

## Ted Raicer's Official Historical Paths of Glory Variant

1. Set-up using the complete optional set-up as listed below:
  - Remove one AH at start Corps from the Reserve Box and place it in Stanislaw.
  - Remove one AH at start Corps from the Reserve Box and place it in Trent.
  - Remove one RU at start Corps from the Reserve Box and place it at Lutsk.
  - Remove the Trench at Brussels.
  - Add a Level 1 Trench at Strasbourg
  - Add a Level 1 Trench at Verona, Asiago, Maggiore, and Udine.
2. The CP Player must open with *Guns of August* as an Event.
3. *Entrench* may not be played as an Event on Turn 1.
4. Only Austrian and Italian armies may operate in Italy (move, attack, or advance into any space in Italy) and no German armies may end their movement (OPS or SR) in Trent, Villach or Trieste. These restrictions are lifted at the start of a turn at which both sides are at Total War.
5. The following cards may double as OPS when played as Events:
  - *Landships*
  - *Zimmermann Telegram*
  - *Over There*
  - *Tsar Takes Command*
  - *Fall of the Tsar*
  - *Bolshevik Revolution*
6. If the game ends with an Armistice or at the end of turn 20, add 1 VP for each US Army not currently on the map or in the deadpile.
7. If the game ends with an Armistice or at the end of turn 20, subtract 2 VP if the Tsar has not fallen.
8. Use the optional 8 card-hand.