

ARMY GROUP SOUTH STANDARD RULES

for the games

KIEV, ROSTOV, KORSUN, OPERATION STAR

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
Primary Case Number
[6.53] ← Secondary Case Number

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI

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[1.0] INTRODUCTION

Army Group South: Four Battles in the Ukraine is a set of division/regiment level simulations of crucial campaigns in the southwestern Soviet Union during World War II. The four games in the set (*Kiev*, *Rostov*, *Operation Star*, and *Korsun*) pit Soviet forces against the German (and Axis-allied) forces which comprised Army Group South in its various incarnations from 1941 through 1944. One Player controls the Soviet forces while the other controls the German and Axis-allied forces.

The games are designed to insure maximum playability while providing the Players with historical insight into the strategic dynamics of each campaign. The game system of *Army Group South* is an adaptation of the system pioneered in SPI's *Panzergruppe Guderian* game. Players familiar with that game (or other similar wargames) should be able to play any of the *AGS* games after skimming these Standard rules and the Exclusive rules.

Each individual Folio game is packaged with a Standard rules folder, common to all four games, and an Exclusive rules folder containing rules that apply only to that game. Owners of the entire QuadriGame receive the Standard rules and all the Exclusive rules folders.

[2.0] HOW TO PLAY THE GAMES

The Players Set Up Their Units

After choosing a game, and before starting to play, each Player places his units on the map. Each unit is set up according to the deployment in the Exclusive rules of the game being played. Units that do not begin on the map are reinforcement or replacement units that will be placed on the map during the course of the game. The Players then consult the Exclusive rules to determine which side (Soviet or German) is the first Player and which is the second Player.

The First Player Moves

First, the Player checks to see which of his units are in *supply*. Those units which are out of supply may be moved only half their normal *Movement Allowance* and are also halved in *Combat Strength*. After determining which of his units are in and which of them are out of supply, the first Player begins to move them.

The first Player may move as many of his units as he wishes in any Game Turn. Each unit may be moved up to a certain maximum number of hexes, which is dependent on the particular unit's *Movement Allowance* (printed on the unit) and the type of terrain in the hexes which the unit is moved through. Weather, a variable in the Exclusive rules of each game, may also affect movement. Any reinforcements due the first Player may be placed on the map and moved.

Should the first Player move any unit into a hex which is next to a hex containing an Enemy unit, he cannot move that unit any further, as he has moved into an *Enemy Zone of Control* (unless he is going to conduct an *overrun*). Any units belonging to the first Player that start in any *Enemy Zone of Control* may not be moved, unless the unit is being used to conduct an *overrun* or the Exclusive rules allow the Player to *disengage* his units.

While moving his units, the first Player may decide to overrun Enemy units. Any unit or stack of units may attempt an overrun, at a cost of three *Movement Points*. If the overrun works and the Enemy unit(s) has to be retreated or is eliminated, the first

Player may continue moving the units up to their full *Movement Allowance*. An overrun is considered part of movement, although it resembles combat.

The First Player Attacks

After the first Player has moved all the units he can or wishes to move, he may resolve any combats which he chooses to initiate. He may have any of his units attack Enemy units which are in hexes adjacent to his own units. He is not forced to initiate any attacks. Any of his attacking units which are out of supply attack at half their printed *Combat Strength*. If the first Player's units are dependent upon HQ units for attack ability or the attack is affected by *airpower* or any points of the Exclusive rules, these factors must be taken into account. After doing so, for the first of his attacks the first Player adds the *Attack Strengths* of all his units which are involved and compares it to the total strength of the defending unit(s). Any *untried* units involved in this attack are now flipped over and their *Combat Strengths* revealed. He then converts the ratio of these totals to a simplified odds statement, such as "1 to 1" or "2 to 1" and rolls a die. Cross-referencing the result of the die roll with the *combat ratio* on the *Combat Results Table*, the Players determine the outcome of the attack.

The results obtained on the *Combat Results Table* dictate which units involved in the combat have to either take a loss or retreat. Players subtract losses and/or retreat the losing units as called for. If the first Player wins the combat, he may advance his victorious units into any vacated hexes. He then proceeds to resolve his other attacks, one by one, in any order he chooses, until he has resolved all the attacks he has initiated.

The First Player Moves Again

After any and all his attacks have been resolved, the first Player may move any of his mechanized units (including cavalry and headquarters) a second time, up to their full *Movement Allowance*. As in the first *Movement Phase*, a unit which begins in an *Enemy Zone of Control* may not be moved, and a unit which is moved into an *Enemy Zone of Control* must stop and may not be moved any farther. Overruns and disengagements (if allowed) may be conducted.

The First Player Removes Disruption Markers

The first Player removes *Disruption* markers from any of his units that have previously been disrupted.

The First Player Uses His Air Points

If the Exclusive rules of the game provide the first Player with *Air Points*, he may now expend them on the functions (other than *combat support*) described in those rules. After he has done so, the first Player-Turn is over.

The Second Player Takes His Turn

The second Player now moves his units, conducts his attacks, moves his mechanized units again, etc., in the same manner and sequence as the first Player. When the second Player's turn is over, one Game-Turn has passed. The next Game-Turn starts with the first Player moving his units.

In Summary

The above sequence is followed in general for a set number of *Game-Turns* (depending on the game), after which the Players check the *Victory Conditions* to see who has won.

While playing the first few Game-Turns, the Players should keep an eye on the *Sequence of Play* (Section 4.0) and any modifications to the Sequence as outlined in the Exclusive rules. These

outline the distinct order in which each Player should undertake the functions of his Player-Turn.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME-MAP AND CHARTS

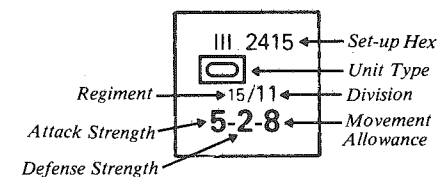
Each of the 17" x 22" mapsheets portrays the area in which a particular battle was fought, including all terrain significant to the battle. A hexagonal grid superimposed over the terrain features regularizes movement and the positioning of the playing pieces. Also printed on the mapsheet or in the rules are various charts and visual aids.

[3.2] THE PLAYING PIECES

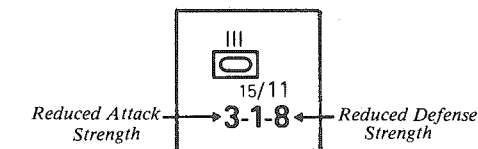
The cardboard pieces represent the military units that took part in the actual battles. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces are referred to as units.

[3.21] How to Read the Units

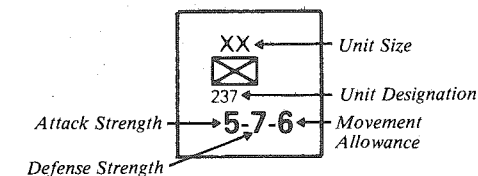
GERMAN PANZER REGIMENT (Front)



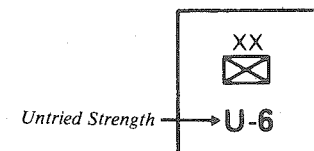
GERMAN PANZER REGIMENT (Back)



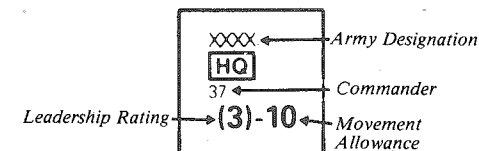
SOVIET INFANTRY DIVISION (Front)



SOVIET INFANTRY DIVISION (Back)



SOVIET HQ UNIT (Front only)



Unit designations are the historical identity numbers of the units. Each unit has either one or two identity numbers (separated by a slash). Units with only one number are corps, divisions, brigades, or independent regiments. A unit size

symbol identifies the unit's size. Units with two numbers are regiments that belong to divisions. The number to the left of the slash is the regiment number and the number to the right is the division. Unit size symbols are as follows: III = regiment; X = brigade; XX = division; XXX = corps.

[3.22] Summary of Unit Types

Axis Units

NON-MECHANIZED UNITS

Front	Back
Infantry Division (Note that two counters are sometimes used to represent up to four steps)	Jaeger Division
Mountain Division	Mountain Division

MECHANIZED UNITS

Front	Back
Panzer Regiment	Panzer Regiment
Panzergrenadier or Motorized Infantry Regiment	Panzergrenadier or Motorized Infantry Regiment

Soviet Units

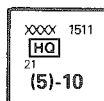
NON-MECHANIZED UNITS

Front	Back
Rifle Division Tried	Rifle Division Untried
Airborne Rifle Division	Airborne Rifle Division

MECHANIZED UNITS

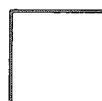
Front	Back
Cavalry Division	Cavalry Division
Tank Brigade	Tank Brigade
Tank Corps	Tank Corps
Motorized Rifle Brigade	Motorized Rifle Brigade
Motorized Rifle Corps	Motorized Rifle Corps

Front



Army HQ

Back



Note: Some Axis and Soviet counters specific to only one of the games are not included here. See Exclusive rules.

GAME MARKERS

Front	Back
Air Point	
Out of Supply	
Disrupted	
Entrenchment	
Game Turn	

[3.23] Definitions of Unit Values

Attack Strength is the relative strength of a unit when attacking. **Defense Strength** is the relative strength of a unit when defending. Attack and Defense Strength (referred to collectively as **Combat Strength**) may be affected by supply, terrain considerations, or whether the unit is executing an overrun. Note that some units may have an untried (i.e., unknown) Combat Strength at start.

Movement Allowance is the maximum number of Movement Points that may be expended in moving a particular unit during a Movement Phase.

Leadership Rating is the maximum number of hexes away from a combat unit a headquarters unit may be and still be able to provide supply for that unit. The Rating also represents the HQ unit's limited attack and defense capabilities. Only HQ units have a Leadership Rating.

[3.3] Parts Inventory	Folio	Quad
Game Map	1	4
Die-Cut Counter		
Section (200 counters)	1	4
Standard Rules Folder	1	2 Identical
Exclusive Rules Folder	1	4 Different
Die (or randomizer)	1	1
Game Box	0	1
Zip-lock Bag	1	0

If any of these parts are damaged or missing, fill out and mail the enclosed Complaint Card and a replacement will be sent out promptly.

[4.0] SEQUENCE OF PLAY

CASES:

[4.1] THE GAME-TURN

Each game in the *Army Group South Quadrigame* is played in Game-Turns. Each Game-Turn is com-

posed of two Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. Each Game-Turn proceeds strictly as outlined in case 4.2.

[4.2] GAME-TURN SEQUENCE OUTLINE

A. THE FIRST PLAYER TURN

1. Initial Movement Phase

The Phasing Player checks his units' supply status. Reinforcements scheduled to arrive this Game-Turn are placed on the map. Any or all of his units may now be moved in any direction(s) to the limit of each units' Movement Allowance and within the restrictions outlined in the rules for movement and supply. The Phasing Player may conduct overruns in this Phase.

2. Combat Phase

Friendly units may attack Enemy units according to the rules of combat. If either Player has Air Points, he may allocate them to aid his attack or defense.

3. Mechanized Movement Phase

Friendly cavalry, headquarters and mechanized units may be moved again, if possible. Overruns may be conducted.

4. Disruption Removal Phase

The Phasing Player removes Disruption markers from any of his units that suffered disruption as a result of Enemy overrun.

5. Air Power Phase

The Phasing Player may allocate any available Air Points to various functions described in the Exclusive rules. This Phase is included only in the Rostov and Korsun games.

B. SECOND PLAYER-TURN

1. Initial Movement Phase

After checking supply, the Phasing Player may move his units, bring in reinforcements, and conduct overruns.

2. Combat Phase

Friendly units may attack Enemy units, and both sides may allocate available Air Points.

3. Mechanized Movement Phase

Friendly cavalry, HQ and mechanized units may again be moved if possible. Overruns may be conducted.

