

Paths of Glory: The First World War

BY TED RAICER

On June 28, 1914, Archduke Franz Ferdinand, heir to the Habsburg crowns of Austria and Hungary, was assassinated by

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

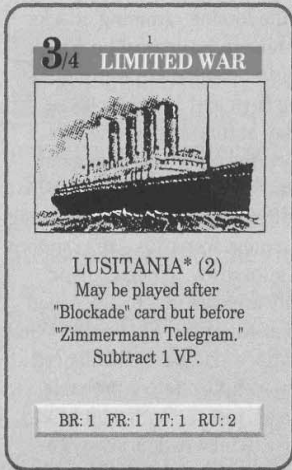
Over four years later the war ended on November 11, 1918. The three great dynasties that had begun the war, Habsburg, Romanov, and Hohenzollern, had been destroyed. Lenin was waging a civil war for control of Russia, while Austria-Hungary had dissolved into its various ethnic components. The victors, France and Britain, were in scarcely better shape than the vanquished. The United States of America, which entered the war in April 1917, was disillusioned by the peace that followed and withdrew into isolationism. The Second World War was the result of the First.

Paths of Glory: The First World War is a game that allows two players to simulate the Great War in a fun and historically accurate game. The Central Powers player is attempting to use his central position and the quality of his German armies to defeat his numerically superior opponents. The Allied player is attempting to bring his larger numbers to bear against his opponent, hoping to avoid a Revolution in Russia at least until the forces of the United States can arrive.

Overview

Paths of Glory is a corps/army game covering all of WWI in Europe and the Near East from August 1914

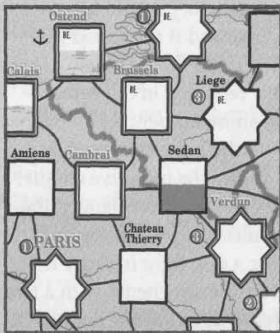
Example of Map Segment and Strategy Card are shown at reduced size.



STRATEGY CARD

110 Strategy Cards in the game

At the heart of the design are the 110 Strategy Cards. Each player has his own deck of 55 Mobilization, Limited War, and Total War Cards. Each card can be used to perform movement and combat Operations, Strategically Redeploy units, accumulate Replacements to rebuild battered Armies and Corps, or introduce dozens of historic Events.



GAME MAP SEGMENT

Point-to-Point System

<p>Army Counter</p> <p>9 Army</p> <p>GE</p> <p>5-3-3</p>	<p>Corps Counters</p> <p>XXX</p> <p>REF</p> <p>2-2-4</p>
<p>Unit Factors</p> <p>AH</p> <p>1-1-3</p>	<p>FR</p> <p>XXX</p> <p>1-1-4</p>
<p>Combat Loss Movement</p>	<p>RU</p> <p>XXX</p> <p>1-1-3</p>

GMT GAMES

GAME COUNTERS

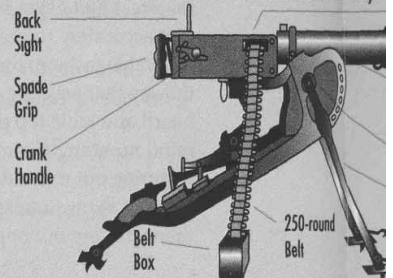
The Commanders:
The infirm von Moltke, and the calculating Falkenhayn. The impetuous Foch. "Bull" Allenby's Near East Army and Lawrence's Arabs. General Brusilov's Offensive. Hindenburg, the wooden titan. The brilliant but unstable Ludendorff. All play their roles in your campaigns.



Maxim 08

German MAXIM 08 Machine Gun

The devastating, deadly fire-power of the German Maxim 08 gun on the opening day of the Somme Offensive, July 1, 1916, for 90% of the British casualties incurred on that one day.



Paths of Glory

THE FIRST WORLD WAR, 1914-1918



Diplomacy, Politics, and Revolution:
Suffer the infamy of the Rape of Belgium and the sinking of the *Lusitania*. Intercept the Zimmermann Telegram. Send Lenin into Russia to foment the Bolshevik Revolution. Invade neutral Greece at Salonika. Entice Italy and Romania to join the Allies. Bribe Bulgaria to overwhelm the Serbs.

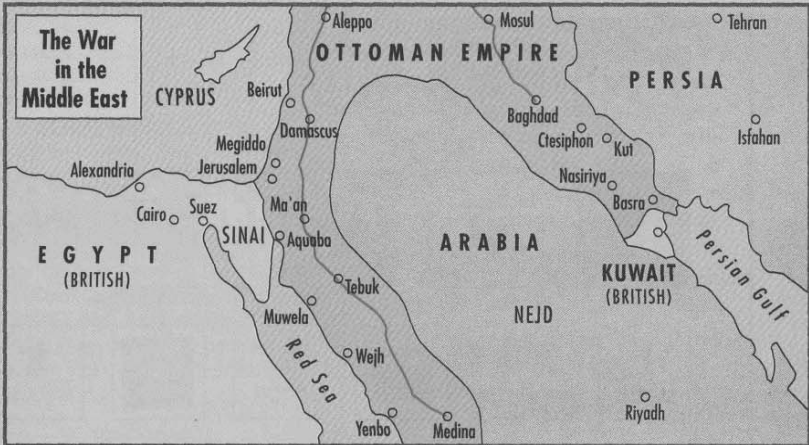
By Rodger B. MacGowan ©1999

30.5-cm.

