No one has ever questioned the selection of Midway as the decisive battle of the Pacific War. All agree that this one changed everything, as the Japanese plan to “lure” the remaining US fleet to its destruction led to a strategic defeat, due to code breaking, heroism, and remarkable timing. My design goals were to blend clean simplicity with a fine level of detail (even accounting for the Japanese planes intended to be assembled and used on the captured island!). But as with most games, capturing the actual history behind events took priority over exploring some “might if” and are why this option is being provided are great vehicles for exploring “what if”.

17.0 INDEPENDENCE DAY SCENARIO

The following variant rules, and the accompanying counters, posit the Japanese launched their offensive a month later (July 3rd through 5th). Both sides would’ve been able to reinforce the forces later (July 3rd through 5th). Both sides would’ve been able to reinforce the forces captured island!). But as with most games, capturing the actual history behind events took priority over exploring some “might if” and are why this option is being provided are great vehicles for exploring “what if”.

17.1 Additional Japanese Forces

Add the following units to the Japanese player’s at-start forces:

-Either the First Carrier Strike Force or Main Body Task Forces: Fleet Carrier Shōkaku and its 3 air units (1x A6M, 1x D3A, 1x B5N). If these units are put into play award the US player 5 victory points at the start of the game. Note: It is highly unlikely that the Shōkaku couldn’t have been repaired and deployed in time for the Midway offensive even with this later start. I’m also assuming that aircraft and aircrew from the Tainan Air Group would’ve been used to round the carrier’s air complement. However, games are great vehicles for exploring “what if” and are why this option is being provided.

-Alternate deployment. Have the Zuikaku, Ryūjō, Jun’yu and their air units, Destroyer Squadrons 25 and 29, as well as any other destroyers and cruiser (CL or CA) taken from any other Japanese Task Force, deploy as Reserve 1 Task Force. This Task Force sets up anywhere within 5 hexes of setup hexes A or B. Award the US player 2 VP at the start of the game if this at-start deployment is in play. Note: If this deployment option is used the Shōkaku and its air units cannot be put into play.

-• Note: The carriers Zuikaku, Shōkaku, Ryūjō and Jun’yu may not benefit from Optional Rule 15.4 unless they are part of the same Task Force as the carriers Akagi and Kaga.

17.2 Additional US Forces

Add the following units to the US at-start forces:

- Fleet Carrier Wasp and its 4 air units (1x F4F, 2x SB2C, 1x TBD), Destroyer Squadrons 7 and 7.1 with Task Force 17.

- Submarine Squadrions 7.4 & 7.5 can set up, no more than one submarine to a hex, anywhere on the map. These units can be deployed either normal or submerged status.

- Either the First Carrier Strike or Main Body Task Forces: Fleet Carrier Shōkaku and its 3 air units (1x A6M, 1x D3A, 1x B5N).

- Alternate Deployment. The Wasp, Destroyer Squadrons 7 and 7.1, as well as one other destroyer taken from any other US Task Force can begin play as Task Force 17.2 anywhere within 6 hexes of the southeast corner map hex.

- Add the A-20 bomber unit to the Midway Island.

- Delete the Midway Island F2A fighter unit and replace it with one Midway F4F unit. Designer’s Note: The F4F air unit represents the hurried deployment of additional fighters from the carrier Saratoga.
READ THIS FIRST

We’ve organized the overall structure of the rules of this LPS simulation game to follow this game’s sequence of play in introducing concepts. The rules themselves are presented in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play) which are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by summary text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. There are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Case is a part. A Case with the number 1.1, for example, is the first Case of the third Section of the seventh Module of the rules of the Module. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

PLAYING TO LEARN

Begin by familiarizing yourself with all of the components listed for this game. Then shuttle through the rules and read, taking the title of the Modules and Sections. Set up a game scenario or portion of a scenario (e.g., setting up the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question. Remember that the numbering system used to organize the rules is designed to be used as a tool to help you learn and play. A detailed look at how a rule works is to allow you to understand the mechanics of a game, not to memorize it. If you have a problem following a rule, look at the rules (by playing it out) in the best way to master this game. We’re always open to discussions on how to improve the comprehensiveness of the rules. Sometimes the rules (and explanations below) of the rules may contain errors or misunderstandings. If you have any questions or ideas on how we can communicate better with you.

