

**Paths of Glory Card Manifest**  
**Allied Cards**

	Card	Ops	SR	CC / *	WS	Replacements					RU	Card Name/Effect
						A	BR	FR	IT	RU		
M O B I L I Z A T I O N	1	4	4	*	1	1	2	2	1	3	British Reinforcements - 2nd Army, 1 corps.	
	2	4	4	*	2	1	2	2	1	3	Blockade - Subtract 1 VP during the War Status Phase of each Winter turn.	
	3	3	4	*			1	1	1	2	Russian Reinforcements - 11th Army, 1 corps.	
	4	2	2	CC*			1	1		1	Pleve - A RU attack or defense adds a +1 drm.	
	5	2	2	CC			1	1		1	Putnik - May only be played in 1914 and 1915. A SB attack or defense adds a +1 drm.	
	6	2	2	CC*			1	1		1	Withdrawal - Defending units negate one required Corps step loss and instead retreat 1 space. This also cancels any retreat caused by losing the combat. If not Corps step(s) lost, an Army step loss may be negated.	
	7	2	2	CC			1	1		1	Severe Weather - Defending units in a mountain space in Fall/Winter or a swamp space in Spring/Fall get a +2 drm.	
	8	2	2	*			1	1		1	Russian Reinforcements - 2 corps.	
	9	3	4	*			1	1	1	2	Moltke - May only be played in August or September 1914. CP Activation in Belgium or France costs 1 OPS per unit (not space) until the "Falkenhayn" card is played.	
	10	3	4	*			1	1	1	2	French Reinforcements - 10th Army.	
	11	3	4	*			1	1	1	2	Russian Reinforcements - 9th Army, 10th Army.	
	12	3	4	*			1	1	1	2	Entrench - Place a Level 1 Trench in any space occupied by a supplied friendly Army. Both players may now Entrench.	
	13	4	4	*	2	1	2	2	1	3	Rape of Belgium - May only be played if CP played "Guns of August". Subtract 1VP.	
	14	4	4	*	1	1	2	2	1	3	British Reinforcements - 1st Army, 1 corps.	
L I M I T E D	15	3	4	*			1	1	1	2	British Reinforcements - 4th Army, 1 corps.	
	16	5	5	*	1	1	3	3	2	4	Romania - May not be played after "Fall of the Tsar". Romania joins the Allies.	
	17	5	5	*	2	1	3	3		4	Italy - Italy joins the Allies. Add 1 VP during the War Status Phase of each turn if unplayed after Allied War Commitment Level is Total War.	
	18	2	2	CC			1	1		1	Hurricane Barrage - A BR attack adds a +1 drm.	
	19	2	2	CC			1	1		1	Air Superiority - A BR or FR attack adds +1 drm.	
	20	2	2	*			1	1	1	1	British Reinforcements - AUS Corps, CND Corps.	
	21	2	2	CC*			1	1		1	Phosgene Gas - A FR attack adds +1 drm.	
	22	3	4	*			1	1	1	2	Italian Reinforcements - May only be played after ITALY joins the Allies. 5th Army.	
	23	2	2	*			1	1		1	Cloak and Dagger - Allied player may examine all cards in the CP player's hand and then conduct Operations using this card.	
	24	3	4	*			1	1	1	2	French Reinforcements - 7th Army.	
	25	3	4	*			1	1	1	2	Russian Reinforcements - 6th Army, 7th Army, 2 corps.	
	26	3	4	*	2		1	1	1	2	Lusitania - May only be played after "Blockade" and before "Zimmermann Telegram". Subtract 1 VP.	
	W A R	27	3	4	*	1		1	1	1	2	Great Retreat - All RU units attacked this turn may retreat before combat. This must be announced before the die is rolled for each combat. No combat takes place. The RU unit(s) must retreat 1 space. Full strength CP units may advance.
		28	4	4	*		1	2	2	1	3	Landships - Allows play of "Royal Tank Corps".
29		4	4	*		1	2	2	1	3	Yudenitch (RU Reinforcements) - Place the Russian CAU Army in any supplied space in Russia on the Near East map.	
30		4	4	*	1	1	2	2	1	3	Salonika - May SR up to 3 BR/FR Corps (from the map and/or Reserve) to Salonika. This card counts as a SR card play.	