4. Disruption Removal Phase

The Phasing Player removes Disruption markers from his units.

5. Air Power Phase

The Phasing Player may allocate Air Points.

C. GAME-TURN INDICATION INTERPHASE

The Soviet Player advances the Game-Turn marker to signal the beginning of the next Game Turn.

[5.0] MOVEMENT

COMMENTARY:

Successful execution of a military operation requires that a commander appreciate the terrain in which he is fighting so that he may best move and deploy his forces to attack and defend. Each map is overlaid with a hex-grid pattern that abstracts the terrain in which the battle occurred. Using this hex-grid and the Movement Allowance of each unit, the Players may maneuver their forces.

GENERAL RULE:

Movement occurs during the Movement Phases of each Game-Turn. During each Player's respective Movement Phase, he may move all, some, or none of his units as desired. The Phasing Player may

also conduct overruns (see Section 6.0) and/or move units by rail. During the Mechanized Movement Phase, the Player may also move some, all or none of his mechanized units and conduct overruns.

PROCEDURE:

Each unit or stack of units is moved individually hex-by-hex in any direction or combination of directions. Movement of a unit into a hex "costs" a certain number of Movement Points. As a Player moves a unit, he keeps track of the number of Movement Points expended for each hex. Once a Player's hand is removed from the unit (stack), movement is completed for that unit for that Phase.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] Movement is calculated in terms of Movement Points (**Exception:** Case 5.3, Rail Movement). Each unit has a Movement Point Allowance indicating the maximum number of Movement Points that can be expended for the movement of that unit in any one Movement Phase.

[5.12] A Player may expend as few or as many Movement Points as desired in moving one of his units, up to the limit of that unit's Movement Point Allowance. Movement Points may not be saved from one Game-Turn to the next, nor may unused Movement Points be transferred from unit to unit.

[5.13] For each clear terrain hex into which a Player moves a unit, one Movement Point is expended. Other terrain costs more (or, in the case of roads for mechanized units, less) to enter or cross; these costs are detailed in Section 10.0 (Terrain Effects on Movement, Combat and Supply) and on the Terrain Effects Chart.

[5.14] A unit may always be moved one hex during a Friendly Movement Phase. In other words if no Movement Points have been expended for a unit and it has insufficient Movement Points to be moved into any adjacent hex, it may be moved into one of those hexes anyway, within the restrictions of Case 5.2.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] During a Player's Movement Phase, no Enemy units (units owned by the opposing Player) may be moved.

[5.22] Friendly units in no way affect or impede the movement of other Friendly units (however, see Case 6.17). A unit may never be moved into a hex containing an Enemy unit.

[5.23] Friendly Zones of Control (see Section 8.0) never affect the movement of Friendly units. A unit that is moved into a hex that is in an Enemy Zone of Control must stop and cannot be moved any further that Game-Turn (**Exception:** Section 6.0, Overrun).

[5.24] A unit may not be moved out of a hex that is in an Enemy Zone of Control, unless the unit is eligible to be disengaged (see the Exclusive rules), or is being used to conduct an overrun.

[5.25] Any unit that is out of supply (see Section 12.0) at the beginning of a Friendly Movement Phase has its Movement Allowance halved for that Movement Phase, with any fractions ignored.

[5.26] Combat may not occur during a Movement Phase; however overrun—a combination of movement and combat—may take place.

[5.27] Movement may also be inhibited by terrain; see Section 10.0.

[5.3] RAIL MOVEMENT

In all the games except *Korsun*, one of the Players may move his units by rail movement. In *Kiev* and *Rostov* Soviet units (only) may be moved by rail. In *Operation Star* German units (only) may be moved by rail. To utilize rail movement a Player moves a unit through rail hexes disregarding other terrain.

[5.31] In order to be moved by rail, a unit must begin and end the Movement Phase in Friendly rail hexes. It must be moved from Friendly rail hexes to adjacent, connected Friendly rail hexes without ever leaving the railroad during the Phase. It need not begin the Movement Phase in supply to be moved by rail.

[5.32] Which rail hexes are friendly, the number of units per turn which may be moved by rail, and the permissible length of rail movement (in hexes) is defined in the Exclusive rules of each game, under Rail Capacity.

[5.33] A unit being moved by rail may not start the Player-Turn in or be moved into or through an Enemy-controlled hex. A unit may not expend any Movement Points on "normal" movement in the same Movement Phase in which it is moved by rail.

[5.34] Units may only be moved by rail during the initial Movement Phase of the owning Player's Player-Turn. A Player may not utilize rail movement during his Mechanized Movement Phase.

[5.35] Railroads afford no movement advantages or disadvantages whatsoever to units not being moved by rail, including units being moved across rivers.

[6.0] OVERRUN

COMMENTARY:

In mobile combat situations common to the East Front of World War Two, forces would often attack "on the move," sacrificing fire power for maneuverability. This is called overrun. During either of his Movement Phases a Player may attempt to move a unit into an Enemy occupied hex by executing an overrun.

GENERAL RULE:

During either Movement Phase of his Player Turn, the Phasing Player may have any combat unit (or stack of units; see Case 6.13) attempt to overrun an Enemy unit(s). An overrun is an attempt to move into an Enemy occupied hex. A successful overrun results in the elimination or retreat of the Enemy units. A successful overrunning unit occupies the hex and may be further moved up to the extent of its Movement Point Allowance. Units successfully overrun are disrupted. **Note:** Although bearing some resemblance to combat, overrun is a function of movement.

PROCEDURE:

By expending three Movement Points, the Phasing Player has a Friendly unit (or stack of units) execute an overrun against an adjacent Enemy unit. The Phasing Player totals the Attack Strength of his unit(s), and halves it, dropping any fractions. The non-Phasing Player totals the Defense Strength of his unit(s), taking into account terrain and supply considerations. An "attack" by the Phasing Player's units is then resolved (see Section 9.0, Procedure). If the overrun is successful, the overrunning units are moved into the vacated hex, and the Phasing Player may then continue moving the overrunning units (assuming it still retains any unexpended Movement Points).

CASES:

[6.1] RESTRICTIONS ON OVERRUNS

[6.11] Overruns may be conducted by the Phasing Player only during his Movement Phase or Mechanized Movement Phase. Overruns may never be conducted during a Combat Phase.

[6.12] A unit must be in supply (see Section 12.0) at the beginning of the Movement Phase (prior to the movement of any units) to be eligible to execute an overrun. Thus, supply for units conducting an overrun is determined at the beginning of the Movement Phase, not at the instant of overrun (see Case 6.21).

[6.13] Units that begin a Movement Phase stacked in the same hex may be used to execute an overrun provided they are not moved independently prior to resolution of the overrun. Friendly units that begin the Movement Phase in different hexes may *not* be used together to conduct a single overrun.

[6.14] A single overrun can be conducted against more than one Enemy unit only if such Enemy units occupy the same hex. A single overrun may not be directed against units in more than one hex.

[6.15] There is no limit to the number of overruns which may be executed against the same unit in the same Movement Phase.

[6.16] There is no limit to the number of overruns which a unit may conduct, except the restrictions of the unit's Movement Allowance. Remember, three Movement Points must be expended to conduct each overrun.

[6.17] An overrun may not be conducted from a hex occupied by Friendly units that are not taking part in the overrun. That is, a unit may not be moved into a Friendly occupied hex and conduct an overrun from that hex. **Exception:** A unit may conduct an overrun from a hex occupied only by a Friendly HQ unit. The HQ unit does not contribute to the overrun but is affected by any adverse results incurred by the Friendly units.

[6.2] RESOLUTION OF OVERRUNS

[6.21] Supply for units defending against an overrun is determined at the instant of resolution.

[6.22] Should an overrun attack fail to dislodge the Enemy units from the overrun hex, the units executing the overrun may not be moved any further in that Movement Phase.

[6.23] Should an overrun attack result in the retreat of, or any loss to, the overrunning units those units may not be moved any further (except to retreat as called for) in that Movement Phase, regardless of whether it has any remaining Movement Points or whether the hex overrun was vacated.

[6.24] Should an overrun attack result in the retreat or elimination of all defending units, and no loss or retreat for the overrunning unit(s), then the latter *must* be advanced into the vacated hex (at no additional cost in Movement Points and regardless of any Enemy Zones of Control) and the Phasing Player may continue moving the units if they have Movement Points remaining (see Case 8.23).

[6.25] Enemy units that successfully defend against an overrun may not be advanced into a vacated hex if overrunning units are retreated or destroyed.

[6.3] DISRUPTION

[6.31] Units that defend against an overrun and suffer any loss or retreat (not including an engaged result) as a result of the overrun are *disrupted*. Only defending units can become disrupted, and disruption pertains only to overrun—not to nor-

[continued on page 5]

[continued from page 4]

mal combat. Disruption is indicated by placing a Disruption marker on top of the affected units.

[6.32] Disrupted units may not attack; they defend normally. They may not be moved; they exert a Zone of Control. Disrupted HQ units may not be used to provide supply for Friendly units. Additional disruption results have no further effect on disrupted units.

[6.33] Disrupted units automatically return to normal in the Friendly Disruption Removal Phase.

[7.0] STACKING

COMMENTARY:

Each hex on the map represents a limited area of space into which only a certain amount of men and equipment can be effectively deployed. Therefore the Players are restricted in the number of units they may place in a hex.

GENERAL RULE:

A Player may never have more than three Friendly combat units in any one hex at the end of either of his Movement Phases or at any time during the Combat Phase. He may have as many as four units of any kind in a hex, as long as at least one of the units is an HQ unit. Informational markers, such as Disrupted markers, never count against stacking. Units may pass freely through other stacks of Friendly units, except during retreats, and the restrictions of stacking apply only at the end of the Friendly Movement Phases and throughout the Combat Phases. If units are found to be in excess of the stacking restrictions *at the end of* a Friendly Movement Phase or at *any point* during the Combat Phase, the excess must be eliminated and removed from play. The choice of which unit to eliminate is up to the owning Player.

[8.0] ZONES OF CONTROL

COMMENTARY:

Although a unit physically occupies only one hex, the strength it represents is able to extend its presence into a larger area. This area is called the *Zone of Control* of that unit.

GENERAL RULE:

The six hexes surrounding a hex constitute the Zone of Control (ZOC) of any combat unit(s) in that hex; such hexes are referred to as controlled hexes. Friendly Zones of Control inhibit the movement of Enemy units. Zones of Control extend into all six hexes adjacent to the controlling unit's hex. All units must cease movement when they enter an Enemy-controlled hex and may not leave that hex voluntarily.

CASES:

[8.1] EXTENT OF ZONES OF CONTROL

[8.11] All units exert a Zone of Control at all times.

[8.12] The Zone of Control of a unit extends into all six hexes adjacent to the hex the unit is in. Zones of Control do not extend across major river hexsides, nor across impassable or all-sea hexsides. No other terrain restricts Zones of Control.

[8.2] EFFECTS OF ZONES OF CONTROL

[8.21] A unit that is moved into an Enemy Zone of Control must stop and may not be moved out of

that hex during that Movement Phase (however, see Case 6.24).

[8.22] There is no additional Movement Point cost to move a Friendly unit into an Enemy-controlled hex.

[8.23] Generally, a Player may not move a unit out of an Enemy-controlled hex. However, both Players may utilize overruns to do so and in some cases may attempt to disengage units; see the Exclusive rules. Friendly units may also leave Enemy-controlled hexes as a result of combat.

[8.24] Friendly Zones of Control never affect Friendly units. There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex.

[8.25] The presence of a Friendly unit (but not Friendly Zones of Control) negates Enemy Zones of Control for purposes of tracing Friendly supply lines (see Case 12.1) and command radii (see Case 11.31) and conducting retreats of Friendly units (see Case 9.71) in the hex occupied by that unit. Friendly units do not negate Enemy Zones of Control for purposes of movement.