If any of the supplied parts are damaged or missing, write to:

Against the Odds Magazine
P.O. Box 165
Southeastern, PA 19389-0165 USA

Arms: Circle of Fire

On e-mail we are at: atdmin@tagamesmagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@tagamesmagazine.com, phoning your questions so that a simple sentence, word, number or answer can be answered. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend you e-mail us for more detailed reviews. Additionally, check out the Against the Odds and Circle of Fire discussion forums at commonsworld.com.

1.0 INTRODUCTION

Circle of Fire. The Siege of Cholm. 1942 is a two-player game that simulates the first ten days of the assault on the German-occupied city of Cholm (formerly Kholm) on the 18th brings on the Axis (1942). The game is designed by the Soviet Union’s Third Shock Army, January 18-27, 1942. One player commands the attacking Soviet forces and the other player commands the defending German forces.

2.0 COMPONENTS

This game has the following components: two 22”x34” maps, one sheet of 176” die-cut counters, this rule booklets, and two pull-out Piece Ahead

3.0 THE MAPBOARD

The map depicts the portion of the Kholm region where the Cholm campaign took place between January 18 and January 27, 1942. There is a list on the last page of names translations.

3.1 Map Scale

The map scale is approximately 4km = 1km (1:25,000).

3.2 Map Areas/Zones

The map is divided into 35 numbered locations (hereafter called Areas) and 6 lettered exterior locations (hereafter called Zones). Each Area contains a letter (from A to F). An Area has a number between 1 and 35. Each Zone or Area has a name as well, derived from the German defenders’ historical battle maps.

3.3 Map Legend

The two rivers on the map are considered non-road (solid red) borders for movement. Each Area contains a list of Areas. Urban Areas have a dark grey square. Terrain type is used in resolving attacks against units. Urban Area (Case 3.2.8).

3.4 Impulse Track

The Soviet Player has an Impulse Track on his side of the map to keep track of his first 4 Impulses so that he knows when to start the Logistics roll to end the Impulse phase (Module 17.0). The markers for this track also indicates the turn if the turn is currently day or nighttime. The marker is placed in an Area (under the conditions). The second use of this marker is to indicate which German unit is in control of this can switch back and forth between sides. The second use of this marker is to show which side has the initiative for several hours and then withdraw after its ammunition became depleted.

3.5 Holding Boxes

The map contains boxes for each player’s At Start units, regular Reinforcements, Random Reinforcement Groups, Regrouped units, Artillery/Stuka units, Non-Regrouped Eliminated Units and Permanently Eliminated units.

3.6 Playing Pieces

Place up these units with the appropriate boxes before beginning play of the game.

4.0 PLAYING PIECES

4.1 Unit Coloring

German units are grey on their front side, while Soviet units are tan.

4.2 Play Check

The game is designed to run with 2 to 3 hours of uninterrupted play. Additional time will be added for the first few games to familiarize yourself with the game. The game is designed to run with 2 to 3 hours of uninterrupted play. Additional time will be added for the first few games to familiarize yourself with the game. The game is designed to run with 2 to 3 hours of uninterrupted play. Additional time will be added for the first few games to familiarize yourself with the game.
**1.0 INTRODUCTION**

_Circle of Fire. The Siege of Chelno, 1942._ is a two-player game that simulates the first ten days of the assault on the German-occupied town of Chelno (then known as Chlino) and the 18th Army (in the Attack role) by the Soviet Union’s Third Shock Army, January 18–27, 1942. One player commands the attacking Soviet forces and the other player commands the defending German forces.

**2.0 COMPONENTS**

This game has the following components: 22x24” map, one sheet of 176” die-cut counters, this rule book, and two pull-out Player Aid Charts.

**3.1 Rule Board**

1. **Parent Organization**

Most units have a Parent Organization. Units belonging to the same Parent Organization shufle a common color text on their counters. For those who are color blind, the Parent Organization is printed in the middle left side of the unit’s counter and is noted in the following line:

<table>
<thead>
<tr>
<th>Game:</th>
<th>(red)</th>
<th>(blue)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (INF)</td>
<td>(Headquarters [HQ]), Machine Gun (MG), Pioneer Engineers (PNE), Mountain (MTN), and Reconnaissance Cavalry (CAV).</td>
<td></td>
</tr>
<tr>
<td>Armor (ARM)</td>
<td>Artillery Night CF (Stuka does not have one)</td>
<td></td>
</tr>
<tr>
<td>Artillery/Stuka</td>
<td>All remaining units are Infantry (INF), Armor (ARM), or defense</td>
<td></td>
</tr>
<tr>
<td>Units without any Parent Organization are considered Independent units and have black or burgundy text (or do not have an historical parent ID in the middle left of their counter).</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Historical unit identification (KG and RG are written on the counter in parenthesis).</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**3.2.5 River**

The two rivers on the map are considered non-road (solid red) borders between adjacent Areas. River edges are considered to be “Used” if Artillery/Stuka unit is committed (in other words their back side becomes committed) or has expended during its Movement Impulse. 

