Errata to PoG Deluxe, 6th ed. – May 19, 2020

- **2.3 Note**: Update:
  "Variant cards" to "Optional cards".

  > ### 2.3 The Strategy Cards
  > Each player has his own deck of 65 Strategy cards, subdivided into three groups: 14 Mobilization cards, 20 Limited War cards, and 21 Total War cards. Each side also has 10 Optional cards. Note that the card banners for the Optional cards are colored differently than those on the basic cards.
  >
  > Note: The Variant cards are not part of the basic game.

- **5.7.4 #7**: Add a sentence:
  "The event is applied first, then the card can be used for Ops".

  > 7. 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. The yellow stripe on these cards is a reminder that the event also generates Ops.

- **9.5.3.3:** Update last paragraph:
  "Reinforcing Armies must be in supply when placed." to
  "Reinforcing Armies must be in supply and in a friendly-controlled space when placed."

  > Reinforcing Armies must be in supply when placed. In cases where more than one Reinforcing army is entered on a single card play, the two armies do not have to enter at the same space. However, if stacking limits would not allow both armies to be placed on the map, the reinforcement card may not be played.

- **11.1.4:** Modify the end of the 1st sentence from:
  "…which nationalities may move (or attack) across those lines." to
  "…which nationalities may move, attack, advance, retreat, SR or trace supply across those lines."
  and modify the 3rd sentence from
  "*For example, only a British unit may move (or attack) between London and Calais.*" to
  "*For example using the dashed connections, only British units may move, attack, advance, retreat, SR or trace supply between London and Calais.*"

  > **11.1.4 Dashed Connections:** Dashed lines indicate there are restrictions as to which nationalities may move (or attack) across those lines. The units which can use each dotted line is indicated on the map adjacent to the line. *For example, only a British unit may move (or attack) between London and Calais.* However, all friendly spaces are allowed to trace supply during the Attrition Phase across friendly dashed lines.

- **12.2.4**: Add a **Note** after the second 2nd sentence (with the events in event font and bolded):
  "**Note**: The **Brusilov Offensive** attack that negates a trench can be used against a space without a trench marker and this attack is considered used regardless of whether **Turk Determination** is played as a defensive combat card or not".

  > **12.2.4 Play Trench Negating Combat:** The Attacker may play Combat Card Events that negate enemy trenches for purposes of the combat.

- **12.3.1 Note**: Update:
  "Flank attempts may be made if certain CP combat cards which…" to
  "Flank attempts may be made if certain combat cards and events which…".

> **12.3.1** The Attacker may attempt a Flank Attack if all the following conditions apply:
> - Units are attacking from two or more spaces, and
> - at least one Army is attacking, and
> - the defending space is not Swamp or Mountain, does not contain a Trench marker, and is not an unoccupied fort.
>
> **Note:** Flank attempts may be made if certain CP combat cards which "cancel all trench effects" are used in the combat, provided all of the other conditions are still met.

- **12.3.3**: Update:
  "…resolve steps 6 through 8…" to
  "…resolve steps 6 through 9…".

> **12.3.3** The attacking player rolls one die to determine the success of the Flank Attack Attempt. If the modified die roll is 4 or higher, the Flank Attack succeeds and the Attacker will resolve steps 6 through 8 before the Defender. This means the Defender's

- **13.2.3 Exception**: Update:
  "*Turkish Corps do not count against this limit.*" to
  "*Turkish Armies and Corps do not count against this limit.*"

> **13.2.3** No more than one CP Corps may SR to or from the Near East map per turn. ***Exception:*** *Turkish Corps do not count against this limit.* This limit does not apply to CP units that SR solely within the Near East Map.

- **13.1.11 Capitals and SR**: Update end of first sentence:
  "…from the Reserve Box as long as the enemy control lasts." to
  "…from the Reserve Box as long as the enemy control or siege lasts."

> **13.1.11 Capitals and SR:** If the enemy controls or besieges a nation's capital (Paris in the case of France, Vienna or Budapest in the case of A-H), no Corps of that nation may SR to or from the Reserve Box as long as the enemy control lasts.

- **14.1.3 Supply Path Restrictions**: Update 3rd bullet:
  "dashed lines across which the tracing unit could not move." to
  "dashed lines across which the tracing unit's nationality could not move."