AUSTRIAN SKODA 30.5-cm. (12-inch) HOWITZER

Known as "Schlanke Emma," there were three models, the 1911 version being the most used. Heavy siege guns won the Germans and Austrians the fortified places they captured in Belgium, France, and Serbia.

By Rodger B. MacGowan ©1999



Close-Up Cover Feature

to the winter of 1918-19. Turns generally represent three months. The game uses a point-to-point style map and card driven play sequence. To give some feel for the game's mechanics, an expanded sequence of play is presented below.

A. Mandated Offensive Phase

Both players roll on the Mandated Offensive Table on the appropriate Allied or Central Powers line to determine which nation they control, if any, must perform a Mandated Offensive. Place the appropriate MO marker on the Turn Record Track as a reminder. A player may choose not to perform a Mandated Offensive at the cost of a Victory Point.

B. Action Phase

Each Action Phase is divided into six identical Action Rounds. Each Round allows both players to take one action. The Central Powers player takes his action first in each Round. Each player Action consists of a Card Play, a Peace Offer, or the automatic activation of a single friendly stack for movement *or* combat.

Each player has his own deck of 55 Strategy Cards. These decks are in turn divided into Mobilization, Limited War, and Total War cards. Each player starts with 14 Mobilization cards. The play of certain Events gradually increases a player's War Status, adding first 20 Limited War and later 21 additional Total War

cards to his deck.

Each Strategy Card may be used in one of four ways each Action Round: Operations, Strategic Redeployment, Replacements or as an Event. Use of a card as an Event will usually cause its removal from the game.

Operations consist of activating 2-to-5 spaces (depending on the card's OPS rating) for movement *or* combat. Generally combat units cannot both move and attack in a single Round.

Combat in **Paths of Glory** involves the use of fire tables, with armies firing on a better table than corps. Attacker and defender fire is generally simultaneous, though the attacker may attempt to gain first fire through a Flank Attack under certain conditions. A failed Flank Attack gives the defender first fire. Trenches prevent flank attacks and provide other combat benefits to the defender.

All corps and armies are two step units. You do not build up or breakdown between corps and armies in **Paths of Glory**. However if an army is eliminated it combat it is replaced by a corps from that side's Reserve Box, and if no such corps is in Reserve the army is permanently eliminated. Balancing the need for corps on the map and in Reserve is a key element of the game.

Strategic Redeployment allows for the movement of corps (or sometimes

a single army) anywhere within friendly territory. SR also allows for the movement of corps into and out of a player's Reserve Box, and between ports for sea movement. A player may not perform SR two Rounds in a row in a single turn.

Replacements are accumulated during a turn through card play, and used to rebuild reduced or eliminated units at the end of the turn. Unused replacements are lost—they may not be saved from one turn to the next. As with SR, a player may not perform 2 Replacement Actions in a row in the same Turn.

If a player chooses not to play a card he can take an automatic 1 OPS. The player who is currently ahead can also offer Peace Terms, generally in the hope of picking up a cheap propaganda VP. But he must be wary - if he is too far ahead the other player may accept his terms, ending the game in a draw.

C. Attrition Phase

Eliminate all OOS Corps and Armies. Eliminated OOS Corps are placed in the deadpile. Eliminated OOS Armies are permanently removed from the game. Supply is traced through any friendly controlled spaces to a supply source.

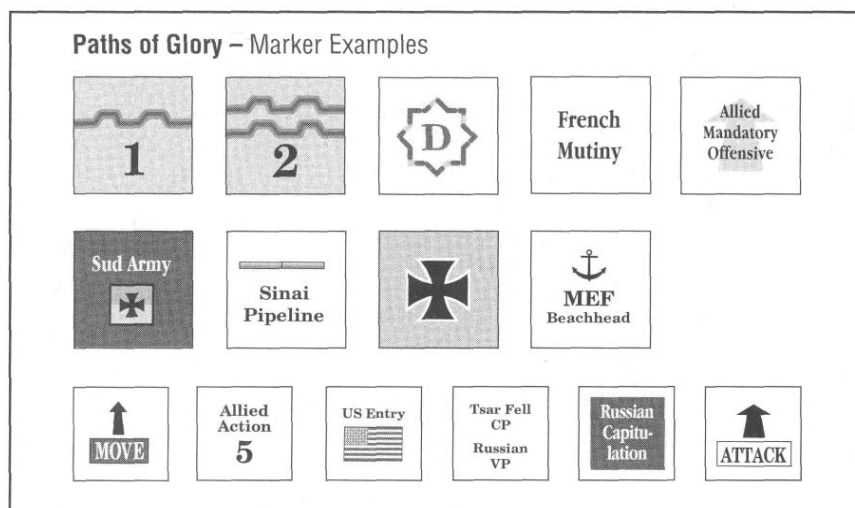
D. Siege Phase

Forts are printed on the map and may be besieged when an enemy force enters that space. During this phase, players roll a die for each besieged fort to determine if it surrenders. Place a DBS Marker on each fort, which surrenders.