**3.2.6 Terrain**

Terrain is a balanced combination of open (white), forest (green), building (gray), and terrain (red). Terrain is used to resolve fighting between units in a manner described in “The Movement Impulse.”

**3.2.7 Holding Boxes**

The map contains boxes for each player’s At Start units, regular Reinforcements, and Recon Coordination boxes. Units without any Parent Organization are considered Independent units and have black or burgundy text (or do not have an historical parent ID in the middle left of their counter). Units belonging to the same Parent Organization shufle a common color text on their counters. For those who are color blind, the Parent Organization is printed in the middle left side of the unit’s counter and is noted in the following line:

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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Historical unit identification (KG and RG are written on the counter in parenthesis).</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**3.3.1 Area**

Areas.

**3.3.2 Unit setup**

Units are set up in the space corresponding to the current turn, with the side of the counter that is up facing the player. It is recommended that you orient your counters (in this manner) so that you can easily see the Parent Organization and the Counter Type. The counter’s Parent Organization and Counter Type are noted in the following line:

<table>
<thead>
<tr>
<th>Game:</th>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

**3.3.3 Movement Impulse**

Each movement Impulse is divided into sections (that deal with a major sub-topic of the game). The rules themselves are written in a format known as the “LEARNINg TO PLay THE gAmE” READ THIS FIRST.

**3.3.4 Movement Impulse**

Each movement Impulse is divided into sections (that deal with a major sub-topic of the game). The rules themselves are written in a format known as the “LEARNINg TO PLay THE gAmE” READ THIS FIRST.
9.1 Use of the Advantage to declare Night does not prevent other movement or fire during that Impulse.

9.1.4 Artillery: The reduced Night CF (red text) of an artillery unit is used to resolve a Bombardment roll during an Impulse when the turn is Night.

9.1.5 Stuka. This unit (Section 14.2) may not be used for Bombardment during a Night Impulse.

9.1.6 Movement: During a Night Impulse the MP cost to enter an Area containing Enemy units is 3 MPs instead of the usual 4 MPs (Section 12.2).

9.1.7 Direct Fire Combat. During a Night Impulse the defender receives an additional +1 DRM to his Defense Total (Case 13.2.5) in a Direct Fire attack.

9.1.8 There is no Night DRM applicable to Bombardment Fire attacks (Module 14) because it is already factored into the unit’s Night CF.

10.0 REINFORCEMENTS PHASE

10.0.1 Reinforcements are new units that enter the game during the Reinforcement Phase.

10.1 General Rules

10.1.1 The Reinforcements Phase consists of 3 Segments performed in the following order:

10.1.2 The German player places his reinforcements first, followed by the Soviet player in each Segment.

10.1.3 Uniform Reinforcements Normal reinforcements automatically receive units marked with the turn number of the current turn (Exception: Section 10.5).

10.1.4 Units with a Random Reinforcement letter code may only enter play as the result of a Random Reinforcements die roll (Section 10.3.1) resulting from that Segment of Phase.

10.1.5 Reinforcements always enter play Uncommitted.

10.1.6 Reinforcements and Regrouped units must be placed on the map within valid occupation limits (Section 6.1).

10.2.2 German Regrouped units have the option of being placed in either Zone D or a Cholm Urban Area. The Zone/Area may be contested, but must be German-controlled at the time of placement.

10.2.4 Soviet Regrouped units may be placed in any Soviet-controlled Zone (even if contested).

10.2.5 If all of a player’s Regrouped units have been placed in the map and there are no longer eligible to Regroup units for the remainder of the game, and all units eliminated from that point onwards are permanently eliminated. The Eliminated Units Permanently Eliminated box.