> **14.1.3 Supply Path Restrictions:** A Supply Path, excluding the space containing the unit tracing supply, may not be traced through:
> - a space containing an enemy unit.
> - an enemy controlled space. ***Exception:*** *A player may trace supply through a space containing a besieged enemy fort.*
> - dashed lines across which the tracing unit could not move. ***Exception:*** *RU, RO and SB units may trace supply over the dashed lines connected to Russian supply sources.*

- There is a discrepancy between the victory point spaces used in the example of play steps, which uses the classic map, compared to the example of play map shown in the rulebook which uses the new historical map.

  o **Pg. 27 Extended Example of Play, 1ˢᵗ paragraph**: Add to the end of the paragraph:
  "*The following extended example of play is using the historical map for Victory Point purposes*."

  ### Extended Example of Play

  This extended example of play will demonstrate how many of the game's mechanics work and may give you some initial strategy ideas. This game-playing was conducted by email between Gene Billingsley, as the Allied player, and Andy Lewis (the game's developer), as the Central Powers. Neither player was an expert on strategy, as the comments provided by Ted Raicer (the game's designer) will show. The idea is to give you a feel for the game and all the different choices there are to make and decide between. We suggest that you set the game up and move the pieces on your map as you read the example.

  A Note on Notations: A referenced unit is at full strength in this example unless its name is enclosed in parentheses [e.g., "FR

  o **Pg. 28, 1ˢᵗ Paragraph**: Add the sentence:
  "The VP marker is moved to **11**.", after "The 2ⁿᵈ and 3ʳᵈ GE Armies advance in Sedan (they can't advance further because Sedan is a Forest space)."

  The 2nd and 3rd GE Armies advance into Sedan (they can't advance further because Sedan is a Forest space).

  o **Pg. 29 Central Powers Action 2, 2ⁿᵈ paragraph**: Update:
  "…control Lodz, move the VP marker to the 11 box." to
  "…control Lodz, move the VP marker to the **12** box."

  Move the (GE Corps) from Oppeln to Czestochowa [place a Central Powers control marker as the unit exits the space] to Lodz. As the Central Powers now control Lodz, move the VP marker to the 11 box.

  o **Pg. 29 Central Powers Action 2, last paragraph**: Update:
  "The VP marker is moved to 12." to
  "The VP marker is moved to **13**."

  The GE 3rd Army advances into Cambrai [The GE 2nd Army can't advance because it's reduced]. The VP marker is moved to 12.

  o **Pg. 29 Allied Action 2, 4ᵗʰ paragraph**: Add the sentence:
  "The VP marker is moved to **12**.", after "This satisfies the French MO."

  The Central Powers die roll is 3 that on the 3 column gives a Loss Number of 2. The Allied losses nothing since their lowest LF 3 which is higher than their Loss Number. The FR 3rd Army advances into Sedan. This satisfies the French MO.

  o **Pg. 30 Central Powers Action 3, 6ᵗʰ paragraph**: Add the sentence:
  "The VP marker is moved to **12**.", after "The GE 3ʳᵈ Army in Cambrai is back in supply."

  The GE 4th Army advances into Sedan. The GE 3rd Army in Cambrai is back in supply.

- o **Pg. 31 Allied Action 6, 2nd paragraph**: Update:
  "Move the VP marker down to 10." to
  "Move the VP marker down to **11**.".

  > Move the (RU 3rd Army) from Tarnopol to Lemberg. Move the
  > VP marker down to 10. Move the FR Corps in Grenoble to Paris.

- o **Pg. 31 Central Powers Action 2, 2nd paragraph**: Update:
  "Move VP marker to the 11 box." to
  "Move VP marker to the **12** box.".

  > **Central Powers Action 2**
  > Play REICHSTAG TRUCE (Central Powers Card #9) as an Event.
  > Move VP marker to the 11 box. Move the Central Powers War
  > Status marker to the 4 box; the Central Powers are now free to

- o **Pg. 32: Central Powers Action 6, last paragraph, 1st sentence**: Update:
  "The GE 5th Army is reduced and the 3rd and 6th Armies advance." to
  "The GE 5th Army is reduced and the (GE Corps) is eliminated. The 3rd and 6th Armies advance."