E. War Status Phase

E.1. Determine if either player has won an Automatic Victory. Only the CP player earns Victory Points. If his total reaches 20 (it starts the game at 10) he wins an Automatic Victory. If it falls to 0 the Allies win an Automatic Victory.

E.2. Each player determines if their commitment level to the war has increased, adding Limited or Total War cards to their deck as appropriate.



Paths of Glory: The First World War 1914-18

E.3. Determine if an Armistice has been declared. When the Combined Total War Status of both sides hits 40, an Armistice will be declared, ending the game. (If no Armistice is declared the game ends automatically at the end of Turn 20.) When an Armistice is declared you check the current Central Powers VP level to determine if the game has a winner or ends in a draw. If one side has won the other is assumed to have asked for the Armistice. If it is a draw, general war weariness has caused both sides to come to terms.

F. Replacement Phase

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

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

G. Draw Strategy Card Phase

During this Phase, each player draws cards from his Draw Pile to bring his hand to seven cards. Reshuffle discards as needed after dealing all other available cards to the player. A player may discard any Combat Cards he wishes before drawing new cards. If a player has insufficient cards in his deck to fill his hand up to his seven card limit, he takes all available cards and begins the next turn with less than a full hand.

H. End of Turn

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

If a game does not end in an Armistice or Automatic Victory each player will take 120 actions during the course of a full Campaign Game (there are also shorter Mobilization

and Limited War scenarios). With four potential uses per card each play, and 110 different cards in the game, **Paths of Glory** will never play the same way twice.

It should also be noted that the multiple uses for each card make **Paths of Glory** a better than average game for the solo gamer. Simply examine each side's hand to note for Combat Cards that might be used during battle, and randomly choose your Strategy Card each round. Having to choose exactly *how* to use each randomly selected card will leave you with plenty of decisions to make and add suspense to solo play.

Playing the Central Powers

The good news for the Central Powers in **Paths of Glory** is that they have the advantage of interior lines. The bad news is that means they're surrounded. Playing the CP is a matter of juggling fronts, of maintaining just enough defensive strength to hold off the inevitable Allied offensives while freeing up enough troops to launch their own. Initially the CP has three balls in the air - France, Russia, and Serbia - but all too soon they are going to have to juggle Italy and the Near East as well. To make things worse, the Central Powers must essentially perform this act with only one good hand - the German Army - as the Austrians, Turks and Bulgarians are only marginally effective. Fortunately the

Kaiser's legions are very capable indeed. Six French or Russian armies attacking a 5-3-3 German army (backed by a corps in the Reserve Box) sitting in a Level 2 Trench would have only a 33% chance of capturing the space. If properly used the fighting power of the German soldier will go a long way towards evening the odds.

Historically German tactical skill was ultimately wasted because of strategic shortsightedness. It is very easy for the CP player to fall into a similar trap and strike out blindly in pursuit of tactical victories without a clear strategic goal. The result will most likely be an impressive string of battles won on the way to losing the war.

In order not to repeat history the CP player needs to control the initiative as much as possible. This means playing cards and taking actions on the map that force the Allied player to react. Getting the first card play each turn can thus be a significant advantage if used to set up multiple threats on the map. While sometimes necessary, play of a *passive card*, such as a Replacement card, is an invitation to the Allied player to seize control of the turn. The first CP decision of the game is whether to open with the *Guns of August* Event. There are several advantages in doing so: with a single card play the Liege fort is destroyed, and attacks can be made on the BEF at Brussels and/or the French 5th Army at Sedan. Plus CP War Status is increased by 1. All of this makes the *Go A* card one of the best in the game, but it is not an automatic choice. Not only does it come attached with a downside - loss of two VP from Allied play of the Rape of Belgium - but not playing it has an upside as well. Without the Rape of Belgium, the Allies cannot reach Limited War status before turn four. If the Allies play the Moltke card, there is a good chance for the CP to reach Limited War a turn ahead of them, a fleeting but powerful advantage. To prevent this the Allies may in turn refuse to play Moltke,

(continued on page 36)

Paths of Glory

The First World War, 1914-1918
Published: 1999
Game Design: Ted S. Raicer
Game Developer: Andy Lewis
Art Director: Rodger B. MacGowan
Map, Counters, Cards: Mark Simonitch

BEF XXX 2-2-4	FR XXX 1-1-4	AH XXX 1-1-3
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Contents: 316 Color Counters; One 22x34 inch Map; 110 Color Cards; Rulebook; One 6-sided die; Charts & Tables; Bookcase Box
Time Scale: Three months per turn
Map System: Strategic Point-to-Point
Unit Scale: Corps and Armies
Players: Two

Close-Up Cover Feature

(*Paths of Glory* continued from page 27)

giving the Germans more operational freedom in the west.