10.2.6 A Regrouped unit that is eliminated from the map is permanently eliminated and placed into the owning player’s Eliminated Units Permanently Eliminated box.

10.3 Random Reinforcements Segment

10.3.1 The player controlling the Advantage may, before he makes the roll for this turn’s Random Reinforcement, use his Advantage to modify the Random Reinforcement roll in his favor (Section 8.1.1A and PAC).

10.3.2 After the above decision is made, the player who began the Segment with control of the Advantage then makes a 2d6 roll.

10.3.3 Apply any applicable DRMs to the roll as detailed at the bottom of the Random Events Table (see PAC).

10.3.4 Cross-reference the modified result with the current Turn number (across the top). The labels of the rows in the forces received as reinforcements.

10.3.5 Unit selection (and how to deploy those units) is detailed below the Random Reinforcements table on the PAC. (Optional Rule Section 21.1).

10.3.6 If the noted reinforcements have already been received (there are no units left to pick), treat the result as No Reinforcement, unless there is an available substitute choice as per its ‘Selection’ details listed below the Random Reinforcements table on the PAC (Exception: Optional Rule Section 21.1).

10.4 Normal Reinforcements Segment

10.4.1 During Turn 1-5, one or both players receive automatic reinforcements.

10.4.2 These units have an entry turn number located on their counter (see Section 4.3C).

10.4.3 Place the units on the map as directed by the Reinforcements Display instructions printed on the map. Artillery/STUKA units are placed into the owning player’s Artillery box on the map.

10.5.2 If it is a Soviet Random Reinforcement Group that has been determined to enter the turn, the German player must announce this action immediately after the group is determined.

10.5.3 Stuka Off-Map Interdiction

10.5.1 Starting Turn 2 or later, the Soviets are receiving reinforcements (Random or Normal) of ground troops (not artillery), the German player can decide during the current turn to fragment this segment to flip his Stuka unit over to its “used” side and roll to delay some of the Soviet non-artillery forces that are currently to enter.

10.5.2 If in a Soviet Random Reinforcement Group that has been determined to enter the turn, the German player must announce this action immediately after the group is determined.

10.5.3 Stuka Off-Map Interdiction

10.5.1 Starting Turn 2 or later, the Soviets are receiving reinforcements (Random or Normal) of ground troops (not artillery), the German player can decide during the current turn to fragment this segment to flip his Stuka unit over to its “used” side and roll to delay some of the Soviet non-artillery forces that are currently to enter. The balance of the forces enter next turn (they cannot be delayed again).

11.0 SPECIAL RULES

11.1 The German player may select up to five “U” units from the show still available to enter the game. The German player has the option of delivering a Random Reinforcement result and taking a “J” result instead if available. This option must be exercised immediately after the Random Reinforcement is rolled.

11.2 The Soviet player begins the game with 3 “K” units which both players check during movement without the units having to stop in that Area.

11.3 The German player receives all three units marked “K”. If no “K” result was received, consider the turn a “U” result.

11.4 The Soviet player receives all five units marked “K”. They may be placed in either Zone E or any Cholm Urban Area (subject to occupation restrictions).

12.0 RUbbLE CREAtIoN (15.1)

•Direct Fire:

If the AT result is 6 or more higher than the DT result, the defender receives an additional +1 DRM to his Defense Total during that Segment of this Phase.

Random Reinforcements are placed in Zone D regardless of who controls it and whether or not there are any Soviet units present. The Advantage may be used in “Influence” (see Advantage Use Table).

12.1 The German player may select up to five “U” units from the show still available to enter the game. The German player has the option of delivering a Random Reinforcement result and taking a “J” result instead if available. This option must be exercised immediately after the Random Reinforcement is rolled.

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12.4 The Soviet player receives all five units marked “K”. They may be placed in either Zone E or any Cholm Urban Area (subject to occupation restrictions).

13.0 RETRATe PRIORITY LIsT (13.4)

Retreats must always be to an Area or Zone that is connected (common border or connector symbol).

Unit in an Area:

A) A Free Area or Zone
B) A Vacant Area which is adjacent to the least number of enemy-controlled Areas (units may never retreat into an enemy-controlled Zone, even if contested)
C) A friendly-controlled contested Area, which is adjacent to the least number of enemy-controlled Areas
D) A neutral or unoccupied Area which is adjacent to the least number of enemy-controlled Areas

Unit in a Zone:

A) Into a Free Area or Zone
B) Into a friendly-controlled contested Area or Zone
C) Units may never retreat into an enemy-controlled Zone, even if contested.