  > The GE 5th Army is reduced and the 3rd and 6th Armies advance.
  > The Trench marker is removed and a Besieged marker is placed.

- o **Pg. 33: September 1914 – War Status**: First remove the 3rd and 4th sentence, then update the paragraph to:
  "The Central Powers enters Limited War, bringing Turkey into the conflict. Turkish units are placed on the map. The
  Central Powers player adds his Limited War cards to his Draw Pile."

  > **September 1914 - War Status Phase**
  > The Central Powers enters Limited War, bringing Turkey into the
  > conflict. The Turkish units are placed on the map. The Central
  > Powers discard the SEVERE WEATHER CC (Central Powers Card
  > #4) that was still in their hand. They then shuffle all the Mobili-
  > zation cards (except GUNS OF AUGUST, OBEROST, REICHSTAG
  > TRUCE, and LANDWEHR) and the Limited War cards together
  > to form a new Draw Pile.

- o **Pg. 33: September 1914 - Draw Strategy Card Phase, 2nd paragraph:** Update the paragraph to:
  "The Central Powers discards the **Severe Weather** CC (Central Powers Card #4) that was still in their hand. They
  then shuffle all the Mobilization cards (except **Guns of August**, **OberOst**, **Reichstag Truce**, and **Landwehr**) and the
  Limited War cards together to form a new Draw Pile. The Central Powers draws 7 cards."

  > **September 1914 - Draw Strategy Card Phase**
  > The Allies discard a CC, reshuffle their mobilization cards (ex-
  > cept the removed events) and draws 7 cards.
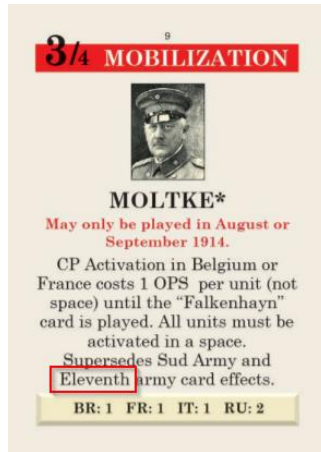 > The Central Powers draws 7 cards.

- **Pg. 39 Index: Supply: Out-of-Supply (OOS)**: Add **9.2.4**, between 3.0 and 14.3.

  > Supply 14.0
  > Activation 14.1.1.1
  > Always in Supply 14.1.5
  > Combat 14.1.1.2
  > Out-of-Supply (OOS) .... 3.0, [ ] ,14.3

- On **POG PAC-3 2018: War Status Track** chart**:** Update: Telgram to **Telegram**

  > 2 | BRUSILOV OFFENSIVE
  > 2 | ZIMMERMANN TELGRAM | The (
  > | be 30

- On **AP_DECK-Sep8 AP#9 Moltke:** Update: Eleventh Army to **11th Army**

- On **POG_ExpDeck-Sep8 AP#63 Backs to the Wall:** Update:
  "A space with a BR Army in France/Belgium may cancel any one mandated retreat." to
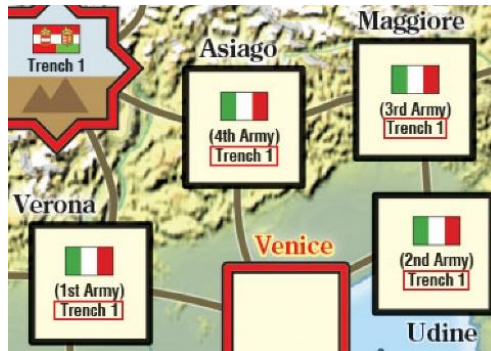 "A space with a BR Army in France/Belgium **must** cancel a mandated retreat."

- **POG MAP_Legacy-Sep9_2018**: Updates to the Classic map:
  - **Central Power Reserve Box**: Update German 7 Corps to **8 Corps**.

  - **Allied Reserve Box**: Update Russian 6 Corps to **5 Corps**

- o In the Verona, Asiago, Maggiore and Udine spaces remove **Trench 1**.

- **Deluxe Edition Counters sheet #1 back**: Update Turkish SN Corp from "0-1-3" to "**0-1-1**"