Regardless of the *Guns of August*, the CP's goals in 1914 remain the same:

1. Achieve Limited War Status ahead of, or at least not behind, the Allies.
2. Remove the restrictions on operations along the English Channel and against Russian forts; either by play of the relevant Events, or by either side reaching a War Status of 4.
3. Mobilizing CP forces by the play of Reinforcement cards.
4. Prevent the Russians from cutting off the German 8th Army or breaching the Carpathians - preferably while making some limited offensive moves (such as the capture of Lodz).
5. Establish a solid defensive position in the west when the German initial offensive falters. The historic German Fall 1914 line in the west (Ostend/Brussels / Cambrai /Sedan / Metz / Strasbourg/Mulhouse) is a good base line against which to measure the success of the CP's 1914 offensive. It is also a reasonable defensive position, though the salient at Cambrai will require two full strength armies and entrenchments to hold with any degree of security.

Both players will want the other to spend a card play on the Entrenchment event, but unless the Germans have been unusually successful in the west, it will probably be the CP that has to bite the bullet and play the card. Clear spaces should have first priority on trenches, along with any space that can be attacked from more than two adjacent spaces. By mid-1915 every CP space on the front line in France and Belgium should have at least a Level 1 trench. If the CP holds Cambrai, Brussels should be entrenched as well in case the Germans are later forced to abandon the salient.

In the east the Germans will generally be too busy attacking to do much digging, but the Austrians should try and entrench where possible. (A

German army can help the Austrians and later the Bulgarians dig in.) Once Limited War arrives, the CP's options (and problems) expand. Mobilize the CP armies as rapidly as possible—they'll be needed. Get ready for the entrance of Italy into the war; the time to prepare is before the IT Entry card is played. Decide on a major offensive target for the year and don't try and do everything at once. If the CP attacks the Serbs, aim to capture not just Belgrade, but Salonika and Valona as well. If the Russians are the target break the Russian fort line opposite East Prussia before the Tsar's troops can dig in. At the same time the CP player can't afford to develop tunnel vision. Inevitably the luck of the draw means that sometimes the CP is going to have to dance to the Allied tune. Ride it out, and look for opportunities to regain the initiative.

Once Turkey enters the war the Near East is going to be a constant headache. The CP can't win the game in the Near East, but they can certainly lose it there. The best way to defend Turkey is to put so much pressure on the Allies in Europe that they can't spare the troops or OPS for major offensives there. But sooner or later the Allies will strike. The Turks must use every advantage of terrain, combat cards, and their own interior lines to hold out. It will always be a near run thing, but properly played they will be able to blunt each Allied

offensive in turn.

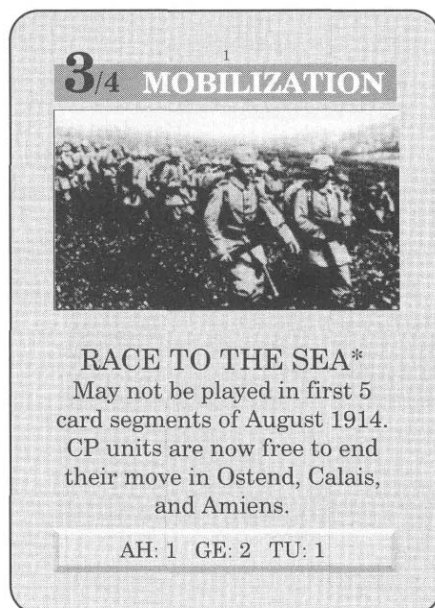
Total War will probably arrive sometime in 1916. The CP player must decide whether he is going to try and drive Russia from the war (through the play of the Bolshevik Revolution and Brest-Litovsk cards) or save those cards to provide the OPS and replacements to power his final offensives elsewhere. An eye must be kept on the Combined War Status—it is difficult to know in advance who will be ahead when and if an Armistice is declared. Don't underestimate the Americans. Though two armies might seem insignificant, they are tied into the play of a number of event cards which can seriously increase their effectiveness. As was the case in 1918, the Americans could just prove the straw that breaks the CP's back.

Chances are the CP will still need to pick up VPs in the endgame to win—especially since the arrival of Allenby may finally turn the tide against the Turks. There are a lot of VPs in Italy, but the narrow front can make it hard to concentrate enough force to break out of northern Italy, and any major shift of German forces south increases the chance of an Allied breakthrough on the western front. Ultimately the CP will have to judge his chances and roll the dice.

A last word - don't give up. The game will see many changes of fortune before the end, and a single good hand can turn a critical situation around. The final winner often won't be known until the last card play.

Playing the Allied Powers

Playing the Allies in *Paths of Glory* is rather like holding a wolf by the ears; the Central Powers are encircled and outnumbered, but their teeth, in the shape of those 5-3-3 German armies, are razor sharp. The Allies will not win the war with a single decisive thrust - if there is an early victory in *Paths of Glory* it will most likely be a Central Powers triumph. The Allied player must take the long view; ultimately the only battle that matters is the last.



