

French player reveals his plan, which will most likely involve racing Grouchy across the stream on the first impulse, you must have a plan to react. I have found that one of the best first-turn strategies is to move Frimont down from the heights and set up his best troops in a spaced-out defensive line linked with Colledredo in the center and stretching southeast toward the map's edge. Retreat Mescery behind this line. Leave a cavalry/artillery stack at the stream as a speed bump to slow the French. (If the French activates Grouchy first, they will probably be routed or dead by the time of your turn. If you can rescue them, do so, but don't let their destruction break your heart.) Set up Frimont in such a way that Mescery's cavalry troops can pass between infantry units to counterattack disrupted French units if possible. Also, attach the powerful reserve artillery unit to Frimont's division.

5) Combined Arms: Of course this is a staple of Napoleonic combat. The problem for the

French is that in the south, where the Austrians are the weakest, the French cannot really practice it. They have to rely on Grouchy to break a reasonably strong Austrian infantry line backed with artillery and cavalry, or otherwise rush infantry to aid the horse troopers. The second choice will take some time, because they must either take some reinforcements (5 less VPs for them) or move some of Grenier's division to join Grouchy. Remember, time is on your side. If the French waste two or three activations to move troops up, more power to you. Also, don't be afraid to use the better units in Mescery's division to counterattack disrupted French units. A few routed or disrupted cavalry units can really throw a wrench into the French military machine. The same principle can be applied to the north where Besan has some great cavalry units to use in counterattacking disrupted French troops.

6) Defensive Stance: As noted above, you should take advantage of counterattack opportunities,

but on the whole, your stance should be a defensive one. The fact of the matter is that your 2- and 3-cohesion troops are going to fail more commitment rolls than they pass. The French must come after you. Time is on your side, and the French player has numerous "5" rated infantry units. They will fail a significant number of commitment rolls, and will not attack—or be forced to attack at a much weaker strength.

* * * * *

The above observations and tips are neither foolproof nor exhaustive. As stated above, bad chit draws and rotten dice can frown on the best attack or best plan, especially in a chaotic system such as *TRIUMPH & GLORY*. I do suspect though, that these thoughts will give the Austrians more of a fighting chance than they appear to have at first glance. If you use them or throw them out, my hope is that you have as much fun playing this scenario as I had testing it.



Player's Notes

Drive on Cherbourg Analysis of *JUNE 6: D-Day, 1944*

By Kevin Reid

The name of the game clearly indicates which campaign and battle is being simulated—the fateful date is when Allied forces invaded German-occupied France at a place called Normandy. I have always been interested in this particular campaign, having picked up at least six different games on this battle. *JUNE 6* allows players to test out possible alternative outcomes of this decisive battle. GMT's effort results in an interesting game. The mechanics work smoothly. Both players have enough deci-

sions to make the game interesting.

I will cover the smaller Cherbourg scenario [Playbook section 4.0] to introduce new players to nuances of play, get them into the game sooner and conversant with some tactics and strategy. These can prove invaluable in later scenarios and the campaign game. The Cherbourg scenario is relatively small, involves no reinforcements, and has easily identifiable victory conditions.

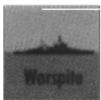
The scenario victory conditions require the American player to remove all German units from the map and control all Cherbourg hexes by the end of the fifth of the six turns available. In the drive of VII Corp to take Cherbourg, it is easy to overlook that the Americans must also remove ALL German units to win. The German player scores a Minor victory by having a unit remaining on the map, at conclusion of the fifth turn, no matter its condition. Hold out another turn and that becomes a Major victory. So how

Cherbourg: Player's Notes on JUNE 6

do the players accomplish victory? Let's look at the American side first.