If a unit is unable to retreat, it is eliminated and placed into its side’s Eliminated Units Not Regrouped Box.

14.0 CIRCLE OF FIRE. THE SEIGE OF CHOLM, 1942
ADvANtAgE USE (8.1)

Infiltrate

During a Player’s Impulse, the player may declare a Night Impulse. After the Night Impulse is declared, and before the Day Impulse is determined or assessed as detailed in Direct Fire Table. The player may place his Stubbendief Defense marker into one German occupied Area but not the Area with the German HQ unit. This provides the German units in the Area Direct Fire (see PAC) and Close Combat (Class 16.5) benefits unless the German HQ is also in that Area, in which case the marker’s benefits are ignored. The Stubbendief Defense marker is removed from the map if the Area is occupied becomes Soviet-controlled. Only one marker can be placed in each Area and it is removed from the map during the End Phase.

Design Note: The Stubbendief Defense marker represents the superheroic defensive efforts made by very small groups of German soldiers.

Prevent a Logistical Pause (Soviet only)

During the Maneuver/Phase, the Soviet player (only) may negate the effects of a Logistics DR that would have ended the Phase (Module 17.0).

Infiltrate

After selecting the units to arrive, he rolls 1d6. Results: 1-4: 1 unit, 5: 2 units, 6: 3 units. The number of units indicated in the result is the maximum number of the selected infantry units that can be placed in Area 31 (Gerichtshaus) instead (making permitting).

Historical Note: Group Schützmann was the relief column intended to lift the siege of Cholm. A few units from this formation were able to slip through Soviet lines but the column itself did not possess the strength to open and maintain a corridor to the beleaguered city at that point.

BOMBARDMENT FIRE (14.0)

ATTACKER AT = Roll 2d6 and add any applicable DRMs below

DRM Reason

+7 The CF of the Lead Attacking Unit

+1 for each additional unit firing beyond the Lead unit (up to a maximum of +3)

+1 If three or more of the firing units have the same Parent Organization

(0) German only If the Schützmann HQ unit is present in the Area

(0) German only If the Schützen Defense marker is present in the Area being attacked, unless the Schützmann HQ unit is also in that Area

DEFENDER DT = Roll 2d6 and add any applicable DRMs below

DRM Reason

+7 The CF of the Lead Defending Unit

+1 If the Area is Clear

+2 If the Area is Forest

+2 If the Area is Urban

+1 If the Area contains a Heavy Rubble marker

+2 If the Area contains a Rubble marker

Results and Casualty Points

Both are determined or assessed as detailed in Direct Fire Table

Note: The Stuka is the only artillery-type unit that can make a Bombardment attack into a Zone.

CLOSE COMBAT (16.0) Roll 1d6

DR Result

1-4 No Effect

5 Opponent’s Unit Remains

6 Opponent’s Unit Eliminated

S 0 Difference between the AT and DT is the number of Casualty Points that is assessed against the defenders in the area.

Casualty Points (13.1) All MPs must be allocated if possible

1 CP Each defending unit that retreats (see Section 13.4)

2 CPs Each defending unit that is reduced to half strength (see Section 12.6)

4 CPs Each armor unit eliminated

CIRCLE OF FIRE Player’s Aid Charts 2/2
14.3.5 After resolving the attack, the artillery unit is returned to its Artillery Box with its "used" side face-up to indicate it has been committed. Each turn, an artillery unit may fire on fire again until the end of the turn.
14.3.6 If any defending batteries are run out of ammunition, then that area or the Objective Point is considered occupied by the attacker.

15.0 RUBBLE

15.1 Rumble may only be created in Urban Areas. If a U.S. Artillery Unit is committed during its next activation, it may fire at an Urban Area that is occupied by the defender. Rumble is caused by artillery fire and is represented by a special Rumble marker.

15.2 Rumble Effects

15.2.1 Movement Units must stop their movement until the Rumble has resolved.

15.2.2 Combat Rumble provides a benefit DRM when determining the DT for a combat (see DT modifiers on the Fire Module and Bomber Combat Module).

