
OPTIONAL RULES FOR MANY PLAYERS "*Paths of Glory*"

These rules add an additional chance to play, allowing users to play in games with up to three and four different players in the same game, with few changes from the normal rules of the game.

THREE PLAYERS OPTION

Separate the cards into three different decks for each player, according to the following list.

ALLIED Faction

Britain /France (28 cards)	Cards n°:
MOBILIZATION (7 Cards)	13,14,9,10, 6, 2, 1
LIMITED WAR (11)	28,18, 30, 31, 21, 24, 15, 20, 19, 33, 34
TOTAL WAR (10)	42, 53, 39, 36, 48, 51, 50, 41, 37, 49

Russia (& Serbia) (27 cards)	Cards n°:
MOBILIZATION (7 Cards)	11, 8, 5, 4, 3, 7, 12
LIMITED WAR (9)	23, 26, 22, 17, 29,27, 32, 16, 25
TOTAL WAR (11)	35, 55, 43, 40, 38, 54, 47, 44, 45, 46, 52

CENTRAL POWERS Faction (55 cards)

MOBILIZATION	As usual.
LIMITED WAR	As usual.
TOTAL WAR	As usual.

FOUR PLAYERS OPTION

Separate the cards into four different decks for each player, according to the following list.

ALLIED Faction

Britain/France (28 cards)	Cards n°:
MOBILIZATION (7 Cards)	13,14,9,10, 6, 2, 1
LIMITED WAR (11)	28,18, 30, 31, 21, 24, 15, 20, 19, 33, 24
TOTAL WAR (10)	42, 53, 39, 36, 48, 51, 50, 41, 37, 49

Russia (& Serbia) (27 cards)	Cards n°:
MOBILIZATION (7 Cards)	11, 8, 5, 4, 3, 7, 12
LIMITED WAR (9)	23, 26, 22, 17, 29,27, 32, 16, 25
TOTAL WAR (11)	35, 55, 43, 40, 38, 54, 47, 44, 45, 46, 52

CENTRAL POWERS Faction

Germany (30 cards)	Cards n°:
MOBILIZATION (8 Cards)	5, 1, 12, 7, 11, 8, 3, 13.
LIMITED WAR (9)	17, 27, 25, 19, 26, 21, 22, 29, 33
TOTAL WAR (13)	43, 41, 49, 46, 36, 38, 54, 50, 47, 55, 40, 39, 44

Austria-Hungary/Turk (25 cards)	Cards n°:
MOBILIZACION (7 Cards)	9, 14, 10, 4, 18, 6, 2
LIMITED WAR (10)	15, 30, 32, 24, 23, 20, 31, 16, 34, 28
TOTAL WAR (8)	51, 37, 35, 45, 48, 52, 53, 42

* There are cards despite the "historical match" with one particular country of the faction, has provided to the other player with the intention to match as much as possible the size of two decks.

ADDITIONAL RULES FOR THREE PLAYERS

1. The CENTRAL POWER player take a hand of 8 cards by turn
2. Each ALLIED player takes a hand of 4 cards from his deck by turn.
3. In each of the six ALLIED action phase only one of ALLIED player must act his action (French-British player or Russian-Serb Player), no both. No player may act more than three times per turn (ie: each player use three of the six action phase of the Allied Turn). The CC Cards don't count for this purpose. The only exception to this rule is to use a free action for make 1 Ops without card, which can be made by a player who even already used their three cards of his deck, in which case it will consume one of the phases assigned to his faction companion. The decision of who must play in each phase is decided by mutual agreement or randomly at the moment of play that phase.
4. The Mandated Offensive rules is applied as usual (only one roll by faction, not by player).
5. The card used for bring Replacement points only can be used by bring replacement points for the countries controlled by the player who play this card.
6. Neutral countries that come into play is controlled by the player who played the card of entry of this neutral country.
7. A player can perform Multinational Attacks with units of nations controlled by his ally player if you pay the corresponding cost Ops points as normally would for this type of attack.
8. The rest of the game rules apply as usual.

ADDITIONAL RULES FOR FOUR PLAYERS

Apply all the above rules for three players that do not contradict the following, which have priority.

1. Each CENTRAL POWERS player takes four cards of his deck.
2. In each of the six CENTRAL POWERS action phase only one of CENTRAL POWER player must act his action (German player or Austro-Hungarian Player), no both. No player may act more than three times per turn (ie: each player use three of the six action phase of the Central Powers Turn). The CC Cards don't count for this purpose. The only exception to this rule is to use a free action for make 1 Ops without card, which can be made by a player who even already used their three cards of his deck, in which case it will consume one of the phases assigned to his faction companion. The decision of who must play in each phase is decided by mutual agreement or randomly at the moment of play that phase.
3. The card played by the Austro-Hungarian Player with references to GE units must be understood as AH units.
4. The rest of the game rules apply as usual.

OPTIONAL ADDITIONAL RULES FOR SEPARATED VICTORY POINTS

If players so wish, they can keep a track of separate Victory Points to declare an ultimate winner inside the winning side. For this you will need to make additional track with the Victory Points gained or lost by each player 'country' in particular, beginning with a total of 15 PV each player, regardless of what 'real' PV are purchased by each faction (CP or Allied)-.