[9.0] COMBAT

COMMENTARY:

In warfare, the aim of combat is to obtain geographical objectives or simply to destroy the enemy. Attacks in *Army Group South* are resolved using a Combat Results Table which makes possible a wide range of outcomes. After all, in any endeavor the end results cannot be precisely predicted. Thus, a commander attempts to maximize his chances of success by skillfully choosing where to attack and effectively employing his available forces.

GENERAL RULE:

Combat occurs during the Combat Phase between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is termed the attacker and the non-Phasing Player the defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strength of all attacking units involved in a specific attack and compare it to the Defense Strength of the units in the hex under attack. State the comparison as a ratio of the attacker's strength to the defender's strength. Round off the ratio in favor of the defender (e.g., 29 to 10 = 2 to 1) to conform to the simple ratios found on the Combat Results Table; roll one die and read the results on the appropriate line under the ratio. Apply the results immediately, before resolving any other combat.

CASES:

[9.1] WHICH UNITS MAY ATTACK

[9.11] Units may attack only during their own Combat Phase (see also overrun, Section 6.0). They may attack any and all units to which they are adjacent.

[9.12] Attacking is voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in an attack. A Friendly unit that is not participating in a given attack is never affected by the results of that attack.

[9.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[9.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attack-

ed more than once per Combat Phase. (Remember, overrun is not combat.)

[9.15] In order for a Soviet unit to attack, it must be within the Command Radius of an HQ unit at the instant of combat (see Case 11.3).

[9.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[9.21] All units in a hex must be attacked as a single combined Defense Strength. The defender may not withhold a unit in a hex under attack.

[9.22] Other units in a hex that contains an attacking unit need not participate in that or any other combat. Thus, when one unit in a stack is attacking a given hex, the other units in the stack could attack a different hex or not attack at all.

[9.23] If a unit is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[9.24] A given unit's attack and/or Defense Strength is always unitary; i.e., it may not be divided either for attack or defense.

[9.3] TERRAIN EFFECTS ON COMBAT

[9.31] Units defending in certain types of hexes have their Defense Strength (only) increased. (See Section 10.0, Terrain Effects on Movement, Combat, and Supply for a complete explanation.)

[9.32] When determining the final strength of a unit, first multiply for all "increase" effects (doubling for terrain defenses, etc.), then halve for supply, etc., if applicable. Round down any fractions to the nearest whole number *after* all these calculations—not before. A single unit or stack of units may never be worth less than one after all these calculations have been made.

[9.4] COMBAT RESOLUTION

Combat odds are always rounded off in favor of the defender. For example, an attack with a combined Attack Strength of 26 against a group of units defending with a strength of 9 (26 to 9) would be rounded off to the next lowest combat ratio column on the Combat Results Table: "2-1." That column would be used to resolve the attack.

[9.5] COMBAT RESULTS TABLE (see Charts and Tables)

[9.6] COMBAT RESULTS AND UNIT STEPS

Many counters have combat and movement values on both sides. At the start of the game, each such unit is placed with its stronger side up. Should an adverse combat result be applied against the unit, it may be flipped over, or replaced with a counter representing it at a weaker state to show combat losses.

[9.61] German Division units have a number of strength levels (steps). They may be reduced in strength as a result of combat by one, two, or three steps. Thus, if a German division at full strength incurs a one step loss, the counter is replaced by the next-lowest strength level counter of that unit. An 8-10-9 suffering a one step loss would be flipped over to its 5-7-9 side. If it suffered a two step loss, it would be replaced by a 3-4-9 division counter. If there are no steps remaining, that unit is eliminated.

[9.62] Most Soviet units consist of only one step. If such a Soviet unit receives a one step loss, it is eliminated.

[9.63] In some of the *Army Group South* games, Soviet units may have more than one step. This

will either be on the back side of the unit or represented by another counter. See the Exclusive rules of the game being played.

[9.64] Most German mechanized regiment units have two steps, the second step being on the reverse side of the counter. Most German infantry divisions have four steps. In some of the games, certain German units do not possess the full number of steps possible for that unit. The set-up of each game indicates at what strength level a unit is deployed at and thus, how many steps it possesses (see Section 16.0).

[9.65] All combat results are expressed (on the Table) in terms of the steps lost or hexes retreated. Results to the left and right of the slash apply to the attacker and defender, respectively. A result of **E** means that all steps for the unit involved are lost and no retreat option is possible.

[9.66] A number result (1, 2, or 3) means that the affected unit(s) must either lose the given number of steps or all be retreated the given number of hexes. The Player whose unit is so affected may not take a step loss and retreat; he must either retreat or take step losses.

[9.67] When a loss of one step is required or chosen, the player removes one step from any *one* unit involved. **Example:** If three Soviet units are defending against a German attack and the Combat Results Table shows a result of -/1, the Soviet Player has the option of either removing one of his units (or steps) and leaving the remaining units in place, or retreating all three units one hex.

[9.68] Some results on the Combat Results Table are split results; e.g., 1/1. In a split result, the defender's result is always applied first, whether it is a step loss or a hex retreat, then the attacker applies his result. If any attacking units remain in their original hex, they may be advanced after combat, provided the defending hex has been vacated. The defender may never advance in a split result.

[9.69] A result of **ENG** (engaged) means that each side must lose one step; no retreat option is available. In addition, neither side may advance after combat.

[9.7] RETREATS

If a Player's units incur an adverse result in combat, and he does not wish to fulfill the result by taking step losses, he must retreat all his units that were involved in the combat. This is done by moving the units away from the combat position and the Enemy. Retreating does not require the expenditure of Movement Points.

[9.71] Retreats are always optional. A Player may choose to lose steps rather than retreat. However, a unit may never be retreated into or through an Enemy unit or an Enemy-controlled hex, unless the latter hex is occupied by a Friendly combat unit. Units may not retreat off the map; those that do are considered eliminated.

[9.72] Retreats are always conducted by the owning Player.

[9.73] A retreating unit must be retreated the required number of hexes away from the hex it occupied when that particular combat was initiated.

[9.74] A retreating unit must, if possible, retreat into a vacant hex. If no vacant hex is available, it may retreat into or through a Friendly-occupied hex. Units may not retreat into or through a hex in violation of stacking restrictions. If forced to do so, the excess retreating units are eliminated.

[9.75] If two or more Friendly units are being retreated as a result of a single combat, they may be retreated into different hexes. However, the retreat of all those units is considered simultaneous.

[9.76] If a unit is forced to retreat into a Friendly-occupied hex as a result of combat, and that hex then undergoes an attack in that Combat Phase, the retreated unit does not add its Defense Strength to that of the other units in the hex. However, if that new hex suffers any combat result (loss or retreat) the previously retreated unit(s) is automatically eliminated. **Note:** This does not apply to overrun, which is not combat.

[9.77] If in a split result the defending units have been retreated or eliminated and the attacker decides to retreat, the attacking units may not be retreated into any hex that was Enemy-occupied or enemy-controlled at any time during that combat. However, see Case 8.25.

[9.78] A unit may not be retreated across a major river hexside (regardless of the presence of a road or railroad) unless there is no other vacant or Friendly-occupied hex into which the unit can legally be retreated.

[9.8] ADVANCE AFTER COMBAT

If the Enemy has been forced to retreat or is eliminated in combat, Friendly units may be advanced by moving the units toward the retreated Enemy units. This does not require the expenditure of Movement Points.

[9.81] Whenever an Enemy unit is forced to retreat (or is eliminated) leaving a hex vacant as a result of combat, it will leave a vacant hex or path of vacant hexes behind it called the path of retreat. Any or all victorious attacking or defending units which participated in the combat are allowed to advance along the Enemy path of retreat (however, see Cases 9.68 and 9.82).

[9.82] Advancing Axis victorious units may ignore Enemy Zones of Control and may cease advancing in any hex along the path of retreat. Advancing Soviet units must stop when they enter an Axis Zone of Control. No advancing unit may leave the path of retreat, except in the situation described in Case 9.84.

[9.83] The option to advance after combat must be exercised immediately, before any other combat resolution. A Player is never forced to advance a unit after combat. After being advanced, units may neither attack nor be attacked (if they are defending units advancing) in that Phase (see Case 9.14), even if their advance places them adjacent to Enemy units whose combat is yet to be resolved or who are not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[9.84] If all units in a hex are eliminated, the victorious units may be advanced a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the eliminated unit(s); the second hex may be any vacant or Friendly-occupied hex (however, see Cases 9.69 and 9.82).

[9.85] Units may be advanced a maximum of the number of hexes the enemy unit has retreated (e.g., a -/2 retreat means a possible attacker advance of two hexes maximum).

[9.86] Advance after combat does not apply to overrun.

[9.9] DIVISIONAL INTEGRITY

In all four games of *Army Group South*, German regiment units (only) that belong to a division are eligible for *divisional integrity* providing the units are stacked with or in close proximity with one another. Units that are eligible for divisional integrity are noted by having both a regimental and divisional designation printed on the counter. Units that fulfill the requirement for divisional integrity have their strengths increased. This signifies

the fact that all elements of the division not represented in the game (such as artillery and reconnaissance) are effectively supporting the regiments of that division.

Each of the four games utilizes varying game mechanics for implementing divisional integrity. See the Exclusive rules of the game being played for details.

[10.0] TERRAIN EFFECTS ON MOVEMENT, COMBAT & SUPPLY

GENERAL RULE:

The type of terrain that is present in a hex or on a hexside affects the movement of units into that hex or through that hexside and may increase the Defense Strength of a unit in that hex or being attacked through that hexside. Terrain never directly affects the attack strength of a unit. Terrain may also restrict supply. These terrain characteristics are summarized for each type of terrain on the Terrain Effects Chart (10.4). Special properties of certain terrain types are explained below.

CASES:

[10.1] RIVERS, LAKES, AND SEAS

Note that there are two types of rivers on the *Army Group South* maps (see Terrain Key on each map).

[10.11] Each minor river hexside costs all Soviet units one Movement Point to cross, *in addition* to the normal expenditure of Movement Points necessary to enter the hex on the other side of the river hexside. In the *Kiev* and *Rostov* games, Axis units must expend two extra Movement Points to cross a minor river hexside. In *Operation Star* and *Korsun* they need expend only one.

[10.12] The strength of any unit that is attacked exclusively through a minor river hexside is doubled. The defending unit's strength is doubled only if *all* the attacking units are attacking across river hexsides. If one unit is not attacking across a river hexside, then the river affords no defensive advantage (see Cases 9.32 and 10.32).

[10.13] To cross a major river hexside, all units must expend at least two Movement Points in addition to the normal cost to enter the hex on the other side of the major river. In all the games except *Korsun*, either Soviet or Axis units must expend three additional Movement Points to cross a major river hexside. See the Terrain Effects chart and the Exclusive rules. No unit may ever be moved through a major river hexside into a hex upon which an Enemy unit, that is adjacent to that river, exerts a Zone of Control, unless that hex is occupied by a Friendly unit.

Exception: Units may be moved across a major river into an Enemy Zone of Control during the Combat Phase in an advance after combat if the units attacked through that hexside or are following a path of retreat. Overruns through major river hexsides are not permitted.

[10.14] Units attacked exclusively across major river hexsides have their Defense Strength tripled.

[10.15] Units may trace supply across major rivers only at Friendly cities that are adjacent to the river or on roads or railroads that cross the river. Major rivers have no effect on the line of communications (see Case 11.32) between Soviet units and their HQ units.

[10.16] Units may never be moved through, attack across, or trace supply through an all-lake or all-sea hex or hexside.

[10.2] CITIES, TOWNS, ROADS, AND RAILROADS

[10.21] The Movement Point cost to move a unit into a hex containing a town or railroad is determined by the other terrain in the hex. That is, if a mechanized unit is moved into a woods hex which also contains a town, two Movement Points are expended; if a unit is moved into an otherwise clear hex containing a town, one Movement Point is expended.