31		4	4	*	1	1	2	2	1	3	MEF (BR Reinforcements) - May only be played if Turkey is at war and before "Salonika". Place the MEF Army at any MEF space. See 9.5.3.5.	
32		2	2	*			1	1		1	Russian Reinforcements - 12th Army.	
33		2	2	*			1	1		1	Grand Fleet - If played in the Allied Action Round immediately following the "High Seas Fleet", cancel that card.	
34		3	4	*			1	1	1	2	British Reinforcements - 3rd Army, 2 corps.	
35		4	4	*		1	2	2	1	3	Yanks and Tanks - Allied player conducts Operations using this card and all Combats involving a US unit during this Action Round get a +2 drm.	
36		2	2	CC			1	1		1	Mine Attack - A BR attack vs. an entrenched Defender adds a +1 drm. May only be used in one Combat per turn.	
37		2	2	*	1		1	1	1	1	Independent Air Force - Cancel or prevent Rathenau Event bonus GE RP.	
38		2	2	*			1	1		1	USA Reinforcements - May only be played after "Over There". 1 corps.	
39		2	2	CC			1	1		1	They Shall Not Pass - Cancels any retreat for losing a combat if defending in a FR fort space.	
T O T A L W A R		40	2	2	*			1	1		1	14 Points - May only be played after "Zimmermann Telegram". Only the Allied player may offer Peace Terms for the rest of the game. Subtract 1 VP.
	41	3	4	*			1	1	1	2	Arab Northern Army (BR Reinforcements) - May only be played if Turkey is at war. Place the British ANA Corps in the Arabia space.	
	42	3	4	*			1	1	1	2	British Reinforcements - 5th Army, 1 corps, PT Corps.	
	43	3	4	*			1	1	1	2	USA Reinforcements - May only be played after "Over There". 1st Army, 2 corps.	
	44	3	4	*	1		1	1	1	2	Greece - Greece joins the Allies.	
	45	3	4	CC*			1	1	1	2	Kerensky Offensive - May only be played after "Fall of Tsar" and before the "Bolshevik Revolution". Allied player conducts Operations using this card and one RU attack vs. a space with any AH, BU or TU units adds a +2 drm.	
	46	4	4	*	2	1	2	2	1	3	Brusilov Offensive - Allied player conducts Operations using this card and adds a +1 drm to ALL RU attacks this Action Round. Also, for 1 RU attack vs. only non-GE CP units cancel all trench effects.	
	47	4	4	*		1	2	2	1	3	USA Reinforcements - May only be played after "Over There". 2nd Army, 1 corps.	
	48	4	4	CC		1	2	2	1	3	Royal Tank Corps - May only be played after "Landships". Cancels trench column shifts for a BR attack against a clear space in France/Belgium. May only be used in 1 Combat per turn.	
	49	4	4	*		1	2	2	1	3	Sinai Pipeline - Cancels Sinai -3 drm for Allied units only. Summer turn desert effects remain. Allows play of "Allenby".	
	50	4	4	*	1	1	2	2	1	3	Allenby (BR Reinforcements) - May only be played after "Sinai Pipeline". Place the British NE Army in Alexandria.	
	51	4	4	*	1	1	2	2	1	3	Everyone Into Battle - May only be played after at least one of the following has occurred: "Blucher," "Michel" or "Peace Offensive". Allied units in Italy, France and Belgium are considered one nationality for Activation for the rest of this turn (only).	
	52	4	4	*		1	2	2	1	3	Convoy - May only be played after "U-Boats Unleashed". Cancels effects of that card. Subtract 1VP.	
	53	5	5	*		1	3	3	2	4	Army of the Orient (FR Reinforcements) - Place the French Orient Army in the Salonika space if Allied controlled, subject to stacking limits.	
54	5	5	*	2	1	3	3	2	4	Zimmermann Telegram - May only be played if U.S. entry marker is in the "Zimmerman Telegram Allowed" box. Subtract 1 VP. US joins the Allies. Allows play of "Over There" card on any following turn.		
55	5	5	*		1	3	3	2	4	Over There - May only be played after "Zimmerman Telegram". Allows play of "US Reinforcements" on any following turns. ALL Allied RP cards played now include 1 US RP.		