Paths of Glory: The First World War 1914-18

If the Germans open the ball with the *Guns of August*, respond with Moltke as soon as possible. If he doesn't yet have Falkenhayn in his hand his offensive in the west will quickly grind to a halt. If he does, well you've removed a 4/4 OPS/SR card from his deck. Play the Rape of Belgium and Blockade as events. Allied Limited War on turn 3 is the goal. You also want every Blockade VP you can get.

If the CP doesn't play the *Go A*, give serious thought to not playing Moltke - certainly not before turn 2. One turn of facing the CP Limited War cards with only Mobilization cards is painful; two turns could be disastrous.

From the beginning you should try to present the CP with simultaneous threats on multiple fronts. If you play a 3 or 4 OPS card, it is generally better to divide your actions between different theaters. If moving in the west, attack in the east and vice versa. Combat in **Paths of Glory**, in the words of playtester Steve Kosakowski, is a game of chicken, as telegraphed punches pile up before being released in a flurry of blows. By moving adjacent on one front while attacking on another the CP is placed on the proverbial horns of a dilemma. Does he respond to the attack made this round, or the attack that's been set up for the next round? Whichever he chooses, if he is responding to Allied moves, the CP player is giving up the initiative.

Try not to play the Entrench card. Though this may seem strange in the face of the initial German onslaught, the mobilization of new Allied armies will soon force the CP to go over to the defensive somewhere - most likely on the western front. At that point he'll need to play the Trench card to protect what he has already won, and you can dig in without giving up a card or a card play.

In the southeast the Serbs should be able to hold out in 1914, and perhaps even take out an Austrian corps. But beware of advancing into Hungary - however tempting the occupation of Budapest may appear, it is a trap. It is too easy for the Austrians to cut off a

Serb force outside Serbia, and an army dying out of supply is gone for good. The Serbs real aim is to preserve a front in the Balkans until Allied and Italian units can arrive at Salonika and Valona. Hold Salonika until Total War and the Army of the Orient can provide a potent punch for an offensive into Turkey or Bulgaria.

The Russian front offers offensive opportunities against the hapless Austrians, but keep a careful eye on the build-up of German forces. The Germans can easily inflict two and three times the losses on the Russians that they take, and the Russian advantage in numbers can quickly melt away. Hold the fort line from Kovono to Brest as long as possible, but don't be afraid to give ground (perhaps through play of the Great Retreat card) to save the army.

As the Germans advance the front grows longer, and the CP will have to call corps out of Reserve to help hold the flanks of his advance. With pressure from Allied attacks in the west, the number of German corps in Reserve will dwindle, and the threat of a permanently lost army grow. If at the right moment the Russians are able to unleash the Brusilov Offensive against the Austrians, the CP may be stretched to the breaking point.

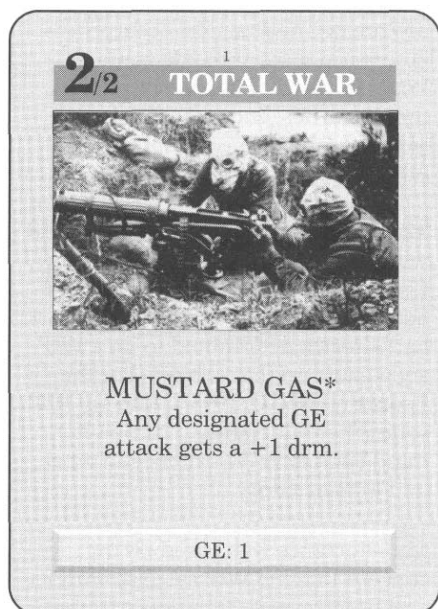
While the Allies have to deal with the German wolf in Europe, they face no such animal in the Near East. There

are a lot of potential CP Victory Point spaces to pick up in the Near East, and at least until Bulgaria enters the war, only the Turks stand in the way. Unfortunately it will take time to build up a decent offensive force in the Near East. Don't forget to use those British replacements that would otherwise be wasted in the summer of 1914 to build up those reduced corps in Egypt and Basra.

If possible try and coordinate offensives between the British forces in Iraq and Palestine, the MEF, and the Russian forces in the Caucasus. Remember though that the Near East armies can't be rebuilt. Once reduced - and without the ability to advance after combat - much of their offensive potential is lost. Even the British Near East Army, which can potentially deliver the coup de grace to the Ottoman Empire, is vulnerable to a lucky Turkish combat roll.

Italy is to the Allies what Turkey is to the Central Powers; a place where the war cannot be won but may be lost. While the Italians will serve to tie down Austrian resources badly needed elsewhere, against fortified and entrenched mountains the Italians aren't likely to break into the CP heartland. Keep a very wary eye on any German forces moving in range of the Italian front. Entrench the Italians to the maximum - it may be a good idea to send a French army or two to help with the digging. On a positive note, a serious German offensive in Italy may mean a dangerously weakened western front, especially if Russia is still in the war.

Come 1918 the war's outcome should still be in the balance, but the arrival of the Americans (and the use of cards like *Yanks and Tanks*) can help turn the tide. The German Kaiser's Battles cards (Michel, Blucher, the Peace Offensive) are powerful, but if the Allies have played their own cards right until now, four years of unrelenting pressure should ensure they are a last desperate gamble rather than a winning hand. Remember, it's the last battle - and card play - that counts. And the last card play is Allied.

