

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](http://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 Daghish

*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

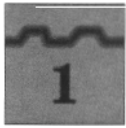
unless all nearby enemies are suppressed, eliminated, or cut off from supply. If overly OP intensive, your initial project can drag on turn after turn, getting nowhere in typical Great War style. This is true on a larger scale, so that major efforts will eventually come to nothing unless they bring results 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

reinforcement cards. Thus, if both British reinforcements are dealt to the AP on turn 1, only one can be saved for play in the next turn, while the other will be reshuffled into your deck.



Only one ENTRENCH event can be played.

The German player is seriously vulnerable in Strasbourg, whose loss threatens the permanent removal of German (GE) Seventh Army, so here a new trench is necessary. The AP can most usefully entrench the Serbs, who should in the meantime attack the Austro-Hungarian (AH) Fifth Army, preferably with PUTNIK.

The combat cards (CC) represent the majority of the weak 2 OPs cards. The SEVERE WEATHER and WIRELESS INTERCEPTS events are rarely used, and never at game start. The +1 DRM CCs are very nice, and indeed PLEVE should be played and discarded in order to eliminate this weak card from the AP deck. The same is true of the AP WITHDRAWAL card, but this is powerfully used for the BEF if the Germans attack it. On its following action, the BEF may well be able to reoccupy the trench from which it withdraws!

Good AP play precludes the need to play MOLTKE as an event, which in turn denies the CP FALKENHAYN until turn 3. LANDWEHR is nice, and often used on the GE Seventh Army to threaten Belfort. SUD ARMY is a bit of a non-event, which implies questionable AH offensive intentions.

### ENCIRCLEMENTS

RACE TO THE SEA IS an intimidating threat to encircle the BEF and BE First Army by occupying Ostend, which can be reached by a corps in Koblenz or an Army in Sedan. However, at game start, there are several encirclement opportunities waiting to happen elsewhere.

I have mixed feelings about the process of putting units out-of-supply by encirclement, as this is something that causes games to

end prematurely, especially if players are inexperienced. In this game, players remain inexperienced for longer than usual because of this trouble in getting games to go the distance, and this is especially true of aggressive beginners who may feel it is their duty to press encirclements until they run out of cards to play as OPs. Furthermore, a redeployed army can easily re-establish a supply line. Encircling moves should be neither overemphasized nor wholly avoided. Poor advice in the long-run perhaps, but it points up a problem which must be approached with circumspection.

If you do successfully encircle armies, its best to subsequently attack them if their Loss Factor is 2.

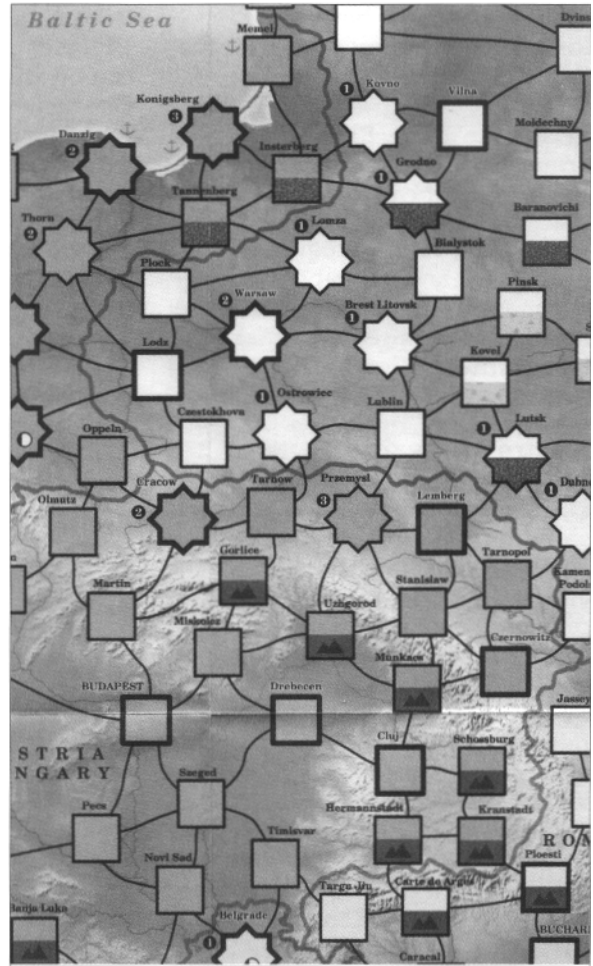


The GE Eighth Army is vulnerable at Insterberg after turn 1. However, this Army and Corps are

commonly redeployed to Warsaw and Brest (encircling and aggressive), or Lodz and Breslau (nice and safe), or an intermediate compromise.

On the Russian front, premature moves to the Baltic ports are not recommended, due to the risk of encirclement. The RU Fourth and Fifth armies are easily encircled, and then attacked, and also the RU Second Army may find that Lozma is a trap, once the Russian forts are reduced or besieged.

THE CENTRAL POWERS In the first Action Round of the game, the CP can steal a lead by playing a 4 OPs card. This allows the move to Timisvar by the AH



Sixth Army on the Serb front, the withdrawal of the easily-encircled AH Third Army, and a maximum attack from Koblenz and Metz against the FR Fifth Army. The fort at Liege can be destroyed by the GE First Army on later turn. However occupation of this fort by the AP is counter-productive.