15.3 Rumble Resolution

15.3.1 Rumble attacks are resolved at the start of Combat Phase B on the Unit Table (see PAC).

15.3.2 Before deploying a Unit Table, the attacking player must move one Rumble marker into the Area/Zone the attack is being made against. The defending player may move a Rumble marker into the Area/Zone to represent the effects of an Rumble attack. The Rumble marker is removed if the defending player does not have an Rumble marker in the Area/Zone of the Rumble attack. The Area/Zone is considered to be occupied by the defender if they do not have an Rumble marker there.

15.4 Armor may only be attacked at an Rumble location if it is occupied by the defender.

15.5 If a U.S. Artillery Unit is committed to an Urban Area during its next activation, it may fire at an Urban Area that is occupied by the defender.

15.6 Rumble creation cannot exceed Heavy Rumble.

18.0 END PHASE

18.1 General Rules

18.1.1 Determine if the Soviet player has won an Automatic Victory (Section 18.1.2). If it is the End of Turn 4, determine if the Soviet player has lost, or if the game carries on (Section 19.2). If the CT with the Advantage can choose to perform a Retreat (Section 8.1).

18.1.2 If the German Stubborn Defense marker (Case 8.1.1.2) is on the map, remove it and reverse its turn. If there is no German Stubborn Defense marker, the game continues to the next Turn.

18.1.3 Air and artillery units that are on the opposite side are flipped over to their unused side. If there is no artillery or German Tactical Victory (Case 4.6.4), advance the Game Turn marker to the next space on the Game Turn Track. Switch Advantage of Case 8.1.3 applies.

18.1.4 If it is game turn 9, determine the victory of the game (Section 19.3).

19.0 VICTORY CONDITIONS

There are three ways for the Soviet player to win the game: either an Automatic Victory or a Game End Victory; otherwise the German player wins.

19.1 Automatic Victory

The Soviet player wins an Automatic Victory if:

a) The Soviet player has more than 4 Urban Areas. The Soviet player will have won an Automatic Victory when they controls at least 4 Urban Areas.

b) The Soviet Player has more than 10 Areas (or 30 (Flugfeld, noted with a red star).

19.2 Game End Victory

20.0 SIDE DETERMINATION

If both players wish to play the same side, the rule is used to decide which side each player commands and goes for either player’s preferences regarding the relative chances of each side.

20.1 Bids

1. Each player submits a secret, written "Seize the Initiative" bid to command the side they wish to play.

2. The higher bid player gets to play the side of their bid at the start of Turn 1, or if a higher bid player has been eliminated, then the next highest bidder has the right to choose.

3. The side not chosen in step 2 is chosen by the bidder of times his opponent can declare that he is "Seizing the Initiative" during the game.

4. To use a pencil and paper or some convenient means to record the bids. The bidding procedure should be set forth. The player with the highest bid wins the initiative. The player with the second highest bid gets to choose his side. The players may choose their sides at the start of each game turn. The side which has been chosen is indicated by a special Seize the Initiative declaration for the game.

5. The Soviet Initiative

a) Rovell Combat Dice

b) Prevent Logistical Phase End

17.1 Historical Note

The Soviet side suffered from severe logistical problems leading to shortages of everything from food and fuel to munitions. In many cases, they were unable to prevent German forces from marching on throughout the opening phase of the battle.

17.1.1 General Rules

17.1.2 To activate one Area (or 30 (Flugfeld, noted with a red star).

17.1.3 To activate one Area (or 30 (Flugfeld, noted with a red star).

17.1.4 Preventing a Logistical Phase end or the German player may choose to bombard a (Section 19.4.1).

17.2 If it is a Desert Combat attack, he may choose to attack with his units normally.

17.3 If he chooses to bombard, the player may choose to bombard any Urban Area in the Area/Zone of the Desert Combat before being removed or removed from the map.

17.4 If the Soviet player passes, the Desert Combat must be resolved in the same way as a Desert Combat attack (Module 13.0).

17.5 If the Soviet player is charged with a Desert Combat attack, he must attack an Urban Area in the Area/Zone of the Desert Combat. If the Soviet player is charged with a Desert Combat attack, he may choose to attack with his units normally.

17.6 When units are removed from the map, the German player may choose to bombard any Urban Area in the Area/Zone of the Desert Combat. If the Soviet player is charged with a Desert Combat attack, he must attack an Urban Area in the Area/Zone of the Desert Combat. If the Soviet player is charged with a Desert Combat attack, he may choose to attack with his units normally.

