

Circle of Fire

Addenda as of Jan. 1, 2025

The Rules:

6.5 Free (correction): Delete “has no units in it” and change it to “Vacant” (as detailed above).

10.1.2 (clarification): Only roll once for Random Reinforcements during a turn (during the Random Reinforcements Segment of the Reinforcements Phase). Either the Germans or the Soviets (and possibly neither) will get Random Reinforcements for the turn. The player with the Advantage must choose whether to modify the roll before it is made (but either player can make the roll).

11.2.4 (correction): The bracketed exception should state “Case 20.1.5c”.

12.2.5 (addition): Insert at the end of the sentence: "or into a friendly controlled Vacant Area/Zone".

16.5.6 (correction): The exception cited should be Case 10.2.5 and not Section 20.2.

The PAC:

13.0 Direct Fire Modifiers (clarification): The Scherer HQ contributes its favorable DRMs during Direct Fire combat regardless if it is uncommitted or committed.

13.4 Retreat Priorities List Table, Unit in an Area, clause B (addition): Insert after “enemy-controlled Areas”: “OR a friendly-controlled Vacant Zone”.