Russia) can **SR units by sea** from friendly port to friendly port
    - cannot be combined with any overland SR
    - CP can only SR by sea via ports in Germany and Russia (not a besieged Riga)
    - Allies can SR by sea via any ports not in Germany or Russia (via Constantinople only if Gallipoli is friendly-controlled)
    - only 1 British corps (including AUS) can SR by sea to/from NE map
      - SR overland via Constantinople not limited
  - Albanian spaces are considered Allied controlled for SR purposes at game start
  - Montenegrin unit cannot SR overland

- **SR** is also used to move units **to/from Reserve Box**
  - *OOS units cannot SR*
  - a corps cannot SR to/from Reserve Box if nation's capital is enemy-controlled or besieged
    - Paris for France
    - Budapest *or* Vienna for AH
    - Belgian and Serb forces not affected
  - the following corps cannot SR to/from Reserve Box
    - German and Austrian units tracing supply to Sofia or Constantinople
    - Turkish units tracing supply to Essen, Breslau, or Sofia
    - Bulgarian units tracing supply to Essen, Breslau, or Constantinople
    - Russian/Romanian units tracing supply to Belgrade
  - SR a unit from Reserve Box into a supplied friendly space with a unit of the same nationality (stacking limits apply)
    - not allowed into spaces containing only British ANA or Turkish SN corps

      –   corps can also SR from Reserve Box to any friendly capital or supply source in their nation
- Serbia corps SR from Reserve Box to Salonika
- only 1 British corps (including AUS) can SR to/from Reserve Box to NE map per turn
  – this counts as the one sea SR allowed to British corps per turn
  – no other allied corps can Reserve Box SR to/from NE map

      –   corps can also SR *from* map *to* Reserve Box

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(iii)   RP

- If CP is at Total War and Allies are not
  – Allies cannot play Italian or Romanian Entry for RP

- Mark number of RP points for each nation shown on card on the General Records Track
  – Bulgaria, Italy, Turkey cannot receive RP whilst neutral
  – "A" RPs are marked using Allied RP marker and can be used for any/all Allied minor nations
  – US replacements are not listed on Strategy cards
    - US gain 1RP point per Allied card played if "Over There" event has been played

- Cannot play a card for Replacement Points on two consecutive rounds in the *same* player turn

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(iv)   Event

- Carry out all instructions on card
  – legal to burn some cards as Events that can no longer occur
  – Event cards with "*" are removed from game at end of action round if played as an Event
  – Event cards with a parenthesised number
    - player increases his War Status and Combined War Status this number of spaces on General Records Track

- **Neutral Entry Events**
  – *only **one** neutral nation can enter war **each turn***
  – Bulgaria, Greece, Italy, Romania
    - place units on map
  – US and Turkey do not enter war via Event cards
  – **Limited Greek Entry**
    - occurs when Salonika card is played
    - units placed on map but remain neutral
    - neither side can move Greek units until Greece Neutral Entry Event is played

- neither side can move into or through Greek-*occupied* spaces
- neither side can attack or trace supply through Greek-*occupied* spaces
- either side can attack or move into Greek spaces not containing Greek units
- MEF Event cannot be played after Salonika
  - unless used to place reinforcements off NE map (see reinforcement events below)

- **Reinforcement Events**
  - *only **one** reinforcement card can be played for a nation **each turn***
    - cannot be played in August 1914
    - can only be played if *all* of the reinforcing units can be placed in supply and on the map at the same time (not necessarily all in the same space)
    - can normally be played even if a nation's capital is enemy-controlled, so long as there is an appropriate entry space
  - reinforcing **Corps** are placed in Reserve Box
    - British ANA and Turkish Senussi corps are placed as per their card
  - reinforcing **Armies** are placed in nation's capital and/or a friendly-controlled supply source in that country
    - not in a besieged fort space
    - Budapest and/or Vienna for AH capital
    - US Armies are placed in any port in France
    - French Armies can be placed in Orleans if Paris is fully stacked (but not if Paris is besieged or enemy-controlled)
    - French Orient Army, Russian CAU Army, British NE Army are placed as per card
    - British MEF is placed on one of the 4 MEF spaces (place MEF beach head marker in space too – this now acts as an Allied port and both players can treat it as a normal space. Remove if CP forces enter it)
    - Allies can choose to enter any/all of his Near East Armies (MEF, British NE, French Orient, Russian Caucasus) at that nation's capital or a friendly-controlled supply source in that country
      - specific entry conditions on card ignored
        - War Status still updated if MEF and Allenby cards played
        - MEF *can* be played after Salonika in this situation
        - Sinai Pipeline *can* be played after Allenby if the latter is used in this situation
      - the unit loses its capacity to enter NE map (and Salonika for FR Orient)
      - act as normal Armies but are not replaceable and still suffer Loss Priority as per combat rules

