

units are placed on the map at this time.

- b) Soviet units are set up.
- c) Remaining Axis units are set up.

C. SOVIET - SIBERIAN RESERVES

1) Size:

The Siberian Reserve consists of three consecutive turns of infantry, armor, artillery, and cavalry units. The quantities of these units to be brought in each turn are listed on the Soviet Siberian Reserve Reinforcements table. The Siberian Reserves automatically begin entering the game in the Soviet Replacement/Reinforcement Phase of the January 1942 turn, unless committed earlier.

2) Composition:

Siberian Reserve Units may enter as basic units, with each number on the Siberian Reserves Reinforcements table equalling that number of basic units of that type. The Siberian Reserves may also be taken as composite units, built up as per the composite unit section under Soviet Factories [see Section 8.C]. Shock armies, cavalry-mechanized groups, and parachute corps may be created this way. The Soviet player may also take a mixture of basic and composite units as the Siberian Reserves, holding back units from the first turn's forces to make composite units in the second turn, holding back the second turn's forces to make composite units in the third turn.

3) Early Commitment:





The Siberian Reserve may be brought in early by the Soviet player, at some risk. During the Soviet Replacement/Reinforcement Phase of any turn before December 1941, the Soviet player may call for the Siberian Reserve. This is announced to the Axis player. The first of three consecutive turns of Siberian Reserve units arrive during the Replacement/Reinforcement phase of the following turn. (Example: On a regular start game, the Soviet player calls for the Siberian Reserve on the first turn possible, the July 1941 turn. The first units arrive during the Replacement/Reinforcement phase of the August 1941 turn).

These units appear on the eastern map edge and may be moved operationally or strategically. They are not dispersed on entry like replacements. The turn the Siberian Reserve units begin to appear on the map, the Soviet Replacement/Reinforcement Phase is finished by the Soviet player rolling two dice. If each die has a different number, play continues normally. This extra feature of the Reinforcement/Replacement Phase for the Soviet player continues through the December 1941 turn, or until both dice have the same number ("doubles"), whichever comes first. After December 1941, the Soviet player who has not rolled "doubles" has been successful in his gamble to commit the Siberian Reserves early. Should "doubles" appear, the Japanese have invaded the Soviet Union in the unprotected Far Eastern Military District and the Soviet player has a "Siberian crisis". Four things happen:

- a) All Siberian replacements scheduled to arrive from Siberia during the crisis are lost.
- b) All Siberian Reserve units not yet on the map are considered returned to Siberia. These units are not lost. Record how many and what type on scratch paper.
- c) The Soviet player must commit additional forces from on-map replacement centers or on-map units to Siberia.
- d) Soviet Strategic Movement capacities (on-map) are halved, with fractions rounded up. This limitation is removed as soon as the "Siberian crisis" is over.





The number of Soviet units needed to be committed to Siberia depends on the turn, after the Siberian Reserve units appear on the map, the Japanese attack.

Same turn:

	9
	5
	2
	2

18 units = at least 6 units the first turn

One turn later:

	13
	7
	2
	2

24 units = at least 8 units the first turn

Two or more turns later:

	15
	9
	3
	3

30 units = at least 10 units the first turn

At least one third of the units to be committed must be committed on the first turn of the "crisis" with the remaining units sent in the next two turns. If insufficient units are available, as many of each type available must be sent to Siberia, as soon as possible, until the correct totals are committed. Composite units may be sent, and count as their basic components for purposes of meeting commitment requirements. Units of whatever type may be sent on each turn as long as the final total of units meets or exceeds the required number of units by type and number. Units to be sent to Siberia during the "crisis" need not be moved, but must be able to trace a path to the eastern map edge. Simply pick them up and place them in the dead pile. These units are not lost. Keep track of their number and type on a piece of paper. Units returned to the dead pile are available for use as replacements as the Soviet factories and replacement centers allow. Once the required number of units have been removed from the map, the "Siberian crisis" is over. The Soviet Strategic Movement capacity returns to normal, Siberian replacements are once again available as shown on the turn record track.

All units held in Siberia, returned to Siberia, or committed to Siberia during the "Siberian crisis" (except Siberian replacements lost) begin to return to the map in June 1942. They enter in the same fashion as did the original Siberian Reserve units but at the rate of 1 unit of each basic type available, until all units have entered the map. These units may be held off the map at the Soviet player's option. They may combine among themselves in the same ways and at the same times as on-map units may combine. A composite unit counts as one unit for entry purposes, and is classed according to the basic unit type for unit type purposes. Units created from more than one type of unit may count as either basic type for entry purposes. Siberian replacements, created after the "Siberian crisis" is over and before June 1942, may be held in Siberia and used to make composite units.

4.0 SET-UP

A. SET-UP

See the "22 June 1941 Set-Up" chart. Units having their identification numbers in parentheses on this chart are dispersed only at the start of a game beginning in May 1941. Units having their identification numbers underlined on this chart are dispersed at the start of a game beginning in June 1941, as well as in May 1941.

5.0 SPECIAL FIRST TURN RULES

- A. Only in the June 1941 Game Turn of a game started in June 1941, may the Axis player use a bonus German air unit, for a total of four.
- B. The Soviet player receives no infantry replacement factors during his first Player Turn, whether that is May 1941 or June 1941. However, the Soviet player DOES begin receiving factory replacement production in his first Player Turn.
- C. No Axis strategic movement is allowed, and Soviet strategic movement is limited to two units.
- D. The Hungarian 1st and 2nd Armies may not leave Hungary until June 1942 - and only one of them can do so at that time. This restriction on the Axis player is lifted if the Soviet player invades Hungary or attacks either Hungarian army sized unit at any time before June 1942. Hungarian units may never enter Rumania or a point occupied by Rumanian units - and vice versa.

6.0 GAME TURN SEQUENCE

- A. WEATHER (AND LUFTWAFFE STRENGTH) DETERMINATION
- B. AXIS PLAYER TURN
 - 1) Axis Replacement/Reinforcement Phase.
 - 2) Axis Strategic Movement Phase.