17.7 If the Soviet player is charged with a Desert Combat attack, he may choose to attack with his units normally.
13.2 CPs may be taken in any combination, except that the Lead Defending player may lose no more than the first CP. Players may screen their units normally. 
13.3 The defender assigns CPs received from an attack to any one of his units (not just the one he attacked) to fill the first CP assigned by the owning player. 
13.4 The defender may also assign CPs to units in any area that is adjacent to the area being attacked. 
13.5 After resolving the attack, the Artillery unit is returned to its Artillery Box with its “used” side face-up to indicate it has been committed to fire. The Artillery unit may fire again until the end of the Turn. 
13.6 Bombardment Fire Strength If an artillery unit is bombarding during a Day Impulse, use the left (D) side of the Artillery unit (if the unit is not committed). If the unit is bombarding during a Night Impulse use the Night (right) CF (red text). 
14.2 German Stuka Unit 
14.2.1 German Stuka unit represents air strikes made by German air power. 
14.2.2 The Stuka unit may bombard any uncontested area on the map. 
14.2.3 The Stuka may bomb any Zone on the map, even if contested. 
14.2.4 The Stuka unit may not be用于 for a bombardment attack if it is currently Night (Module 9.0). 
14.2.5 If the Stuka was used for Off-Map Interdiction (Section 10.5), it is not available for bombardment during the next Turn. 
14.3 Bombardment Resolution 
14.3.1 A Bombardment attack is handled in much the same way as a Direct Fire attack (Module 13.0). 
14.3.2 To determine the defender selection order for the area, use the same Process as in the Artillery/Stubka unit. There are no additional DRMs to the AT. 
14.3.3 Results are determined the same as described in Direct Fire (Section 13.2). 
14.3.4 CPs are assessed the same as described in Direct Fire (Section 13.3). 
14.3.5 Once an Artillery/Stubka unit has performed its bombardment, flip it over to its “used” side indicating it cannot be used again on this turn. 
15.0 RUBBLE 
15.1 There are two levels of Rubble in the game: Rubble and Heavy Rubble. There are multiple DRMs to the AT for both Rubble and Heavy Rubble. 
15.2 Rubble can be created as a result of a Combat during a Fire or Bombardment Impulse. 
15.3 The defender may have more than one unit in a contested area that is not a Heavy Rubble area. 
15.4 Units that are eliminated due to a bombarding attack are not defined as rubble units. 
15.5 If an Artillery/Stubka unit uses its bombardment against an Area that contains a Heavy Rubble marker, the area in the gun batteries of the high ground,” giving greater lines of sight to artillery positions present in the area. 
15.6 Outskirt (Area 9) The player who controls and occupies this area may place his artillery markers in any uncontested Area (not Zone) on the map. The Outskirt symbol is printed in Area 9 to remind players of this. 
15.7 Artillery bombardment attacks may not be made into Zones. 
16.1.6 Rubble creation cannot exceed Heavy Rubble. 
16.2 Rubble Effects 
16.2.1 Movement Units must stop their movement at the start of their Movement Phase if they have crossed a Rubble marker in the area. 
16.2.2 A unit may attack and be attacked only once per Combat Phase. 
16.2.3 Both Combat Rubble provides a beneficial DRM when determining the DT for a combat (see DT modifiers on the Direct Fire and Bombardment table). 
16.3 Close Combat Phase 
16.3.1 At the start of the Close Combat Phase flip all committed units back to their Uncommitted status. 
16.3.2 Any unit that has traded into Close Combat must attempt to attack the opponent before the next Reference Point. 
16.3.3 A player who has more than one unit in an Area/Zone may select the number of units he wishes to use for an opponent in that Area/Zone. 
16.3.4 A player who has more than one Support Unit in his lines of maneuver. 
16.4 Screened units may still attack in Close Combat, but must attack in conjunction with one of the screening units in a combined attack. 
16.5 Close Combat Resolution 
16.5.1 Close Combat attacks are resolved by making a 1d6 roll for each opponent an attack against an opponent and roll it for the AT. 
16.5.2 Modify the roll by any DRMs listed below the Close Combat Table (see PAC). 
16.5.3 Close Combat is resolved one Area/Zone at a time after the close of the Combat Phase before being removed or removed from the map. 
16.6 Pre-designation 
16.6.1 During the player's portion of the Close Combat Phase, the player may designate his Close Combat attacks in a particular Area/Zone before pre-designating his own attack. 