AMERICAN TACTICS

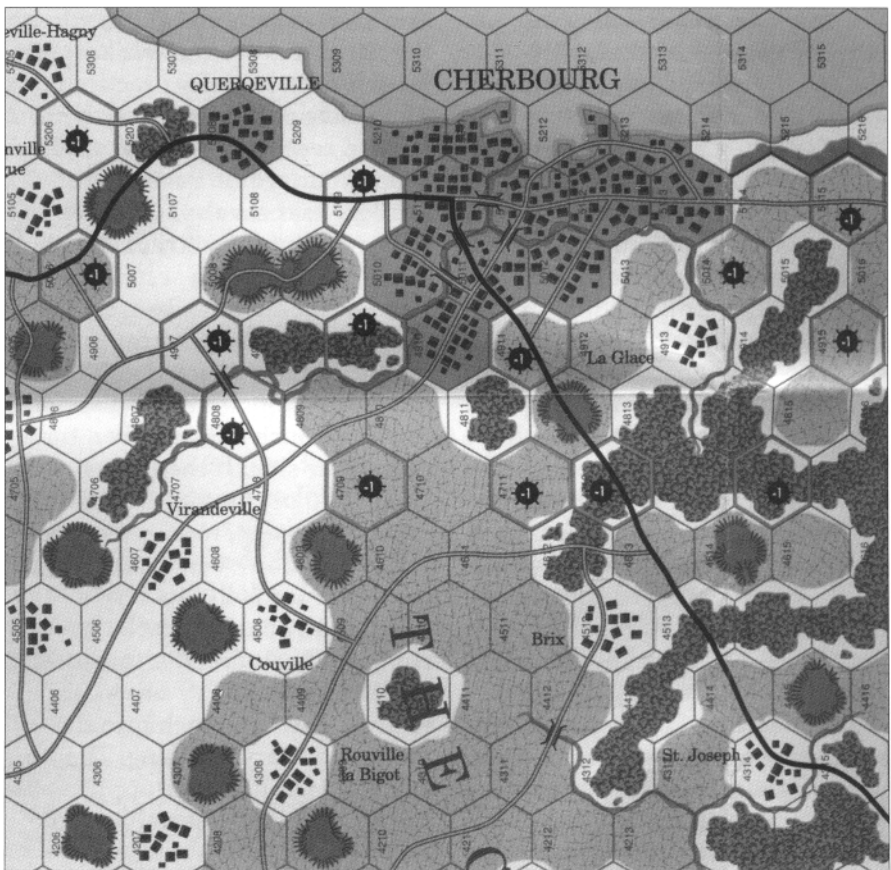
German units outside of the Cherbourg Command amount to 20 steps with ten Disrupt Level 1 markers apportioned among them. By the end of turn 2, a total of seven of these units will be eliminated due the effects of isolation without the American player doing a thing. The Cherbourg Command's units are not subject to isolation until a hex of Cherbourg is taken [5.22]. Therefore, a primary goal of the US player is to take a least one hex of Cherbourg, as this will hasten the demise of this command's units. By turn 5, all units outside the Cherbourg Command will be eliminated due to isolation. Remember, isolated units cannot undertake a refit action [21.23]. As there are not enough turns in the game to simply allow this natural attrition, the US player needs to speed this process along. The means to achieve this is the application of forces to achieve Disrupt markers on those units that do not start with one, while increasing the level on those that do. Bombardment is an excellent means to do



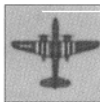
this. Use the Naval counters, Corp artillery and Airpower to bombard units. Do not be disappointed if you fail

to achieve a Reduce result. Many combat results also inflict Disrupt results, and the Disrupt marker works against your opponent's counters in every End Phase.

While the major aim of Bombardment here is to achieve a Disrupt result, a Pin result helps to keep the German units from being troublesome. Corp Artillery is the best due the +2 modifier. When you move this unit, make sure that enemy units are going to be within range during the next bombardment phase. The Naval bombardment is your next most effective-it suffers no adverse DRM modifiers when used in



single counters. Your airpower requires two units to avoid suffering a -1 DRM. I prefer to



save the aircraft and use them to modify the combat rolls, but you should consider them for bombardment if they

cannot be used elsewhere. Bombardment is carried out before your units move, so bombard with single ships and Corp artillery against German units within range to prepare for your attacks. Do not bombard Cherbourg Command's units until a hex of the town has been captured. While able to trace to the town, these units can undertake refit actions and repair any damage caused.

A second task of the American player is to prevent German units from retreating towards Cherbourg and taking a position in the defence perimeter. This can be achieved by the Pin result on the Bombardment table and judicious zone of control (ZOC) placement to hinder the German movement of units. Take note that

Cherbourg Command's units are prevented from moving into a strongpoint hex more than three hexes from a Cherbourg hex [Playbook page 101]. This means that hexes 4714, 5006 and 5206 are out of range of a Cherbourg unit from garrisoning it. Therefore, any garrison will need to come from units outside the fortifications. Use bombardment and ZOC placement to pin those units that are able to garrison those hexes.