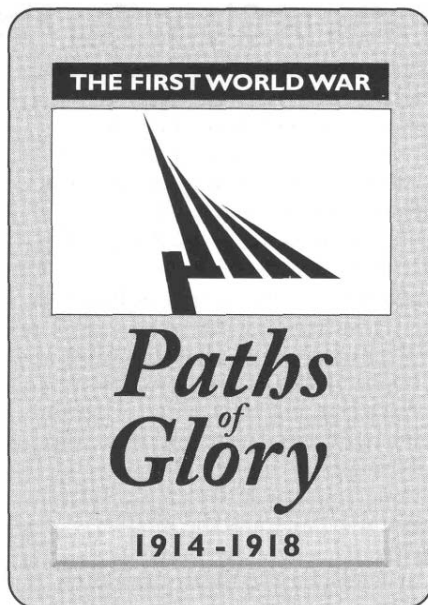


The path leading to the arrival of Paths of Glory: The First World War on GMT's publication schedule has been a long and winding one. Originally contracted for The Avalon Hill Game Company, Paths of Glory had been slowly moving its way through that company's development process and was actually scheduled for release in March 1999. Then last September, Hasbro bought the Hill, and Paths of Glory vanished into corporate limbo. It was with relief that in February I got the rights back, and within days settled on GMT as the game's new home. It has turned out to be one of my better decisions, as I think you'll agree when you see the superb job done by Andy Lewis (the game's developer) and the rest of the GMT production team.

Paths of Glory is my second design covering all of World War I in Europe and the Near East. The first, The Great War in Europe (XTR Inc, 1995) - with its add-on for the Near East - won a *Charles S. Roberts Award*, and quickly sold out. It was in short a success, and on the theory that you should quit while you're ahead, I had no expectation of ever doing another game covering the same ground.

Two things changed my mind. The first was that while Great War was designed very much to be a playable *monster*, it was still a monster; with its Near East companion it had three full-sized maps and 1500 (mostly divisional) counters. Though two experienced players could manage the entire campaign in a three-day weekend, Great War still required a serious commitment of time, and lots of table space. Clearly there was a need for a more compact strategic WWI game.

I had no desire, however, simply to shrink Great War down to a corps / army level design, as some players urged. I've always preferred to explore different game mechanics in my designs because I've never believed there is only one "right way" to do a topic. So Great War Lite had no appeal. If I was going back into the trenches, I needed a new design concept to go with the new scale.



DESIGNER'S NOTES TED S. RAICER

So the second thing that led me down this path was the arrival of Mark Herman's groundbreaking design *We the People* (TAHGC, 1993). Covering the American Revolution on a grand strategic level, *WtP* used card play as the engine that powered the game. Of course cards had been used in wargames before, but the use of cards to control all movement and combat on the map was unlike any previous design. (Or at least any I'd been aware of.) Mark's card system also neatly allowed for the effects of random events - those political, diplomatic, and tactical occurrences ignored in most strategic games. *WtP* rapidly became one of my all time favorites, and my mind began to turn to the idea of adapting it to other topics.

My first thought was that *WtP* would work very well for the American Civil War. Unfortunately for me - if not happily for the rest of you - Mark had already determined to do a *WtP*-style game on that subject (*For the People* (TAHGC, 1998)). And so, still somewhat reluctantly, I turned my mind back to WWI, and began work on *Paths of Glory*.

My reluctance was based on my concern that the *WtP* system, with its emphasis on non-linear campaigns

and decisive battles, wouldn't work when confronted by the continuous fronts and attritional nature of modern Total War. Quickly though, my doubts turned to growing enthusiasm. The cards provided an amazingly flexible mechanism, which with a few twists could drive a WWI tank as easily as an 18th century carriage.

One of the first decisions I made was to use a point-to-point map, of the sort that was used in *WtP* and its sequels. This might seem a strange choice for the Great War, with its images of trench lines on the western front stretching from Switzerland to the sea. Though there is no inherent reason a card-based system couldn't work on a hex map, I was attracted by the freedom a point-to-point map gives to introduce realistic geographical effects without additional rules.

As an example, in most games special restrictions are needed to keep the Belgian Army in Antwerp from attacking to cut off the German Right Wing as it scythes towards Paris in August 1914. But in *PoG* the same effect is achieved by simply not

connecting the Antwerp and Liege spaces. Assuming the Germans occupy Sedan (as they should) and leave a corps in Liege, a Belgian sortie to Brussels will have no effect on the German advance west, and will even open up the possibility of the Belgians being cut off and eliminated out of supply if the German army reverses direction. King Albert's army is thus bottled up in historic fashion with no explicit rules limiting its use.

A lot of thought (and trial and error) went into the creation of the *PoG* map. The result, I believe, is a game map that by itself presents considerable insight into the course of WWI. From the importance of Sedan in supplying a German occupation of northern France, to the ability of T.E. Lawrence's Arab Northern Army to capture Aqaba and cut off the Turkish garrison of Medina, simply studying the *game geography* will tell you a great deal about the strategic options of 1914-18.