- **Combat Events**
  - played during battles (see Attack section in OPs)

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(v)　Offer Peace Terms

- CP can offer Peace Terms if VP total ≥ 11

- Allies can offer Peace Terms if VP total ≤ 9

- Game is drawn if Peace Terms accepted

- If Peace Terms rejected
  - offering player rolls 1d6
  - consult Peace Terms Table and adjust VP marker

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(vi)　Free 1 OPs Automatic Operation

- As per OPs section

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Attrition Phase

- All **OOS corps and Armies** are eliminated
  - corps are place in Replaceable Box
  - Armies are permanently removed
  - Turkish units in Medina are considered in supply for attrition
    - no card can be played for OPs to affect these units if they are relying solely on this special supply

- Any **friendly space that is OOS** and does not contain an intact friendly fort becomes enemy-controlled
  - spaces can trace to any friendly supply source for attrition
  - enemy-free Serbian spaces are always in supply
  - any spaces converted to friendly control during a Turkish SN corps move suffer attrition if unsupplied
    (other than the space it occupies)
  - Libya space suffers normal attrition
  - Albanian spaces trace attrition supply normally to Allied supply sources or to Taranto (even if Italy is still neutral)

- **Trench Attrition** (not in intact fort spaces)
  - level 2 trenches in OOS spaces become level 1 trenches
  - level 1 trenches in OOS spaces are removed

Siege Phase

- All besieged forts are checked to see if they are destroyed
    - destroyed if 1d6 ≥ Loss Factor of fort
        - -2 DRM during August and September 1914
    - add destroyed marker

War Status Phase

- Check Victory Point Table and make required changes as per "During the War Status Phase" section

- Determine any Automatic Victory

- Determine if Armistice has been declared
    - Combined War Status ≥ 40
    - determine victory

- Each player checks to see if his War Commitment Level has changed (not done in August 1914)
    - add Limited War deck to discards and draw pile and reshuffle if War Status ≥ 4
        - Turkey enter war if CP reaches Limited War status
            - place units on map
            - does not count against 1 neutral entry/turn limit
    - add Total War deck to discards and draw pile and reshuffle if War Status ≥ 11

- Note that Oberost and Race to the Sea restrictions in 1914 depend upon War Status values during a turn – not War Commitment Level

Replacement Phase

- Each nation spends any RP points allocated during the current turn
    - see Replacement Cost Table for details
    - *units with a "•" in upper right corner can never be replaced*
    - leftover RP points are lost at end of this phase
    - "A" RPs marked by Allied RP marker can be used only for any/all Allied minor nations

(ANA, AUS, BE, CND, MN, PT, RO, GR, SB)

- no RPs can be spent for a nation if that nation's capital is enemy-controlled or besieged
  - Paris for France (although an OOS unbesieged Paris is OK)
  - Budapest *or* Vienna for AH
  - Belgian and Serb forces not affected
    (so long as they can be legally placed on map)
    (Belgian and Serb corps can be rebuilt in Reserve Box even if their entire country is enemy-controlled)
- the following units cannot receive replacements
  - German and Austrian units tracing supply to Sofia or Constantinople
  - Turkish units tracing supply to Essen, Breslau, or Sofia
  - Bulgarian units tracing supply to Essen, Breslau, or Constantinople
  - Russian/Romanian units tracing supply to Belgrade

- Recreated Armies are placed as per reinforcements (see above)
  - *Exceptions*:
    - Serbian Army units can be recreated in Salonika if "Salonika" or "Greek Entry" Events have been played and Salonika is Allied-controlled. Can also be recreated normally in Belgrade (not if Nis is under CP control)
    - Belgian Army can be rebuilt in Brussels, Antwerp, or Ostend
      - only if friendly-controlled and supplied
      - otherwise may be rebuilt in Calais
    - British ANA corps is rebuilt in Arabia, not Reserve Box

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Draw Cards Phase

- Each player draws up to hand limit of 7 cards
  - all combat cards played during previous turn are discarded
  - in-hand combat cards can also be discarded before draw
  - If CP is at Total War and Allies are not
    - Allies can treat Italian or Romanian Entry cards as unplayed combat cards and discard them

- Shuffle discards to create a new draw deck if necessary

End of Turn Phase

- Advance Turn Marker and start new turn with MO