[10.22] Units may be moved through rail and city hexes by rail movement (see Case 5.3) if the owning Player has rail capacity. It costs one Movement Point to move a unit into a city hex using normal movement.

[10.23] It costs $\frac{1}{2}$ Movement Point to move a mechanized unit into a road hex through a hexside crossed by that road. Roads have no effect on infantry movement.

[10.24] Roads, railroads and towns have no effect on combat. Units defending in a hex containing a road, railroad and/or town may be doubled or tripled depending on the other terrain in the hex or on the hexsides any attack is mounted through.

[10.25] Note that there are no roads on the *Operation Star* map and no railroads on the *Korsun* map.

[10.26] The strength of a unit in a city which is attacked is doubled (see Case 9.32).

[10.3] EFFECTS OF MIXED TERRAIN

[10.31] Movement Point costs to move from one hex to another are cumulative. Thus if a Soviet unit is moved across a minor river to a clear terrain hex, two Movement Points must be expended—one for the river hexside and one for the clear terrain hex—while if a Soviet mechanized unit crosses a river hexside to enter a woods hex, three Movement Points must be expended—one for the river hexside and two to enter the woods hex.

[10.32] If a unit is entitled to more than one defensive bonus, its Defense Strength is tripled. **Example:** If a unit in a city were attacked from across a minor river hexside, its Defense Strength would be tripled. Under no circumstances is a unit's Defense Strength ever more than tripled by terrain. However, a unit with divisional integrity benefits from defensive terrain bonus *in addition* to its divisional integrity bonus (i.e., being doubled).

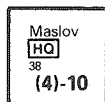
[10.4] TERRAIN EFFECTS CHART

(see Charts and Tables)

[11.0] HEADQUARTERS UNITS

COMMENTARY:

Throughout World War Two, Soviet doctrine limited the Soviet forces to strict orders from the higher echelons of command, represented in the *Army Group South* games by the headquarters units. In order for Soviet units to operate effectively they must remain within a limited number of hexes of a headquarters unit. Axis units were commanded more flexibly and therefore are not dependent on HQ units.



GENERAL RULE:

Soviet units depend upon HQ units for supply and attack co-ordination. HQ units may be used to enable Soviet combat units to attack and/or maintain them in supply.

CASES:

[11.1] THE LEADERSHIP RATING

The Rating of each individual HQ unit represents three different capabilities: (A) the Command Radius, in the number of hexes, within which Soviet combat units must be to initiate an attack or be considered in supply; (B) the maximum number of Combat Points that the HQ unit may possibly add to the Attack Strengths of units with which it is directly stacked; and (C) the defensive combat strength of the HQ unit when alone in a hex (however, see Case 11.38).

[11.2] MOVEMENT OF HQ UNITS

[11.21] HQ units are moved as if they were non-motorized infantry units for the purpose of calculating Movement Point costs (see 10.4, Terrain Effects Chart) except that they are moved along roads as if they were mechanized units. HQ units may be moved by rail (see Case 5.3) and do not count toward the limits of the Player's rail capacity. HQ units may be moved in the Mechanized Movement Phase.

[11.22] An HQ unit may be placed in a hex containing up to three Friendly combat units (i.e., they do not count against the stacking limit). However, no more than one HQ unit may occupy a single hex.

[11.23] An HQ unit may be moved into an Enemy-controlled hex only if that hex is occupied by at least one Friendly non-HQ unit. If an HQ unit is moved into an Enemy controlled hex with an untried unit, and that unit is revealed to be a "no strength" unit, then the HQ must immediately be retreated to the hex from which it entered the Enemy ZOC and may not be moved further. The Enemy unit may not move after this "retreat." If the HQ cannot, for any reason, retreat, it is eliminated.

[11.3] SUPPLY AND COMBAT CAPABILITIES OF HQ UNITS

In order for a Soviet combat unit to attack and/or be in supply, a line of communications (see Case 11.31) must be traceable between the unit and a Friendly HQ unit that is itself in supply (see Case 12.1).

[11.31] A line of communications is a line of adjacent hexes no longer than the Command Radius (see Case 11.1) of the HQ unit from which it is traced. A line of communications may not be traced through an Enemy-occupied hex. It may not be traced through an Enemy-controlled hex unless that hex is occupied by a Friendly unit. In calculating the length of a line of communications, the hex occupied by the HQ unit is not counted, and the hex occupied by the combat unit is. The line of communication may be traced through any traversable terrain.

[11.32] There is no limit to the number of units to which a line of communications may be traced from a single HQ unit. A line may be traced to any unit from any Friendly HQ unit.

[11.33] No Soviet combat unit may attack (not overrun) Enemy units unless a line of communications (see Case 11.31) can be traced from a Friendly HQ unit to the combat unit at the instant of combat. The combat unit could attack (at half strength) if a line of communications could be traced to a Friendly HQ unit that was out of supply; the unit would be out of supply but in communications.

[11.34] A Soviet combat unit to which a line of communications from a Friendly HQ unit cannot be traced defends at half-strength, as it is out of supply (see Case 12.2). The unit would also be out of supply if a line of communications could be

traced to an HQ unit, but that HQ unit was out of supply.

[11.35] HQ units exert a Zone of Control. They are treated in all ways like normal combat units, except that they have no attack strength.

[11.36] If an HQ is in a stack of units that suffers a combat result, the HQ undergoes all retreats undertaken or may be used to absorb step losses, if so desired. It may also be advanced after combat with regular combat units. If the combat units in the stack divide their attack (9.23), the HQ may only be assigned to one of the attacks, suffering any results that that attack incurs.

[11.37] Soviet combat units stacked with a Friendly HQ may add the Leadership Value of the HQ to an attack, but the value added to the combat units' total strength may never be more than equal to its given strength after any deductions for supply, etc. HQ unit points may not be split for these purposes. **Example:** A 6-8-6 unit is stacked with an HQ unit with a value of "four" and in supply; if it attacks, it attacks with a total strength of "10" (six plus four for the HQ). If a 1-2-6 is stacked, in supply, with a "4" HQ, its total attack strength is "2", as the HQ may never add more to an attack than the total value of the non-HQ units (1 + 1 = 2).

[11.38] HQ units never add anything to the defense strength of units they are stacked with. In *Rostov* and *Operation Star*, HQ units use their Leadership Rating as their Defense Strength only when alone in a hex. In *Kiev* and *Korsun* they use one-half of their Leadership Rating (rounded down) as their Defense Strength.

[12.0] SUPPLY

COMMENTARY

Logistics affect every aspect of warfare. If ammunition, fuel and basic necessities cannot be supplied to the troops, their survival for any period of time is in question. In order to get the most out of their forces, the Players must prevent their units from being cut off by the Enemy or by hostile terrain so that the units may be kept in supply.

GENERAL RULE:

In order to be moved up to its full capacity and attack and defend at full strength, a unit must be in supply.

PROCEDURE:

At the beginning of each Movement Phase—prior to the movement of any units—the Phasing Player determines which of his units are in supply. Only those units may be moved up to the limit of their Movement Point Allowances and utilized to execute overruns. During each Combat Phase, immediately prior to the resolution of each attack in turn, the supply status of the attacking and defending units is determined. Those units in supply (only) attack and defend at full strength, respectively.

CASES:

[12.1] LINE OF SUPPLY

A line of supply is a path of consecutive, adjacent hexes that leads from a unit to a supply source. A line of supply may not be traced through an Enemy-occupied hex. A line of supply may not be traced through an Enemy-controlled hex unless it is occupied by a Friendly unit.

[12.11] A line of supply may be traced through any type of terrain hex except all-sea or lake hexes or hexsides. A line of supply may be traced into,

but not through, a swamp hex. Major river hex-sides also block supply (see Case 10.15).

[12.12] Refer to the Exclusive rules of the game being played to determine permissible lengths of supply lines and Friendly supply sources.

[12.3] Units from which a valid line of supply cannot be traced are considered out of supply. Place an Out of Supply marker on the affected units. The marker is removed when the units are determined to be in supply.

[12.14] In order for Soviet units to be considered in supply, a line of communications (see Case 11.31) must be traceable from the unit to a Friendly HQ unit from which, in turn, a line of supply of any length must be traceable to a Friendly supply source.

[12.2] EFFECTS OF SUPPLY

[12.21] Any Friendly unit that is out of supply at the beginning of a Friendly Movement Phase has its Movement Point Allowance halved in that Phase and cannot be utilized to execute an overrun. This is true even if, due to subsequent movement during that Phase, the unit is in a position where it would be in supply. (Note also that a unit that is in supply at the start of Movement Phase is considered to be in supply for the entire Phase, even if it is moved to a position where it would be out of supply.)

[12.22] Supply for combat is determined "at the instant of combat". Therefore, it is possible for a unit that was in supply at the start of a Combat Phase to be placed out of supply (due to advance or retreat of other units) prior to the resolution of an attack against it.

[12.23] Any combat unit that is out of supply has its Combat Strength halved on attack and defense. This reduction is effected after any other modifications for terrain or divisional integrity have been made. Any fractional Combat Strengths are rounded down, except that no unit may ever be reduced to a Combat Strength of less than "one."

[12.24] Units may exist out of supply indefinitely; no unit is ever eliminated solely for lack of supply.

[13.0] UNTRIED UNITS

COMMENTARY:

In the first two years of the Russo-German war, millions of Soviet soldiers were mobilized, hurriedly trained, and thrown into the front to face the Axis. The quality of these forces varied greatly; some fought with distinction while others dissolved at first enemy contact. This unknown quantity is represented in the games by untried units, which make up a large portion of the Soviet Player's forces.



GENERAL RULE:

The Combat Strength of certain Soviet units that have not yet participated in combat are untried (i.e., unknown to both the Soviet and Axis players). Refer to the Exclusive rules of the game being played to determine which units are considered untried (there are no untried units in *Kor-sun*). All untried combat units are placed on the map with their untried side face-up. As the game progresses and opposing units engage in combat with one another, the strengths of the untried units will gradually be revealed, as the counters are inverted whenever they are first involved in combat and remain revealed thereafter.

CASES:

[13.1] PLACEMENT OF UNTRIED UNITS

All untried units, whether they start the game on the map or enter the game later as reinforcements, are deployed on the map in their untried state. When the Soviet Player is directed to deploy an untried unit, he selects one of the appropriate type (i.e., rifle, armor, etc.) at random from among those that have not yet been used in the game. Neither Player should be aware of the actual strengths of untried units until they are revealed in accordance with Case 13.2.

[13.2] HOW UNITS ARE REVEALED

Once units are placed and play begins, units remain in their untried state until they are involved in combat. The true strength of the unit is revealed at the instant of combat; i.e., neither Player may see what the actual strengths of the units are until it is time to throw the die for that particular combat. Once units have been committed in combat, they may not be withdrawn or re-allocated, even if the odds are unfavorable.

[13.3] "NO-STRENGTH" UNITS

Certain combat units have no combat strengths (both the attack and the defense strength are "zero"). These units are removed from the game at the instant of revelation, as they can neither attack nor defend. As long as they remain untried, however, they have a Zone of Control and block supply and retreat lines, etc.

[14.0] AIR POWER

GENERAL RULE:

Each Game-Turn, the Players receive a number of Air Points which they may use in combat. In some of the *Army Group South* games, there is no air-power, while in others Air Points may be used for other purposes. The number of Air Points provided for each side per Game-Turn is detailed in the Exclusive rules.

CASES:

[14.1] AIR POINTS AND COMBAT

[14.11] Each Player may apply his Air Points to help him obtain better odds in combat. Before the ratio for a given combat has been calculated (and before revealing untried units), either or both Players may allocate Air Points.

[14.12] The attacker announces his intentions to use Air Points first, then the defender.

[14.13] No more than one Air Point per side may be allotted in a given combat.

[14.14] The expenditure of an Air Point on a given combat adjusts the ratio one column in favor of the Player using the Air Point. Thus a 2-1 attack with Air Power becomes 3-1; if that combat had Air Power used defensively instead, the 2-1 would become 1-1. If both the attacker and defender apply a Point, the ratio is unaffected (the opposing Air Points cancel each other out).