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With the map question settled, the next major issue was unit scale. My intention, from the first, had been to use a mix of corps and armies. But how? Would the basic unit be corps, with a few armies adding additional punch? Or vice versa? And how would corps and armies relate? Would you build armies out of corps and break down corps from armies? The answers I chose were somewhat radical, and tied directly into the development of the game's combat system.

In PoG, armies are the basic unit for most nations. The exceptions are those nations which lacked the weapons, training and equipment to field effective *modern* armed forces: Bulgaria, Romania, Greece, Montenegro, and to a large extent Turkey. (The sole exception to this is Serbia, whose armies made up in ferocity and generalship what they lacked in arms and organization.) Corps would thus represent not just a smaller but a different kind of military organization - one lacking the artillery and logistical support of an army. The Combat system would reflect this by using separate Fire Tables for combats involving armies or only corps.

To emphasize the difference I decided not to use a build up/break down system; you could not simply create an army by exchanging a certain number of corps, turning oranges into apples. Corps would be used to represent small armies fighting in secondary theaters, garrisons holding quiet sectors of the front, or act as reinforcements for armies engaged in major offensive or defensive campaigns.

When an army is eliminated with a corps available in the reserve box, it has suffered losses in men, but its organizational and logistical structure has survived - it can be rebuilt. But when no such corps exists the army has been *used up*. Even if its designation may linger on, a hole has been torn in the military fabric that cannot be entirely repaired; in game terms the army has been permanently eliminated. Players are thus confronted with issues of *depth* as well as

breadth. Too many corps in the Reserve Box and you are not making effective use of your manpower. Too few corps and you are stretching your nation's resources dangerously thin. A balance must be kept between the needs of the fighting front now, and the needs of the future. Stripping your corps from the Reserve Box may help you weather a current crisis or indulge a fleeting opportunity, but at the risk of eating your military seed corn.

As an example of how the corps and army units combine with the Reserve Box to recreate history, consider the Austrian Army in the summer of 1916 as simulated by PoG. In order to launch an offensive in Italy (with its many tempting Victory Point spaces) the Austrian commander Conrad pulls corps from the Reserve Box to reinforce and add punch to his army at Trent. But with many corps currently in the deadpile or tied up on garrison duty in the Balkans, Conrad has only two corps left in Reserve to back up his armies in the east. When the Brusilov Offensive strikes, three Austrian armies are eliminated. With only two corps available, one army is lost for good, inflicting permanent damage on Austria's war effort.

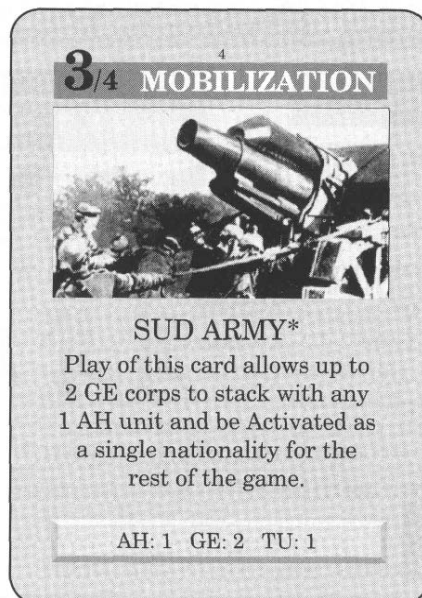
Only after the map, Orders of Battle, and combat system were worked out did I turn my attention back to the

design engine - the cards. In WtP a card had been either an Event or an Operations (OPS) card (used to activate units for movement/combat). Since most events were only playable by one side or the other, this meant it was possible to get a completely useless hand. **Hannibal** (TAHGC), the next game in the series, solved this problem by making all cards both OPS and events, so you could always use the card as an OPS even if the event didn't apply to you. But it was still possible to see all the Roman events going to the Carthaginians and vice versa.

My solution was to split the cards between the two sides. Now the Central Powers and the Allies would each have their own deck, and every card would present a choice of Operations or Events. Having given the player two choices per card, I quickly doubled that number to four by adding in Strategic Redeployment (SR) and Replacements (RPS). SR solved the problem of how to portray rail and sea movement, while providing a simple method to move corps into and out of the Reserve Box. By tying Replacements to the cards I gave the players some control over their war economy.

Then to twist the knife, I made the best cards for OPS, SR and RPS the best for Events as well - and then made it so playing them as events would remove the card from the game. Which is worth more to you - that 5 OPS card with its hefty replacements or the Bolshevik Revolution? Let Lenin loose in Petrograd and pay the price of increased Communist agitation at home in the shape of the loss of that card? Or refuse Lenin passage in that famous sealed train, keep the card - and keep fighting in Russia as well? There are six potential card plays a turn, 24 agonizing choices, in which the best choice is often just the lesser of four evils.

With the OB, map, combat system and cards set, one last major issue remained: victory conditions. Now that the players could move and fight across the battlefields of WWI



Close-Up Cover Feature

Europe, what were they fighting for? I also needed to consider the question of play balance; getting a 50/50 split in Allied and CP wins might not be possible, or even desirable, but both sides had to feel that had a reasonable chance of victory. Better still if the winner couldn't be determined until the very end.

