

Paths of Glory Card Manifest
Central Power Cards

	Card	Ops	SR	CC / *	WS	Replacements				Card Name/Effect
						AH	BU	GE	TU	
M O B I L I Z A T I O N	1	3	4	*	2	1		2	1	Guns of August - <i>May only be played in the first Action Round of the August 1914 turn.</i> The Liege fort is destroyed. Place the GE 1st and 2nd Armies in the Liege space. The GE 1st, 2nd, and 3rd Armies are activated for Combat.
	2	2	2	CC*				1		Wireless Intercepts - A GE Flank Attack Attempt vs. a space containing only RU units is automatically successful.
	3	2	2	CC				1		Von Francois - A GE attack vs. RU units adds a +1 drm.
	4	2	2	CC				1		Severe Weather - Defending units in a mountain space in Fall/Winter or a swamp space in Spring/Fall get a +2 drm.
	5	2	2	*				1		Landwehr - CP player receives 2 extra RPs to immediately flip reduced strength units to their full side. They may not be spent to replace eliminated units.
	6	3	4	*		1		2	1	Entrench - Place a Level 1 Trench in any space occupied by a supplied friendly Army. Both players may now Entrench.
	7	3	4	*		1		2	1	German Reinforcements - 9th Army.
	8	3	4	*		1		2	1	Race to the Sea - CP units may now end movement in Ostend, Calais, and Amiens.
	9	4	4	*	1	2	1	3	1	Reichstag Truce - <i>May not be played after CP War Commitment Level is Total War.</i> Add 1 VP.
	10	3	4	*		1		2	1	SUD Army - Up to 2 GE corps may stack with any 1 AH unit and be Activated as a single nationality. A different stack may be chosen each Action Round.
	11	2	2	*	1			1		Oberost - German units may now attack spaces containing RU forts. (They may always besiege such spaces.)
	12	4	4	*		2	1	3	1	German Reinforcements - 10th Army, 2 corps.
	13	4	4	*	2	2	1	3	1	Falkenhayn - <i>May only be played on Aug/Sep 1914 turns only after the "Moltke" is played or without restriction beginning in Fall 1914.</i> Cancels the effects of "Moltke". Allows play of "Place of Execution"
	14	4	4	*		2	1	3	1	Austria - Hungary Reinforcements - 7th Army, 2 corps.
L I M I T E D	15	2	2	CC*				1		Chlorine Gas - A GE attack adds +1 drm.
	16	2	2	CC*				1		Liman Von Sanders - A TU attack or defense adds a +1 drm.
	17	2	2	*				1		Mata Hari - CP player may examine all cards in the Allied player's hand and then conduct Operations using this card.
	18	2	2	CC				1		Fortified Machine Guns - A GE entrenched defender adds a +1 drm.
	19	2	2	CC*				1		Flamethrowers - A GE attack adds +1 drm.
	20	3	4	*		1		2	1	Austria - Hungary Reinforcements - 10th Army.
	21	3	4	*		1		2	1	German Reinforcements - 11th Army, 1 corps.
	22	3	4	*		1		2	1	German Reinforcements - 12th Army, 1 corps.
	23	3	4	*		1		2	1	Austria - Hungary Reinforcements - 11th Army.
	24	3	4	*		1		2	1	Libyan Revolt (TU Reinforcements) - (May only be played if there are no Allied units in the Libya space.) Place the SN unit in Libya.
	25	4	4	*		2	1	3	1	High Seas Fleet - High Seas Fleet sorties. Unless the Allied player plays the "Grand Fleet" as his next action, add 1 VP.
	26	4	4	CC*	1	2	1	3	1	Place of Execution - <i>May only be played after the "Falkenhayn" and before the "H-L Take Command".</i> An attack vs. FR fort space adds a +2 drm.
	27	4	4	*	1	2	1	3	1	Zeppelin Raids - Subtract 4 BR RPs (down to 0) during the Replacement Phase of this turn.
	28	4	4	*	1	2	1	3	1	Tsar Takes Command - <i>May only be played if the Russian Capitulation marker is in the "Tsar Takes Command Allowed" box.</i>
W A R	29	2	2	*				1		11th Army - The GE 11th Army (only) may freely stack with any CP corps and be treated as 1 unit for Activation purposes.