[14.15] Air Points may not be used in overruns.

[14.2] OTHER USES OF AIR POINTS

In some of the games there are no Air Points assigned to either Player, while in others Air Points may be used for other purposes in addition to or instead of combat support, such as rail interdiction, air supply, and other Air Power functions. These uses are usually executed during the Air Power Phase of the Player Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:

Both sides receive reinforcements according to the reinforcement schedules for each side which are printed in the exclusive rules of the game being played.

PROCEDURE:

Reinforcements are always deployed in the initial Movement Phase of the Player Turn; never in the Mechanized Movement Phase. The necessary Movement Point cost must be paid to place a unit in the appropriate reinforcement entry hex. All reinforcements are considered in supply for the Player-Turn of their entrance. In some of the games certain Soviet units arrive in an untried state. Reinforcements may arrive on the map by rail movement if directed to enter in a railroad hex and if the owning Players has the capability to move units by rail.

[16.0] GERMAN UNIT ORGANIZATION

COMMENTARY:

The Combat Strengths of the German units in all the *Army Group South* games are based on a common set of numerical values. For the Player's interest only, the following list summarizes the strengths of the various types of German units that fought in the Ukraine during World War Two. By comparing this list with the Combat Strengths of the German units in the games, the Players can visualize the relative strengths of the German forces in the different stages of the war. These common Combat Strengths serve to relate not only the German Army in the games, but also the Soviet Army; since if the relative German strength is consistent, then the Soviet strengths interacting with the German strengths must also be comparable from game to game. In short, all the games in the *Army Group South Quad* work together to show the Players how effective the armies and their strategies were in the various stages of the war in Russia.

GENERAL RULE:

(see Charts and Tables)

DESIGN CREDITS

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ARMY GROUP SOUTH

Charts & Tables

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[16.0] GERMAN UNIT ORGANIZATION

(continued from Standard rules)

GENERAL RULE:

Each unit type is listed with its full-strength attack and defense values, followed by the attack and defense values of its steps. Movement Allowances are not included since they differ from game to game, depending on the map scale and the length represented by a Game Turn. In all cases, a German unit has a combat value that corresponds to one of the strength levels for that unit type. Players will note that often a unit does not begin play at its maximum possible strength, reflecting the fact that the unit had suffered losses before the start of the game. Unit types are followed by the date when that formation first was raised or reorganized on the East Front. Some of the later games include units with an older organization since the unit was raised before the new organization was put into effect.

CASES:

[16.1] INFANTRY DIVISIONS

Infantry Division (1941): 8-10, 5-7, 3-4, 1-2

Infantry Division (late 1943): 7-8, 4-5, 2-3

Mountain Division (1941): 7-9, 4-6, 2-3, 1-1

Mountain Division (late 1943): 7-8, 4-5, 2-3

Light (Jaeger) Division: same as Infantry (1941) with one extra Movement Point.

[16.2] MECHANIZED DIVISIONS

Motorized Infantry Division (1941): two motorized Infantry Regiments: 3-3, 1-2

SS Motorized Infantry Divisions (1941):

two or three SS Motorized Infantry Regiments: 3-3, 2-2

Panzer Grenadier Division (1943):

two Panzer Grenadier Regiments: 4-3, 2-2

Panzer division (1941):

Panzer Regiment: 6-2, 3-1;

two Motorized Infantry Regiments: 1-3, 0-1

Panzer Division (1943):

Panzer Regiment: 5-2, 3-1;

two Panzer Grenadier Regts: 2-3, 1-1

[16.3] MISCELLANEOUS UNITS

In some games there are German units with one-of-a-kind organization. These include infantry regiments, battlegroups, remnants of destroyed divisions, and independent regiments or brigades. Such units have combat strengths quantified in the same manner as the above German units.

[9.5] COMBAT RESULTS TABLE

Combat Ratio (Attacker Strength to Defender Strength)

DIE	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
1	1/-	1/1	-/1	-/1	-/2	-/2	-/2	1/3	-/3	-/E	-/E	-/E
2	1/-	eng	1/1	-/1	-/1	1/2	-/2	-/2	1/3	-/3	-/E	-/E
3	1/-	1/-	1/1	1/1	-/1	-/1	1/2	-/2	-/2	1/3	-/3	-/E
4	2/-	1/-	eng	1/1	1/1	-/1	-/1	1/2	-/2	-/2	1/3	-/3
5	E/-	2/-	1/-	eng	1/1	1/1	-/1	-/1	1/2	-/2	-/2	-/3
6	E/-	E/-	2/-	1/-	eng	eng	1/1	-/1	-/1	-/2	-/2	-/2

All results to left of slash apply to attacker; all results to right of slash apply to defender. E = all affected units eliminated; opposing Player may advance two hexes. 1,2,3 = Player whose units are affected may choose to lose the indicated number of steps or retreat *all* affected units the number of hexes indicated; opposing Player may advance his units along the path of retreat. eng = engaged; each side must take one step loss and remain in place; no retreat or advance after combat is possible. Notes: In a split result (i.e., 1/1), the defender takes losses or retreats first, then the attacker must decide to retreat or lose a step. If the defender's hex is vacated and the attacker elects to take a step loss, the attacker may advance after combat. All victorious units may advance after combat. Retreat paths are determined by the retreating Player. Attacks at a ratio greater than 10-1 are resolved as 10-1; attacks at a ratio less than 1-3 are resolved as 1-3.

[10.4] TERRAIN EFFECTS CHART

Terrain	Movement Point Cost	Effect on Defender Strength	Effect on Supply and ZOC
Clear	1	None	None
Woods	Mech: 2 Inf: 1	Doubled	None
Minor River	Axis: +2 Soviet: +1	Doubled	None
Major River	Axis: +3 Soviet: +2	Tripled	ZOCs and supply blocked
City	1	Doubled	None
Town	NA	None	None
Swamp	Mech: 3 Inf: 2	None	Supply may be traced into but not through
Road	Mech: ½ Inf: 1	None	None
Railroad	NA	None	None
Sea hex or hexside	P	P	ZOCs and supply blocked
Rough	Mech: 4 Inf: 2	Doubled	None

Mech = armor, mechanized infantry, cavalry; Inf = infantry, rifle; NA = not applicable (other terrain in hex); P = prohibited; ZOC = Zone of Control.

[21.3] DISENGAGEMENT TABLEFor use in *Rostov* only.**DIE Effect on Disengaging Units**

- 0 Soviet Player may disengage units but must first remove *two* steps from them.
- 1,2 Soviet Player may disengage units but must first remove *one* step from them.
- 3 Units attempting to disengage are retreated two hexes by the Axis Player according to the rules for retreat and may be moved no further that Movement Phase. No advance by the Axis Player is allowed.
- 4-7 No effect (disengagement successful).

Die Roll Modifiers:

- + 1 Disengaging units include mechanized, cavalry or HQ units *and* are in the Zone of Control of no Axis mechanized (excluding cavalry) units.
- + 1 Disengaging units are separated from all adjacent Axis units by minor river hexsides.
- 1 Disengaging units include *no* mechanized, cavalry or HQ units *and* are in the Zone of Control of any Axis mechanized (excluding cavalry) units.

Die roll modifiers are cumulative. Die roll results higher than 7 are treated as 7; lower than 0 are treated as 0.

[20.34] WEATHER TABLE (Optional)For use in *Rostov* only.**DIE Weather Condition**

1	Severe
2	Moderate
3	Moderate
4	Moderate
5	Moderate
6	Clear

Die Roll Modifiers:

Game-Turn	North	South
2-4	0	+2
5-8	-1	0
9-13	-3	-2

There is no weather die roll on Game-Turn 1.
See Case 20.3 for a complete explanation.

[23.11] SOVIET REINFORCEMENT CHARTFor use in *Operation Star* only.

Unit Type	Game-Turn				
	2	3	4	5	6
Rifle Division	2	3	3	3	2
Rifle Brigade	-	1	-	1	-
Tank Brigade	3	2	2	2	1
Anti-tank Brigade	-	-	1	-	-

= number of units of that type available;
- = none.

ARMY GROUP SOUTH ADDENDA as of October 1979

KIEV

Counters

(correction) The following Soviet Rifle divisions should be set up as follows, instead of as listed on their counters. 277th (1-1-6) in hex 1307; 151st (1-2-6) and 87th (3-2-6) in hex 0219; 99th and 141st (both 0-1-6) in hex 0925.

Rules

[23.1] *(correction)* Game-Turn 1: Five infantry units in areas K through N; three armor units in areas L through N.

[24.2] *(correction)* The reference to the SSR Mot division should read the DR Mot division. The 1P2 HQ should be the 1 Pz HQ.

ROSTOV

Map

Entry areas K, L, M and N should be D, E, F and G respectively.

Rules

[18.11] *(correction)* The listed set-up hexes (1225, 1125, 1525 and 1726) are incorrect; they should read 1809, 1910, 1510 and 1309 respectively.

[18.14] *(correction)* The hex referred to should read 0308.

OPERATION STAR

Rules

[19.53] *(addition)* The 17Pz division also has only two units.

[22.1] *(correction and addition)*

[22.11] When disengaging, Soviet units may never move from one Enemy-controlled hex to another, nor end their movement in an Enemy-controlled hex.

[22.12] German units, when disengaging, may only move from one Enemy-controlled hex to another if the hex being moved to is occupied by a Friendly unit.

[22.13] A unit (Soviet or German) may only disengage at the beginning of its movement.

[25.1] *(correction)* The entry area referred to should be Entry Area L.

KORSUN

Map

The infantry division symbol in hex 1502 should be a Guards (G) infantry division.

[19.52] *(correction)* The three examples contain an incorrect unit. The 2/LAH mechanized regiment should be the 113/1 mechanized regiment, which is the third component unit of the division in the examples required for divisional integrity.

ARMY GROUP SOUTH

KORSUN

The German Pocket on the Dniepr, 1944.

EXCLUSIVE RULES

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[17.0] INTRODUCTION

Korsun depicts the battle of the encirclement—known to the Soviets as the Korsun Pocket and to the Germans as the Cherkassy Pocket—fought in late January and early February 1944. The scale is approximately 1:250,000, with one hex equally 7.5 km. Each Game-Turn represents two days.

[18.0] SETTING UP THE GAME

GENERAL RULE:

The Soviet Player sets up his units first, then the German Player.

CASES:

[18.1] SOVIET SET-UP

The Soviet set-up hexes are printed on the map. As

many units of the appropriate types should be placed in each hex containing unit type symbols.

[18.11] Note that all the Soviet units of a particular "type" are identical (the only difference being the designation number). Any unit of the proper type may be placed where called for. However, care should be taken that Guard (GD) units are placed only in hexes in which the printed symbol has a GD to the side of it.

[18.12] All units are placed with their full strength side face-up.

[18.13] Soviet HQ units are placed in specific hexes marked with the matching army number. Each HQ unit is placed with its *inactive* side face-down (see Case 23.1).

[18.14] Some of the Soviet corps units are marked *rpl* on their stronger side. These units are not used in the initial set-up. Their purpose is explained in Case 24.11.

[18.15] After the German Player has set up, but before starting play, the Soviet Player determines which of his HQ units will be active and which will be inactive, and then places Supported markers on four of his corps units. See Cases 23.1 and 24.2 for an explanation of these functions.

[18.16] A total of 48 Soviet units are set up before play. All remaining Soviet units are set aside for the time being; they are either reinforcement or replacement units.

[18.2] GERMAN SET-UP

All German units start the game at their highest printed strength levels.

[18.21] All units with a hex number printed on them are placed in the matching hexes on the map. **Exception:** The four units marked with hex number 2306 must be placed in any hex *within three hexes* of hex 2306.