Fortunately my experience with **Great War in Europe** helped me come up with victory conditions pretty quickly. Using the historical Allied victory in 1918 as my baseline, I decided how much better the Central Powers would have to do to claim victory, and how much worse the Allies would have to do to accept a draw.

During the war a separate propaganda war was waged both to influence neutrals and justify to the home front the war's ever-increasing cost. From this was born the game's rules for offering Peace Terms. Only the side that feels it is in a position of advantage (ahead in victory points) can offer terms, not to end the war but to score a propaganda victory (gain a VP) with a show of *reason*. But propaganda can backfire (lose a VP) and as the war becomes Total, positions harden and the Peace Table becomes less effective. Finally, if you offer peace to an enemy on the ropes,

he may just accept your terms, winning you less than you people expect, causing unrest at home, and most importantly ending the game in a draw.

At this point the basic design work was complete, but the next two years would be spent rounding off the edges (with Andy Lewis giving a final vital polish at GMT Games). OPS were used to activate commanders in **We the People**, but WWI was not noted for great captains, so OPS would activate individual spaces instead. How to keep the attacker from massing his forces and *blitzing* sections of the enemy front in WWII style? Separate movement from combat. What to do when a player lacked the cards to fill his hand, or wished to save a vital Event card for the following turn? Give him the option of taking an automatic 1 OPS.

How to keep players from instantly filling every space with 1918 style entrenchments? Tie the ability to build trenches to an army's Loss Factor (a sort of general measure of quality) and the results of a die roll. Effective trench systems will show up in the west by mid-1915, but elsewhere - as historically - trench lines will be hard to establish and always be incomplete.






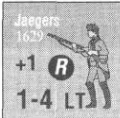
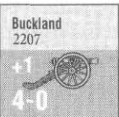

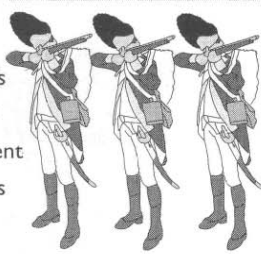

But even on the western front the possibility of breakthrough beckons. Perhaps the use of this event card will provide the key to unlocking the western front. Perhaps sheer attrition will wear him down until the front cracks. You can wreck your army trying to shatter the deadlock in France - only to give up just as your opponent was certain he could hold no longer. Or you can win the war on the more mobile battlefields of Russia and the Near East.

With every card play decisions must be made, the chance of triumph in one theater must be balanced against the possibility of tragedy in another. Unlike World War II, which for all its operational dynamism was for much of its length essentially a one-front war (west in 1940, east in 1941-43), World War I is a multi-front struggle from the start. Arguably then the Great War is a greater test of a gamer's strategic ability.



Note: See Ted's insights and hints for the Central Powers player (p.27) and Allied Powers player (p.36) on the best course of action to take in GMT's Paths of Glory - Ed.

Saratoga – The Turning Point of the Revolution, 1777

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>Arnold 2091 2-2-6</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>Burgoyne 0881 1-2-6</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>1 New Hampshire 1407 +1 3-4</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>Fighting 9th 1830 +1 4-4</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>17 Albany 2008 -1 2-4</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>Jaegers 1629 +1 1-4 LT</p> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">  <p>Buckland 2207 +1 4-0</p> </div> <div style="border: 1px solid black; padding: 2px;">  <p>Indians 1629 -2 1-4 LT</p> </div>	<div style="background-color: #333; color: white; padding: 5px; margin-bottom: 10px;"> Game Features </div> <p>Counters (full color) 88 Map (22x34 inch) One Map Scale (per hex) 200 yds Time Scale (turn) 1 hour Unit Scale Regiment Playing Time 2 hours Players 1- 2</p>	<div style="background-color: #333; color: white; padding: 5px; margin-bottom: 10px;"> GAME DESIGN <i>Mark S. Miklos</i> </div>  <ul style="list-style-type: none"> ◆ Set-up in 5 minutes, play in 2 hours, and is ideal for tournament play. ◆ Each side can aspire to 3 levels of victory, each with its own conditions. ◆ Random player order = play variability ◆ Army morale track measures tenacity and will to fight of opposing forces. ◆ Gates-Arnold controversy ◆ Unique capabilities for rifle units. ◆ Basic - Advanced - and Optional Rules formats. 	<p>Game Developer: Andy Lewis Art Director: Rodger B. MacGowan Game Map Art: Joe Youst</p> <div style="display: flex; justify-content: space-between; align-items: center;">  <p>1-800-523-6111 Toll Free Order Line (USA only) www.gmtgames.com Web Site</p> </div> <p style="font-size: small;">Shipping is \$4 for first game, \$2 each additional; (International 25% Surface, 40% Air). There is 7.25% sale tax for CA residents.</p> <div style="background-color: black; color: white; padding: 5px; text-align: center; font-weight: bold; font-size: 1.2em;">\$30</div>
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