The victory conditions make no mention of the state of American units at game end. Press the VII Corp hard-using it

to attack and push forward to Cherbourg. When considering which enemy unit to attack, pick a unit that can "absorb" any Disrupt results. If the German unit has a level of disruption that is going to see it eliminated at the end of the turn anyway, then other more profitable units should be your target for attacks.

Your opponent is going to strive to keep German units on the

board; be vigilant for these units that will attempt to avoid combat and run to far edges of the board. You need not maintain a continuous front in this scenario, as the German can only run so far due to map limitations. Your airpower units can attempt to disrupt units wherever they are. I have never seen American units have their supply seriously threatened in this scenario. Basically US supply is not defined in the scenario and therefore has the dubious distinction of tracing to a beach that doesn't exist on the map. I played the scenario such that a road that exited the South or East edge provided a valid LOC. This allows the American too many paths of supply for the slow moving Germans. Remember, RE activating units have no strategic movement.



Initial attacks should see the US 4th Division attack hex 4021

(Montebourg) by surrounding this hex with attacks from 4020 and 4022. With two aircraft committed, it is easily to obtain a +10 DRM combat roll (+2 for odds, +1 disrupt, +2 multi-hex attack, +1 arm superiority, +2 cohesion difference, +2 artillery, +2 aircraft and -2 for terrain. The 79th Division attacks both German regiments in Valognes, aiming to create additional Disrupt results on them. Lastly, the US 9th Division attacks hex 3808, again the intent is to cause disruption.



Irrespective of the terrain, I favor the American

selecting Assault in all their combat choices. Should the Germans select Stand, the downside is the possibility of a Bocage ambush causing Disrupt results on the assaulting units. This should not dissuade you. The ambush requires a die roll and is therefore not an automatic "hit." More beneficial to the Americans in an Assault/Stand combat, out of the ten possible unmodified results, there are five that have a

Disrupt element for a single defender. For the German "retreat" option, we see only one Disrupt out of the ten possible unmodified results. The American is looking for Disrupt results, so any German choice of Stand plays into this aim. The more likely German selection of retreat prevents a Bocage ambush from happening and conversely reduces the German chance of receiving a Disrupt result. Very few American attacks cannot drum up at least a +4 DRM (Artillery, Multi-Hex attack, armor, odds, cohesion difference and/or defender Disrupt). This changes the results from the combat table to six disrupts out of ten for a defender Stand option versus five out of ten for Retreat. Thus, the risk of ambush during your Assault is rewarded with more Disrupt potential, if the German player elects to Stand.

In sum:

- Use your bombardment assets to inflict Disrupt results as often as possible.
- Get a hex of Cherbourg as soon as practical to cause the Cherbourg Command units to start suffering from isolation effects.
- Attack with the intention to cause Disrupt results on the most profitable units. Select the Assault option and envision a German Retreat selection.
- Move VII Corp HQ with an eye to where it can bombard next.

GERMAN TACTICS

The Germans face a very uneven contest in this scenario. Your units are weaker than the Americans and will be destroyed by natural attrition even should the Americans not attack them. They all activate in the RE phase with all the consequent restrictions that places on you. Map restrictions of the scenario limit where you can run in an attempt to escape the Yanks.

First, the German player must realize that he is rarely strong

enough to attack. German attacks would help the Americans by causing Disrupt results at a rate greater than he could cause alone. Look at survival as your best opportunity for victory, avoiding the effects of attrition, staying away from the Americans, and winning by remaining on the board. Unfortunately, during the first turn, there is nothing you can do while the American Corp assault is played out. Those three US Divisions, each attacking twice, are going to do substantial damage to your units and make what follows more difficult.

Always present a single counter for your opponent. This automatically prevents the combat result allocation codes of B and C from applying to you. Where possible, place your units such that the Americans will have difficulty moving to attack them—trading space for "life" so to speak. Use a single counter that is likely to depart the game due to isolation effects as your delaying unit. Place it to receive the attack and allow longer duration units to avoid combat.



You should generally pick Retreat as the German

combat choice. For the reasons elucidated in the American section, this reduces the amount of Disrupt results and allows the units to fight elsewhere. The disadvantage is the loss of the possible Bocage ambush result. Think of this as a small price for a little gain. The unit will be able to be used elsewhere and is one more unit on the board for the Americans to hunt down. Many of these can add up to frustration for your opponent.