[18.22] All units with a letter printed on them may be placed in any hex of the set-up area on the map that corresponds to the letter. The set-up areas are defined by the line running from hexside 0114/0115 to hexside 2719/2619, and the small cross-lines that divide this line into sections at various intervals. The stretch of line between two cross lines is labelled with a letter. All units labelled with the same letter may be placed in any hex that includes part of this start line as one of its hex-sides or in any hex adjacent to such a hex.

[18.23] All German units must be placed on the German side of the start line (the side on which the letter labels are printed).

[18.24] When the German set-up is completed, every hex bordering the startline, to the German side, must be occupied or in the Zone of Control of a German unit of the matching letter type.

[18.25] The German Player may not exceed the stacking limits when setting up his units (maximum of three units per hex).

[18.26] A total of 58 German units are set up before play. All remaining German units (marked "6F" or "6G") are set aside for the time being; they are reinforcements.

[19.0] ADDITIONS AND CHANGES TO THE STANDARD RULES

GENERAL RULE:

Unless specifically altered by these rules, all the Standard rules apply in full.

CASES:

[19.1] SEQUENCE OF PLAY

[19.11] The Soviet Player is the first Player and the German Player second every Game-Turn.

[19.12] There are 13 Game-Turns in *Korsun*.

[19.2] TERRAIN EFFECTS

[19.21] There are no rail hexes on the *Korsun* map, and thus no rail movement for either Player.

[19.22] The roads on the map allow both Players' units the movement benefits listed on the Terrain Effects Chart. Roads are considered to cross rivers for purposes of movement and supply, but not for retreat. Zones of Control do not extend across major river hexsides traversed by roads.

[19.23] All Soviet and German units must expend *two* additional Movement Points to be moved across a major river hexside.

[19.24] All Soviet and German units must expend *one* additional Movement Point to be moved across a minor river hexside.

[19.25] The Dniepr River between hex 2907 and hex 3911 fills each entire hex. All these hexes are impassable and block supply, retreat, and all other game functions.

[19.3] SPECIAL GERMAN UNITS

Sturmgeschütz (assault gun) regiment: Composed of turretless tanks most suitable for the attack. These units may be stacked with units eligible for divisional integrity without violating the units' integrity (see Case 19.53).

Divisionsgruppe: These three units are remnants of three divisions grouped into an *ad hoc* corps formation. Three units together are eligible for divisional integrity (as infantry; see Case 19.56).

Wallonien Motorized Brigade: This unit, composed of Belgian volunteers in the Waffen-SS, has all the capabilities of mechanized units. It is not eligible for divisional integrity.

Baek Heavy Tank Regiment: Composed of Tiger and Panther tanks. This unit may be stacked "for free" (in the same hex with three units), and does not violate the divisional integrity of units with which it is stacked (see Case 19.53).

[19.4] SOVIET OVERRUN RESTRICTIONS

The Soviet Player may conduct overruns only with his mechanized units. This includes all tank, cavalry, and motorized rifle units. He may not conduct overruns with rifle, airborne, or HQ units. The German Player may conduct overruns with any of his units.

[19.5] GERMAN DIVISIONAL INTEGRATION

If the German Panzer or Panzergrenadier units in a hex comprise *all* the units of a Panzer division, the total Attack Strength of the units in the hex is doubled. If all the units of a Panzer division are within two hexes of one another, the Defense Strength of each unit is doubled (see Case 9.9 in the Standard Rules). In some cases, German infantry regiments are also eligible for a limited form of divisional integrity.

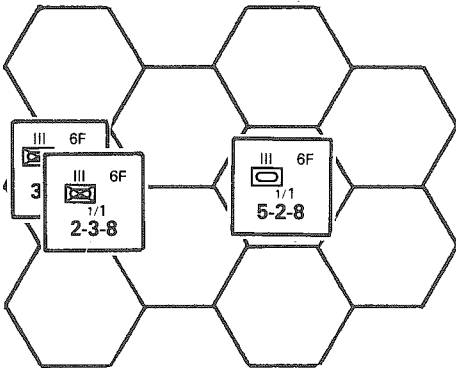
[19.51] For purposes of attack, if all three regiments of a Panzer division are in the same hex, the total strength of all the units is doubled. In the case of overruns, the three units would use their face value Attack Strengths (halved for overrun, doubled for integrity).

[19.52] For purposes of defense, each regiment of a Panzer division has its strength doubled if all three of the following conditions are met:

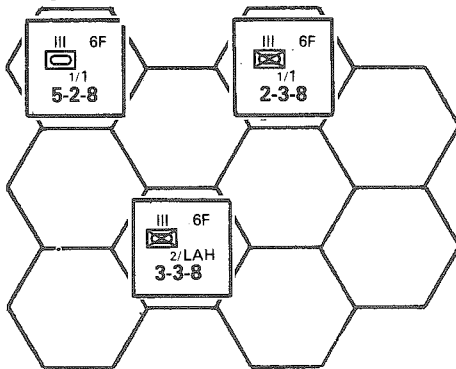
- Each regiment of the division is no more than two hexes from all other regiments of the division.

Examples:

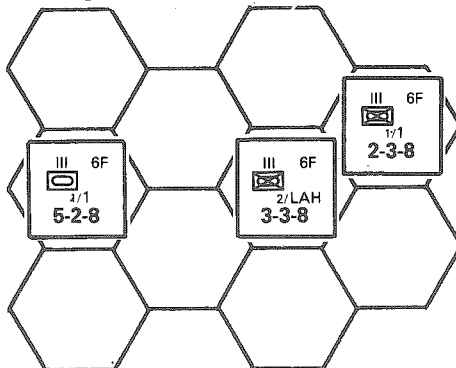
Eligible for divisional integrity



Eligible for divisional integrity



Not eligible for divisional integrity



- If the units of the division occupy more than one hex, the hexes between the units are not occupied by Enemy units or Friendly units that are not part of that division. Such hexes *may* be in an Enemy Zone of Control.
- The restrictions of Case 19.53 and 19.54 are met.

[19.53] If any of the units of a particular division are stacked with units that do not belong to that division, none of the units are eligible for divisional integrity. **Exception:** If a unit(s) belonging to a division is stacked with a Sturmgeschütz unit or the Baekke heavy tank unit, the unit is still eligible for divisional integrity. However, the Sturmgeschütz (or Baekke) unit would not be doubled.

[19.54] All three units of a division must be in play to receive the divisional integrity bonus. Units may be at reduced strength; if any are eliminated that division may no longer receive the bonus.

[19.55] Units *are* eligible for divisional integrity when they are out of supply or isolated (see Case 25.1). They would attack or defend at face value (halved for being out of supply, doubled for divisional integrity).

[19.56] If all three units of an infantry division are in the *same* hex they receive one column shift in their favor on the Combat Results Table when defending against Soviet attacks (e.g., a 4-1 attack would become a 3-1). Infantry units receive no such benefits when they are attacking and are never doubled for divisional integrity.

[19.57] German infantry division size units and Sturmgeschütz units and the Wallonien and Baekke units are not eligible for divisional integrity. Soviet units are not eligible for divisional integrity.

[19.6] SOVIET UNITS AND STEPS

All Soviet units in *Korsun* except corps units and HQ units have two steps. These units begin play at their higher strength level and are flipped to their reverse side when a step loss is called for.

[19.61] All corps units have *four* steps, the higher two being on the unit's original counter and the lower two being on the counter with the same designation marked **rpl** (replacement).

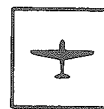
[19.62] HQ units have only one step. The reverse side of the unit (marked *inactive*) is used when the HQ unit is not being used to coordinate offensive operations (Section 23.0). All HQ units use half their Leadership Rating as their Defense Strength (see Case 11.39).

[19.63] There are no untried units in *Korsun*; Section 13.0 of the Standard rules should be ignored.

[19.7] SUPPLY SOURCES

[19.71] The Soviet Player may use any hex on the north or east map edge as a supply source. Soviet HQ units from which a supply line of any length (see Case 12.1) can be traced to one of these hexes is considered in supply, and may coordinate supply for Soviet units. A Soviet supply line may not be traced across a Major river hexside unless that hexside is traversed by a road. Major river hexsides have no effect on the line of communications (see Case 11.31) between Soviet units and HQ units.

[19.72] The German Player may use hex 0117, 0626, 1726 and 2226 as supply sources. If a supply line can be traced between one of these hexes and a German unit, the unit is considered in supply. Major river hexsides do *not* block the tracing of German supply.



[19.8] AIR POWER

The Soviet and German Player receive *three* Air Points *each* on mud Game-Turns (see Case 20.12). Neither Player receives Air Points on snow Game-Turns (see Case 20.11). Air Points may be used for combat support as described in Case 14.1 or the Standard rules. In addition, the German Player may use his Air Points to supply isolated German units (see Case 25.2).

[20.0] WEATHER

CASES:

[20.1] EFFECTS OF WEATHER

[20.11] Game-Turns 1-3 and 9-11 are snow Turns (see Game-Turn Record Track). On these Turns neither Player may use Air Points. Snow has no effect on movement.

[20.12] Game-Turns 4-8, 12, and 13 are mud Turns. On these Turns all mechanized units (armor, mechanized infantry, cavalry and HQ units) have a Movement Allowance of *four*. These units still have a Mechanized Movement Phase. Both Players receive three Air Points on mud Turns.

[21.0] GERMAN MOVEMENT RESTRICTIONS

GENERAL RULE:

German units are restricted in their movement on Game-Turn 1. Some German units are similarly restricted on Game-Turns 2 and 3.

CASES:

[21.1] MOVEMENT RESTRICTIONS ON GAME-TURN ONE

[21.11] All German units assigned to set-up areas A, B, and E may be moved no further than *four* hexes from a hex which borders a segment of the Start Line to which they were assigned (i.e., the fourth hex from the hex the unit is in contains part of the Start Line as one of its hexsides). **Example:** A unit belonging to area A is in hex 1214. The German Player may not move the unit to hex 1315 or 1215 as that would place the unit more than four hexes from the Start Line.

[21.12] All units assigned to a particular hex at the start of the game may be moved no further than four hexes from their starting hex. **Exception:** The four units assigned to hex 2306 may be moved no further than *three* hexes from their starting hex.

[21.13] All units assigned to set-up areas C or D may be moved no further than *two* hexes from a hex which borders a segment of the Start Line to which they were assigned.

[21.14] Soviet units and their Zones of Control have no effect on the tracing of a line of necessary length to a set-up hex or area when determining where a German unit may be moved. That is, this radius is not traced like a line of supply or communications, but is determined regardless of the presence of Enemy and Friendly units.

[21.15] These movement restrictions have no effect on advances and retreats as a result of combat and apply only at the end of the two Movement Phases. A unit may be moved freely within its restricted area. If a German unit is outside its restricted area at the beginning of a German Movement Phase, it may be moved only if the move would place it closer, in hexes, to its appropriate hex or area.

[21.16] The German Player may not use disengagement when moving any of his units on Game-Turn 1. He may use delay (see Section 22.0).

[21.2] MOVEMENT RESTRICTIONS ON GAME-TURNS TWO AND THREE

German units assigned to areas C or D are restricted as in Case 21.13. The four units assigned to hex 2306 are restricted as in Case 21.12. No other German units are restricted to a particular area or hex. However the German Player may not use disengagement (see Case 22.24) when moving *any* of his units on Game-Turn 2 (there is no such

restriction on Game-Turn 3 and thereafter). All conditions of Cases 21.14 and 21.15 apply to every German unit restricted on Game-Turns 2 and 3.

[22.0] DELAY AND DISENGAGEMENT (German Player Only)

CASES:

[22.1] DELAY

If more than one German unit occupies an Enemy-controlled hex at the beginning of any German Movement Phase, the units in that hex, less one, may be moved out of the hex at a cost of *two* additional Movement Points.

[22.11] Delay may not be executed if any of the units in the hex have expended any Movement Points in that Phase. A unit being moved out of an Enemy-controlled hex by using delay and a unit that remains in the hex to "cover" the delay must start the Movement Phase in the hex.