If GUNS OF AUGUST is played, it is a good idea to attack the French Fifth Army with five factors and the BEF with ten. Reducing the irreplaceable Old Contemptibles should be a priority, but since the BEF corps has a 2 Loss Factor, it takes eight casualty points to make it a reduced corps.

Playing OBEROST as a second Action allows the powerful GE Eighth Army to set about Kovno and Grodno immediately, which may disconcert the opposition.

### Germany

The Germans are outnumbered in the west to the tune of two

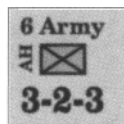
## PoGMania: Player's Notes on PATHS OF GLORY

armies, and must beware of losses. Inflicting casualties on the French can cause them to lose forts such as Verdun, which may decide the game. Placing three armies in Sedan often confounds the AP, and it can be done safely.

In the East, Breslau requires protection, and probably occupation, though this limits the number of replacements that can be generated. Riga is preferable over southern objectives.

### Austro-Hungary

The Austro-Hungarians can shoulder too much combat-only they can



attack Russian forts before the play of OBEROST. If they can be preserved over the long-term, they become increasingly important when Russia begins to falter. Their first task is to take out the Serbs, after which the victorious AH units can help create a rail-link to Turkey by controlling the spaces south of Belgrade. These units will also be well placed to rush to the Italian front, or even to satisfy an AH Mandatory by attacking the Montenegrin corps. The AH armies can fight the Russians on equal terms but they do not replace as quickly. However, they have a secret weapon, which is Level 2 entrenchment in the border mountains. This is an enormously powerful strategy which renders the Russians inefficient, since even if they do expend OPs and RPs in attacking, results will not be worthwhile. Defences can be temporarily strengthened by SR of German corps up and down the line. Soon the Russian player gives up, and turns his attention to the German border.

### Turkey

Poor Turkey. After the initial turns, with Russian armies



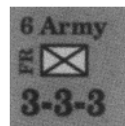
retreating or inert, and the west congealed by Level 2 trench markers, attention turns to the NE map. Turkey is worth 7 VPs to the AP, but is the CP equivalent of

Italy, a weakly-held region where VPs are merely lost. Turkish corps can be attacked from the Caucasus by the strong Yudenitch Army, and also from Basra, Egypt, Salonika, naval landing and finally by Lawrence of Arabia! Often Turkish corps move via SR, and usually they resist their assailants with the help of Bulgarian 2-strength corps. Turkey's own armies are an entirely necessary benefit of getting the CP to Total War quickly.

## ALLIED POWERS

### France

The French can lose simply through lack of RPs. Most of the French counter mix is on the board at the



beginning-losses cannot be made good with reinforcements. Linking Paris to the front avoids encirclement, and is cheaply achieved with a retreating FR Fifth Army. A very safe tactic is to dig a second line of trenches behind the forts. Mandatory Offensives may be best left to individual corps sacrificed for the purpose.

### Russia

The Russians have the toughest job in the game as they face the tough GE 5-3-3 armies with Russian armies having a Loss Factor of only 2. They can stack or entrench, but it is sensible to retire while playing reinforcements to realize their traditional numerical advantage. The eastern front can be a fluid theater, with each side sweeping back and forth, with offensives fuelled by OPs cards becoming diluted by the widening flanks and a defender playing cards as RPs. The RU Eighth Army at Kamenets is a rock on which to base supply lines. Occupying the border forts can be an interesting ploy. Brest-Litovsk is the most strategically important space on the board, and whoever controls it wields greater power as a result. The Russians should pile losses onto the AH, as in this way they will eventually break.

### Britain and Belgium

The BEF are doomed anyway, so they may as well fight stacked with their corps.



Strategic Redeployment of corps is an interesting counter to RACE TO THE SEA, and obviates the cost of activating multi-national stacks for movement. The Belgians can join the BEF in Brussels, but the increased activation cost will pose a problem in future Action Rounds.

### Latecomers

Italy and Romania can stretch an outnumbered CP player who didn't play reinforcement cards as events. Italy and Bulgaria must be activated before they can record RPs, so Italian entry may be best left until near the end of the turn, where it can be followed by an RP Action.

## ARE YOU BEING SERBED?

The survival of the Serbs is helped by uniting (and hopefully entrenching) both armies in Belgrade as soon as possible. This eases play of SALONIKA, which may threaten Constantinople and cuts the overland SR link to Turkey. If the Serbs are eliminated, the SALONIKA event is usually predicated on an A-type replacement being accumulated. The event is then played as the last card of a turn. Thereafter a Serbian Army joins two FR or BR corps in Salonika so that their combined strength fights on the Army table. Conversely, the CP nails the Serbs by moving the AH Sixth Army to Timisvar and then flanking Belgrade, remembering to reduce the AH Fifth Army when losses are required, as only the AH Sixth can safely advance. The AP is favored overall in this game, but the CP benefits most from early luck. Lastly, it would have been nice if the GE AIR SUPERIORITY card had been labelled "Richthofen," though I daresay it is the wrong color!