Keep in mind the fort hexes that the Cherbourg Command units cannot cover due to their scenario-defined movement limitations. These need to be covered with units from outside the Command.

When everything falls apart and

Cherbourg has lost a hex to the Americans, then the best you can hope to do is scatter your remaining units. Send the units as far and wide as possible, one unit per hex.

SCENARIO BALANCE

The scenario is very difficult for the German player to win. In my playings, I've found that the best the German player can achieve is to have units on the board at the end of the third turn (and not many at that). By the fourth turn, all German units were destroyed and Cherbourg taken, the average roll had been around four for the Americans. I believe the scenario could be balanced by reducing the turn length by one and alter the respective victory conditions by a like amount. The Americans have a real challenge now and the German player can reasonably select Stand with the hope of bloodying the noses of the advancing Americans, perhaps delaying their entry into the great port.

All up, *JUNE 6* is an excellent game and the Cherbourg scenario is a good learning experience. I look forward with great anticipation to my next "landing."

RULE CLARIFICATIONS

Rule 13.1 indicates Disrupt results from combat are cumulative. Bombardment results have been ruled to be cumulative as well. Any Disrupt result on the Bombardment table are handled in the same manner as combat-accrued Disrupt results.

The comprehensive Errata, Clarifications and FAQ can be found on the GMT Games website (www.gmtgames.com) by finding the "Games" button and going to "June 6"-hit the "Errata" icon.



PLAYER'S NOTES

PoGMania, Tips for Beginners

By Andy DGLISH

Ed. Note: Without robbing the thunder expected in the soon-to-be-published Paths of Glory Player's Guide, C3i wanted to provide readers with a continual stream of PoG tips. In my own house, PoGMania was a quick-spreading virus, as my multi-player gaming group found itself awash with players wanting to play PoG. It didn't take many playings for us to decide that replay value is huge and that we had no easy answers to the debates raging over what strategies to emphasize. We've lined up a number of articles above and beyond what fits into the Player's Guide, and will be feeding you a steady diet in coming issues of C3i.

—SKT

Pogmania doesn't lie close to Romania. A combination of the popularity of *PATHS OF GLORY* (PoG) and a player's prolonged indecision over choosing which card to play reminded me of Beatlemania—"Who's your second favorite Beatle?" The answer to that one (Ringo) was easier than the current quandaries presented to beginning PoG players. While awaiting the *Paths of Glory Player's Guide* to provide some player notes, the inexperienced player, with no idea of how to fight a modern war, may find helpful what I present here.

SETUP REMINDERS

Initially most people forget the Mandatory Offensive die rolls and that Egypt and Kuwait are, of course, British. The Terrain Key reminds us that forts have DUAL Combat and Loss Factors.

OP SUFFICIENCY

It is necessary to apply a gross sufficiency of force to decisively beat the enemy. However difficult this seems, nevertheless it is the only effective solution. Generally applying more strength to a problem means fewer OPs will be required for its resolution. A requirement for more than one OPs card allows the enemy time to recover. Gains can be reversed

unless all nearby enemies are suppressed, eliminated, or cut off from supply. If overly OP-intensive, your initial project can drag on turn after turn, getting nowhere in typical Great War style. This is true on a larger scale, so that major efforts will eventually come to nothing unless they bring results so rapidly that the enemy cannot respond.

THE CARDS

PoG is a difficult game to play well, as it is often necessary to consider the significance of present and future developments. At the start, these fall into two interrelated categories—the cards and the starting locations of units. Cards offering 3 or 4 OPs are good, while 2 OPs are poor. Thus a hand with a lot of 2 OPs cards is defensive, whereas one with many 3's and 4's allows maneuvering against the enemy.

The most important events are those with War Commitment points. Both sides require four points of War Commitment events to get them into Limited War (LW). If the Central Powers player (CP) decides against playing *GUNS OF AUGUST*, then *RAPE OF BELGIUM* and its two War Commitment points cannot then occur. However, *RAPE* is a card the Allied Powers player (AP) may badly need to use several times for RPs, especially if Limited War has been delayed. It is helpful to enter reinforcements by playing those cards as events before they disappear into the LW deck, as "Mobilization" should mean just that—players ignore this at their peril. This is not easy, as only one reinforcement event may be played per turn per nationality, but none are allowed on turn 1. A further difficulty for the AP is that War Commitment points appear on the British