[22.12] A unit being moved out of an Enemy-controlled hex by delay *may* be moved directly into another Enemy-controlled hex; the unit could be moved no further in that Phase, however.

[22.13] Delay costs two Movement Points in addition to the terrain cost of the hex the unit enters. If the unit does not possess enough Movement Points to enter a hex while delaying, it may not make the move (exception to Case 5.14). A unit may delay across or into any type of terrain as long as it possesses the requisite Movement Points.

[22.2] DISENGAGEMENT

Beginning with Game-Turn 3, the German Player may disengage his units from Soviet-controlled hexes simply by moving them out of the hex and into any non-Enemy-controlled hex at the cost of two additional Movement Points.

[22.21] Any German unit that is in an Enemy-controlled hex at the beginning of any German Movement Phase may be disengaged. However, a unit that is moved out of an Enemy-controlled hex by disengagement may not be moved into another Enemy-controlled hex in that Movement Phase.

[22.22] Basically, disengagement differs from delay in two ways: (1) *All* the units in an Enemy-controlled hex may be moved; and (2) A unit may *not* re-enter an Enemy-controlled hex during any Movement Phase in which it is disengaged.

[22.23] Disengagement costs two Movement Points in addition to the terrain cost of the hex the unit enters. The restrictions of Case 22.13 apply to this expenditure.

[22.24] The German Player may not use disengagement on Game-Turns 1 and 2. He may use delay on these Game-Turns. The Soviet Player may never use delay or disengagement.

[23.0] SPECIAL SOVIET HQ RESTRICTIONS

CASES:

[23.1] ACTIVE AND INACTIVE HQ UNITS

The eight Soviet HQ units may be in one of two states: active or inactive. An HQ unit is active if the word "inactive" is face-down on the counter, and is inactive if the word is face-up. An active HQ unit has all the capabilities of HQ units described in Section 11.0 (Headquarters Units). An inactive HQ unit may not be used to coordinate supply for Soviet units conducting attacks.

[23.11] At the beginning of each Soviet Game-Turn, the Soviet Player consults the following schedule to determine how many of his HQ units are active. He flips his HQ units to either side as he sees fit to conform to the schedule.

Game-Turns	Active HQs
1,2,3	3
4,5,6	2
7,8,9,10	1
11,12,13	2

[23.12] On Game-Turn 1, the 5 Gd Tk HQ unit (hex 3215) and the 2 Tk HQ unit (hex 0608) *must* be active. A third HQ unit of the Soviet Player's choice may also be placed on its active side. After Game-Turn 1, the choice of active HQ units is entirely up to the Soviet Player, although he may not exceed the scheduled limits and may only change the status of his HQ units at the beginning of his Player-Turn.

[23.13] Inactive HQ units may not: coordinate overruns or attacks; add their Leadership Rating to the strength of units conducting attacks; be moved in the Mechanized Movement Phase; coordinate supply for movement in the Mechanized Movement Phase.

[23.14] Soviet units that can trace a line of communications only to an inactive HQ unit: may not be used to overrun; may not attack; may not be moved in the Mechanized Movement Phase.

[23.2] ACTIVE HQ ATTACK LIMITS

Beginning with Game-Turn 5, active HQ units are limited in the number of offensive operations they may coordinate per Game-Turn. Each active HQ unit may supply a number of offensive operations equal to half of its Leadership Rating.

[23.21] An offensive operation is defined as an attack or overrun. Thus an HQ unit with a Leadership Rating of six could be used to coordinate one overrun and two attacks per Game-Turn.

[23.22] There is no limit *per se* on the number of attacking *units* that an active HQ unit can support — only on the number of attacks and overruns.

[23.23] If the Soviet Player announces an attack or overrun and finds that there is no eligible active HQ unit to coordinate supply for the offensive operation, it does not take place.

[23.24] This limit has no effect on Soviet Movement and defense.

[24.0] SOVIET CORPS UNITS

CASES:

[24.1] SPECIAL PROPERTIES OF CORPS UNITS

[24.11] Each corps unit has four steps, represented on two counters. The higher two steps are on the original counter. The lower two steps are on the unit with the same designation marked **Rpl**. When replacing a corps unit with its replacement unit (when the second step is taken), care should be taken to choose the unit with the matching designation and unit type.

[24.12] A corps unit (regardless of how many steps it has lost) is considered to be three units for stacking purposes. In other words, no Soviet unit, except an HQ unit, may be in the same hex with a corps unit, as the stacking restrictions would be violated (see Section 7.0, Stacking). **Soviet Player Note:** Pay close attention to this special restriction. Since a corps unit is considered to be three units for purposes of stacking, it may not be retreated into or through any hex occupied by Friendly units (except HQs).

[24.2] SUPPORTED CORPS UNITS

On Game-Turn 1 the corps units in the following four hexes are considered supported: 0611, 0709, 3217, and 3317. A Supported marker should be placed on each of these units. Supported units represent formations that are lavished with supplies in order to make decisive initial assaults, and so have their Attack Strengths doubled. However, this bonus lasts only one Game-Turn for two of the units, and two Game-Turns for the other two.

[24.21] A supported unit attacks and overruns at double strength (in effect, it overruns at face value). A supported unit defends at normal strength and has no special movement abilities.

[24.22] At the beginning of the Soviet Player-Turn of Game-Turn 2, the Soviet Player must remove two of the Supported markers. The choice of which two to remove is entirely up to him. However, the units on which two Supported markers remain must be in supply. Thus, if a supported unit is out of supply at the beginning of Game-Turn 2, the Supported marker *must* be removed from it.

[24.23] At the beginning of the Soviet Player-Turn of Game-Turn 3, all Supported markers must be removed from the map. No corps units benefit from support from Game-Turn 3 on.

[24.24] Supported markers are not considered units and do not count against the stacking restrictions. They are always moved with the unit for which they are denoting support. Supported markers may not be moved from one unit to another, and once removed from the map they are no longer used in the game.

[25.0] ISOLATION AND AIR SUPPLY (German Player Only)

CASES:

[25.1] ISOLATION AND ITS EFFECTS

A German unit that is out of supply and more than three hexes from the nearest supplied Friendly unit is *isolated*. The three hexes are counted by including the nearest supplied unit but not the unit checking for isolation.

[25.11] Isolation has no effect on a unit's combat and movement capabilities, beyond the effects of being out of supply.

[25.12] An isolated unit that is eliminated is worth extra Victory Points to the Soviet Player (see Case 27.1). For this purpose, isolation is determined at the instant of combat or overrun.

[25.13] Any unit that is isolated during the German Air Power Phase is eligible to be air supplied (see Case 25.2). As a result of this air supply, an isolated unit will have a Heavy Equipment marker placed on it (see Case 25.3).

[25.14] When counting the three hex range to determine whether a unit is isolated, Enemy units and their Zones of Control are ignored.

[25.2] AIR SUPPLY

Any unit that is isolated during the German Air Power Phase may be air supplied if a line of supply can be traced to it from a town hex.

[25.21] A unit may be air supplied only during the Air Power Phase of the German Player-Turn and only if the following conditions are met: the unit is isolated (not just out of supply) *and* the unit is either in a town hex or a line of non-Enemy-occupied or -controlled hexes can be traced from the unit to a town hex. Friendly units negate Enemy Zones of Control in the hex they occupy for this purpose.

[25.22] When the German Player wishes to use air supply, he places a German Air marker on a town hex. Any number of isolated units from which a line of hexes (of any length) can be traced to the town hex (as described in Case 25.21) are considered air supplied.

[25.23] A unit that is air supplied is considered in supply for the entire next Game-Turn, even if during the course of the Game-Turn a line of hexes can no longer be traced to it from the town hex on which the Air marker was placed.

[25.24] Air supply may not be allocated to a town hex occupied by a Soviet unit. If a Soviet unit is moved into a town hex on which an Air marker has been placed, the marker is removed. However, units that derived supply from that marker are still in supply for the duration of the Game-Turn.

[25.25] The German Player may place air supply on more than one town hex, up to the limit of his Air markers (three). An Air marker used for air supply counts as an expended Air Point; thus, an Air Point used for combat support (see Case 14.1) may not be used for air supply in the same Game-Turn (and vice versa).

[25.26] The German Player receives no Air Points on snow Game-Turns and thus may not execute air supply on those Game-Turns. However, since air supply affects the supply state of a unit in the next Game-Turn, a unit could benefit from air supply on a snow Game-Turn, if the previous Game-Turn was a mud Game-Turn.

[25.27] Air markers are removed from the map at the beginning of the German Air Power Phase following the German Air Power Phase in which they were placed.

[25.28] The moment that an isolated unit first receives air supply, a Heavy Equipment marker must be placed on the unit (see Case 25.3) with its 1 side up. If the unit receives air supply in any Game-Turn thereafter, it does not receive another Heavy Equipment marker.

[25.3] HEAVY EQUIPMENT

[25.31] A Heavy Equipment marker may be on a unit in one of three states: (1) on top of the unit, side 1 up — the unit has its Defense Strength doubled; (2) on top of the unit, side 2 up — the unit has its Defense Strength doubled; (3) underneath the unit — the unit may not attack and defends and moves as if it were out of supply.

[25.32] Once a Heavy Equipment marker is placed on a unit, it is considered a part of that unit, and is not removed even if the unit is subsequently not air supplied. A unit with a Heavy Equipment marker on it that is out of supply uses its face-value Defense Strength.

[25.33] A Heavy Equipment marker on a unit represents that the unit has "dug in" for defensive battle. Thus its Defense Strength is doubled (in addition to any benefits for terrain or divisional integrity). However, the unit may only be moved once and retain this bonus (see Case 25.34).

[25.34] The first time that a unit with a Heavy Equipment marker is moved (not including an advance after combat or retreat), the marker is flipped over to the number 2 side. The unit still receives the doubling benefit of the marker. If the unit is moved again, the marker is placed under the unit. From then on, the unit may not attack and defends and moves as if it were out of supply (however, the unit would not be further penalized for being out of supply; a Heavy Equipment marker under a unit renders the unit perpetually out of supply).

[25.35] Once a Heavy Equipment marker is placed on a unit, there are only two ways to remove it: (1) at the beginning of any German Player-Turn (only) the unit is in supply (not air supply) and the marker is currently on top of the unit on the 1 or 2

side; if a marker is removed as a result of this occurrence, the unit is treated like a normal unit in all respects from then on; or (2) the unit is eliminated.

[25.36] Once a Heavy Equipment marker is placed under a unit, the unit is always penalized as per Case 25.34, even if a normal supply line can be traced to it. The marker must remain under the unit so that the unit's restricted state can be remembered. At the end of the game the Soviet Player receives Victory Points for such units (see Case 17.1).

[26.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements during their respective Player-Turns according to the following reinforcement schedules. Reinforcements may be placed on any hex of their assigned Entry Area according to Section 15.0 of the Standard rules. Reinforcement units must be brought into play on the Game-Turn they are scheduled to enter and may be placed in any hex of their Entry Area that is not occupied by Enemy units. One Movement Point is expended to place a unit in its Entry Hex.

CASES:

[26.1] SOVIET REINFORCEMENTS

All Soviet reinforcements are brought into play on hexes in either Entry Area K or L (printed on the map) according to the following schedule:

Game-Turn 3: In Entry Area K: two Gd Abn divisions; one Gd Rifle division; one Gd Mot corps; two Tank corps. **In Entry Area L:** one Gd Tank corps.

Game-Turn 5: In Entry Area K: one Gd Rifle division; three Gd Tank brigades; three Gd Mot brigades; one Tank corps.

[26.2] GERMAN REINFORCEMENTS

All German reinforcements are marked either 6F or 6G. They are all brought into play on Game-Turn 6, in Entry Area F or G, as marked.