16.7 Close Combat Regulations 
16.7.1 The participating unit's Day (left) CF or Night (right) CF, whichever is more effective. 
17.0 LOGISTICS 
17.0.1 Historical Note: The Soviet side suffered from severe logistical problems leading to shortages of everything from ammunition to fuel. The Germans were not in a position to prevent the German troops from seizing the initiative in the opening phase of the battle. 
17.1 General Rules 
17.1.1 The player at the end of his Action Phase of any Turn he controls at least 4 Urban Areas, the German player wins. 
17.1.2 If at the end of Turn 4, determine if the Soviet player has lost, or if the game carries on (Section 19.2). 
17.1.3 The German player with the highest bid for “Seizing the Initiative” can play a Reinforcement (Section 8.1). 
17.2 The player who has more units than his opponent in an Area/Zone may select the number of units to commit. 
17.3 Any air and artillery units that are on the player's side are flipped over to their unused side. 
17.3.1 If neither player wins by the German or Soviet Victory (Turn 4 only), advance the Game Turn marker to the next space on the Game Turn Track. Switch Advantage of Case 8.1 applies. 
17.3.2 The Soviet player may bombard any Area on the map. 
17.3.3 The Stuka player may bombard any Area on the map. 
17.3.4 If the bid is tied, both players roll a die and the highest die rolls the winner of the bid and gets to play the side chosen while his opponent gets to choose the side on the next Turn. 
17.4 If a player cannot screen all of his armor units, he must screen as many units as possible. 
18.0 END PHASE 
18.1 General Rules 
18.1.1 Determine if the Soviet player has won an Automatic Victory (Section 18.1.2). 
18.1.2 If it is the End of Turn 4, determine if the Soviet player has lost, or if the game carries on (Section 19.2). 
18.1.3 The (C) with the advantage can choose to perform a Readiey (Section 8.1). 
18.2 If the German Stubbm Defense marker (Case 18.1.1) is currently on the map, remove it and move it to an area in the German lines (Case of Excess Units). 
18.3 Air and artillery units on the player’s side are flipped over to their unused side. 
18.4 The Soviet player wins by the German or Soviet Victory (Turn 4 only), advance the Game Turn marker to the next space on the Game Turn Track. Switch Advantage of Case 8.1 applies. 
18.5 The historical note states that the German player wins if he controls both Areas 29 and 30 (Flugfeld, noted with a red star). 
19.0 VICTORY CONDITIONS 
19.0.1 There are no ways for the Soviet player to win the game: either an Automatic Victory or a Game End Victory; otherwise the German player wins. 
19.1 Automatic Victory The Soviet player wins an automatic victory during the End Phase of any Turn if he controls every Urban area on the map. 
19.2 German Tactical Victory 
19.2.1 At the end of Turn 4 a game continuation check is performed and both the following conditions must apply: 
19.2.2 If both conditions (a and b above) are met, the game will continue. If only one or neither of the conditions are met, the game immediately ends in a German victory. 
19.2.3 The German player with the highest bid for “Seizing the Initiative” can play a Reinforcement (Section 8.1). 
20.0 SIDE DETERMINATION If both players wish to play on the same side, this rule is used to decide which side player commands and makes the decision for each player’s perceptions regarding the relative chances of each side. 
20.1 Bids 
20.1.1 Each player submits a secret, written “Seizing the Initiative” bid to command the side they want. 
20.1.2 The higher bid player gets to play the side with that bid, meaning that the side of times his opponent can declare that he is “Seizing the Initiative” during the game. 
20.1.3 The player who has the highest bid can use a Reinforcement (Section 8.1). 
20.1.4 A player may screen his units during the game. 
21.0 OPTIONAL RULES Both players must agree to use any of the following rules prior to beginning the game. 
21.1 Substitute Random Reinforcement Rule (Neutral) 
21.1.1 If the Random Reinforcement roll’s result is for units which have all arrived and available roll the dice on the map, the owning player may instead choose: 
21.1.2 To activate one Area 15 units therein perform the following check: 
21.2 Bombardment into Contested Areas 
21.2.1 Players may choose to bombard a Contested Area, but at a risk of Friendly Fire (Section 2.2). All units that may be bombard the unit in the Area being bombarded. 
21.2.2 Resolve the attack against the defending units normally.