	30	2	2	CC				1		Alpenkorps - A GE attack to or from a mountain space adds +1 drm.
	31	3	4	CC		1		2	1	Kemal - A TU defender with a combat factor of 1 or more may fire on the Army Table. May only be used in one Combat per turn.
	32	3	4	*	1	1		2	1	War in Africa - Permanently remove 1 BR corps from the game or add 1 VP (Allied choice).
	33	5	5	*	2	3	1	4	2	Walter Rathenau - Add 1 extra GE RP during the Replacement Phase of every turn.
	34	5	5	*	2	3		4	2	Bulgaria - Bulgaria joins the CP.
	35	2	2	CC*				1		Mustard Gas - A GE attack adds a +1 drm.
	36	2	2	*	2			1		U-Boats Unleashed - <i>May only be played after "H-L Take Command".</i> Subtract 1 BR RP during the Repl. Phase of each turn and prevent play of "US Reinforcements" until "Convoy" is played.
	37	2	2	*	1			1		Hoffman - <i>May only be played after "H-L Take Command".</i> Adds +1 to all future CP Mandated Offensive die rolls.
	38	2	2	*				1		German Reinforcements - 2 corps.
	39	2	2	*				1		German Reinforcements - 2 corps.
	40	3	4	CC		1		2	1	Air Superiority - A GE attack adds +1 drm.
	41	3	4	*		1		2	1	German Reinforcements - 14th Army.
	42	3	4	*		1		2	1	Turkish Reinforcements - YLD Army.
T O T A L	43	3	4	CC*		1		2	1	Von Below - Cancels all trench effects for 1 attack against only IT unit(s).
	44	3	4	CC*		1		2	1	Von Hutier - Attacker fires first and cancels all trench effects for an attack against RU unit(s).
	45	4	4	*	1	2	1	3	1	Treaty of Brest Litovsk - <i>May only be played after "Bolshevik Revolution".</i> RU units may no longer attack. CP units may not attack RU units except TU units may attack on the Near East map. Also see 5.5.2.
	46	4	4	*		2	1	3	1	German Reinforcements - 17th Army, 18th Army.
	47	4	4	*	1	2	1	3	1	French Mutiny - Effects of Mandated FR Offensives are reversed. If any FR units not stacked with US units attack on a FR MO turn, add 1 VP.
	48	4	4	*		2	1	3	1	Turkish Reinforcements - Aol Army.
	49	4	4	CC*	1	2	1	3	1	Michel - <i>May only be played after "H-L Take Command".</i> Cancels all trench effects fro 1 GE attack and adds a +1 drm for that attack.
	50	4	4	CC*		2	1	3	1	Blucher - <i>May only be played after "H-L Take Command".</i> Cancels all trench effects for 1 GE attack.
	51	4	4	CC*		2	1	3	1	Peace Offensive - <i>May only be played after "H-L Take Command".</i> Cancels all trench effects for 1 GE attack. If attacker does not advance into the space, subtract 1 VP.
	52	5	5	*		3	1	4	2	Fall of the Tsar - <i>May only be played if Russian Capitulation marker is in the "Fall of Tsar Allowed" box.</i> Add 1 VP plus an additional 2 VP if RO is still neutral. RU Activation costs 1 OPS per unit, not space, for Combat only.
	53	5	5	*		3	1	4	2	Bolshevik Revolution - <i>May only be played if Russian Capitulation marker is in the "Bolshevik Revolution Allowed" box.</i> No more than 1 RU RP may be spent each turn.
	54	5	5	*	2	3	1	4	2	H-L Take Command - Allows play of "Michel", "Blucher", "Peace Offensive", "Hoffman", and "U-Boats Unleashed". Prevents play of "Place of Execution".
	55	4	4	*		2	1	3	1	Lloyd George - No BR attacks vs. Level 2 entrenched GE units may be made for the rest of this turn. This effect is canceled by play of MICHEL, BLUCHER, or PEACE OFFENSIVE events.