[27.0] VICTORY CONDITIONS

GENERAL RULE:

At the end of the game (conclusion of Game-Turn 13), both Players add up their respective Victory Points. Victory Points are earned by destroying Enemy units according to the following two Cases.

CASES:

[27.1] VICTORY POINTS AWARDED TO THE SOVIET PLAYER

The Soviet Player earns Victory Points for destroying German units as follows:

<i>Condition of Destroyed Unit</i>	<i>Victory Points</i>
German infantry regiment (including Divisionsgruppe units)	3
Any other German unit	6
Isolated German infantry regiment	4
Any other isolated German unit	8
Infantry regiment Heavy Equipment (marker is under unit on map at end of game)	1
Any other unit's Heavy Equipment	2

The Soviet Player earns Victory Points for German units on the map in the following conditions:

Infantry regiment on map at end of game, but isolated	2
Any other isolated unit on map	4

[27.2] VICTORY POINTS AWARDED TO THE GERMAN PLAYER

The German Player earns Victory Points for destroying Soviet units as follows:

<i>Unit Type</i>	<i>Victory Points</i>
Soviet brigade	3
Soviet division	4
Soviet corps <i>step</i>	2
Entire Soviet corps (in this case, VPs for individual steps destroyed are not awarded)	12
Soviet HQ unit	6

[27.3] DETERMINING THE WINNER

Subtract the German Victory Point total from the Soviet total and compare the result to the following schedule to determine the winner and the nature of the victory he has achieved.

<i>Difference</i>	<i>Victory Level</i>
85 or more	Soviet Strategic
75 to 84	Soviet Operational
65 to 74	Soviet Tactical
60 to 64	Draw
50 to 59	German Tactical
40 to 49	German Operational
39 or less	German Strategic

[28.0] VARIABLE WEATHER CONDITIONS (Optional Rule)

If the Players wish, they make weather a more uncertain element. Beginning with Game-Turn 4, the weather is determined by rolling a die before the Soviet Player-Turn. If a 1-4 is rolled, the weather is mud. If a 5 or 6 is rolled, the weather is snow. The effects of each of these weather types is described in Case 20.1. On Game-Turns 1-3, the weather is considered to be snow; there is no weather roll on these Game-Turns.

DESIGN CREDITS:

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Production: Orhan Agis, Robert A. Degni, Rosalind Fruchtmann, Ted Koller, Manfred F. Milkuhn, Bob Ryer

Army Group South Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this Identical type in QuadriGame: 1; in KORSUN Folio Version: 1.
Total Quantity of Sections (all types) in QuadriGame: 4; in KORSUN Folio Version: 1.

XX 6 4-5-5	XX 31 4-5-5	XX 58 4-5-5	XX 84 4-5-5	XX 74 4-5-5	XX 136 4-5-5	XX 138 4-5-5	XX 167 4-5-5	XX 180 4-5-5	XX 202 4-5-5
XX 254 4-5-5	XX 259 4-5-5	XX 294 4-5-5	XX 333 4-5-5	XX 340 4-5-5	XX 359 4-5-5	XX 373 4-5-5	XX 375 4-5-5	XX 14 Gd 6-6-5	XX 28 Gd 6-6-5

XX 66 Gd 6-6-5	XX 69 Gd 6-6-5	XX 89 Gd 6-6-5	XX 94 Gd 6-6-5	XX 95 Gd 6-6-5	XX 1 Gd 5-5-5	XX 5 Gd 5-5-5	XX 6 Gd 5-5-5	XX 7 Gd 5-5-5	X 3 Gd 2-2-5
X 5 Gd 2-2-5	X 1 Gd 5-3-7	X 21 Gd 5-3-7	X 29 Gd 5-3-7	XXX 5 14-10-7	XXX 7 14-10-7	XXX 8 14-10-7	XXX rpl 5 6-4-7	XXX rpl 7 6-4-7	XXX rpl 8 6-4-7

SOVIET

XXX 3 Gd 18-13-7	XXX 5 Gd 18-13-7	XXX 8 Gd 18-13-7	XXX rpl 3 Gd 8-6-7	XXX rpl 5 Gd 8-6-7	XXX rpl 8 Gd 8-6-7	X 233 4-2-9	X 25 4-2-9	X 20 Gd 5-3-9	X 21 Gd 5-3-9
X 8 Gd 5-3-9	X 44 Gd 5-3-9	XXX 18 14-10-8	XXX 20 14-10-8	XXX 29 14-10-8	XXX rpl 18 6-4-8	XXX rpl 20 6-4-8	XXX rpl 29 6-4-8	XXX 3 Gd 18-13-8	XXX 5 Gd 18-13-8

XXX 11 Gd 18-13-8	XXX rpl 3 Gd 8-6-8	XXX rpl 5 Gd 8-6-8	XXX rpl 11 Gd 8-6-8	XXX 63 3-2-6	XX 1 Gd 4-2-6	XX 2 Gd 4-2-6	HO 4 Gd (4)-9	HO 27 (4)-9	HO 40 (4)-9
HO 52 (4)-9	HO 53 (4)-9	HO 6 Tank (6)-9	HO 2 Tank (6)-9	HO 5 Gd Tank (6)-9	✈	✈	✈	Support	Support

Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Support
Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Game Turn	Support

NEUTRAL

XX D 72 4-5-5	XX 1113 82 4-5-5	XX C 88 4-5-5	XX D 389 4-5-5	(XX) C 112/KaB 2-3-5	(XX) C 255/KaB 2-3-5	III B 80/34 2-3-5	III B 107/34 2-3-5	III D 179/57 2-3-5	III D 199/57 2-3-5
III B 172/75 2-3-5	III B 202/75 2-3-5	III E 239/106 2-3-5	III E 240/106 2-3-5	III B 305/198 2-3-5	III B 306/198 2-3-5	III E 848/282 2-3-5	III E 849/282 2-3-5	III E 885/320 2-3-5	III E 886/320 2-3-5

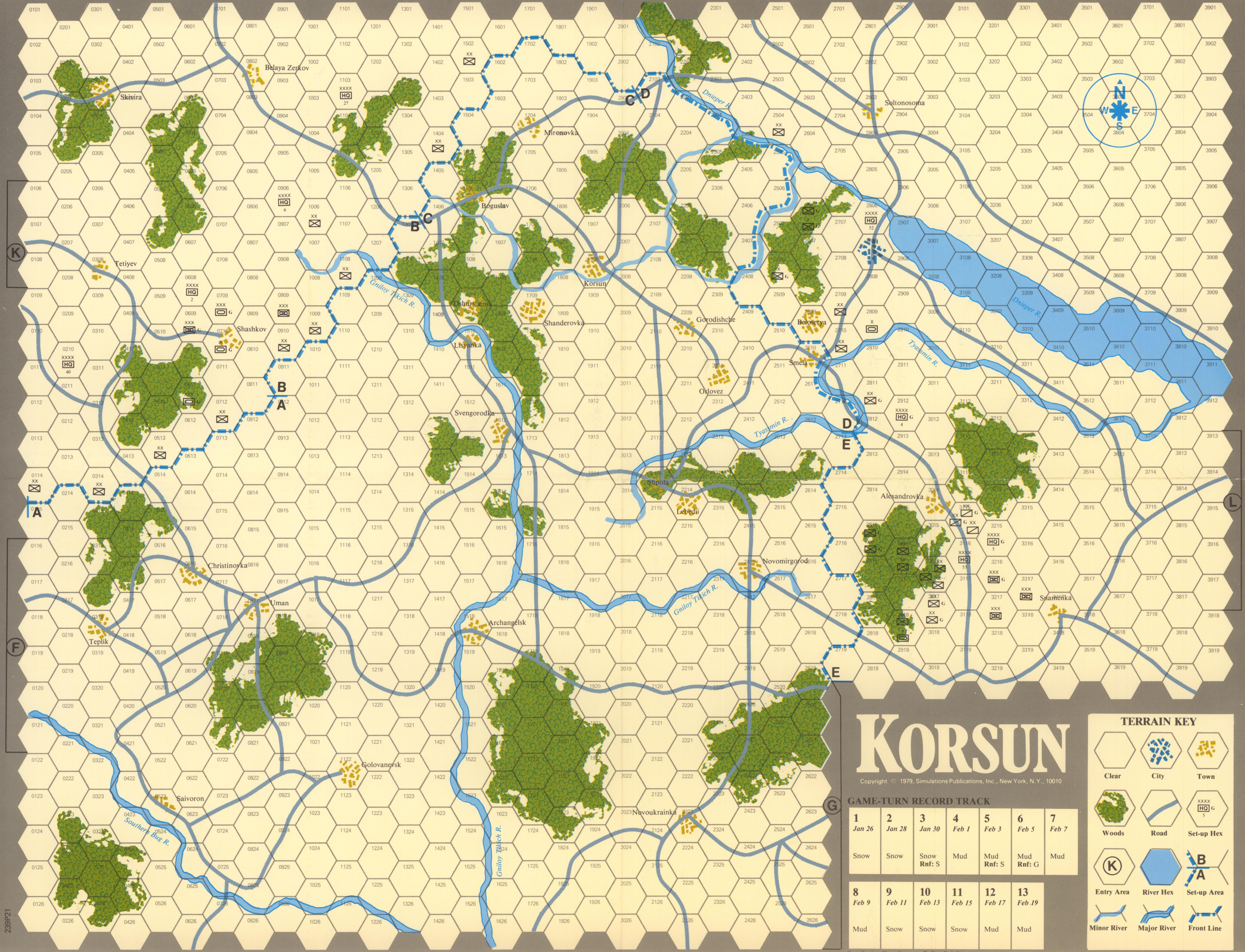
III C 417/168 2-3-5	(XX) C 332/KaB 1-1-5	III B 253/34 1-1-5	III D 217/57 1-1-5	III B 222/75 1-1-5	III E 241/106 1-1-5	III B 326/198 1-1-5	III E 850/282 1-1-5	III E 887/320 1-1-5	III 2306 15/SSW 6-3-8
III 6F LAH/LAH 6-3-8	III 6F 1/1 5-2-8	III A 11/6 5-2-8	III 2415 15/11 5-2-8	III 6G 4/13 5-2-8	III 2316 36/14 5-2-8	III A 2/16 5-2-8	III A 39/17 5-2-8	III E 3/3 3-1-8	III 6F Bako 8-3-8

GERMAN

III 2306 9/SSW 3-3-8	III 2306 10/SSW 3-3-8	III 6F 1/LAH 3-3-8	III 6F 2/LAH 3-3-8	III 6F 1/1 2-3-8	III 6F 113/1 2-3-8	III E 3/3 2-3-8	III A 4/6 2-3-8	III A 114/6 2-3-8	III 2419 110/11 2-3-8
III 2415 111/11 2-3-8	III 6G 66/13 2-3-8	III 6G 93/13 2-3-8	III 2316 103/14 2-3-8	III 2316 108/14 2-3-8	III A 64/16 2-3-8	III A 79/16 2-3-8	III A 40/17 2-3-8	III A 63/17 2-3-8	III E 394/3 1-1-8

III 1411 805 4-2-8	III 2416 261 4-2-8	III 2416 911 4-2-8	III 2209 228 4-2-8	III 2209 202 4-2-8	III 0616 235 4-2-8	III 0616 249 4-2-8	XX 2306 WALLO 4-6-8	✈	✈
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KORSUN

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GAME-TURN RECORD TRACK						
1 Jan 26	2 Jan 28	3 Jan 30	4 Feb 1	5 Feb 3	6 Feb 5	7 Feb 7
Snow	Snow	Snow Rnf: S	Mud	Mud Rnf: S	Mud Rnf: G	Mud
8 Feb 9	9 Feb 11	10 Feb 13	11 Feb 15	12 Feb 17	13 Feb 19	
Mud	Snow	Snow	Snow	Mud	Mud	

TERRAIN KEY

Clear

City

Town

Woods

Road

Set-up Hex

Entry Area

River Hex

Set-up Area

Minor River

Major River

Front Line