

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

Rules Questions Editor for Army Group South Quad
257 Park Avenue South
New York, N.Y. 10010

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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

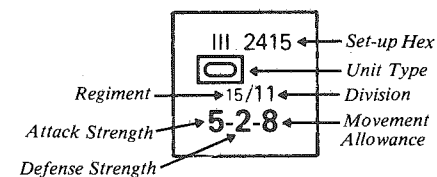
Each of the 17" x 22" mapsheets portrays the area in which a particular battle was fought, including all terrain significant to the battle. A hexagonal grid superimposed over the terrain features regularizes movement and the positioning of the playing pieces. Also printed on the mapsheet or in the rules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

[3.2] THE PLAYING PIECES

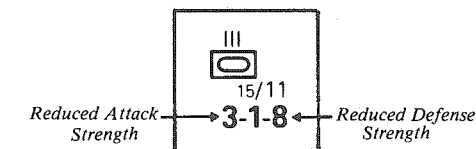
The cardboard pieces represent the military units that took part in the actual battles. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces are referred to as units.

[3.21] How to Read the Units

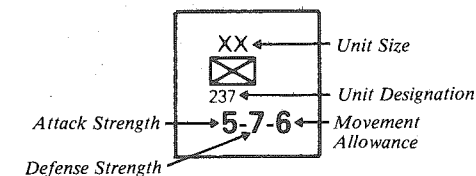
GERMAN PANZER REGIMENT (Front)



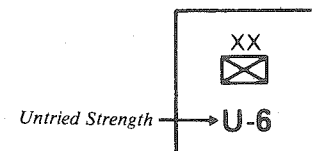
GERMAN PANZER REGIMENT (Back)



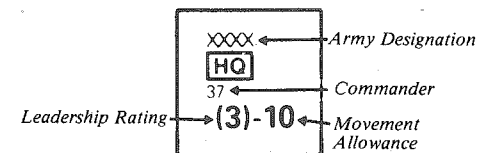
SOVIET INFANTRY DIVISION (Front)



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

Panzer Regiment	Panzer Regiment
Panzergrenadier or Motorized Infantry Regiment	Panzergrenadier or Motorized Infantry Regiment

Soviet Units

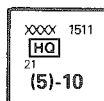
NON-MECHANIZED UNITS

Rifle Division Tried	Untried	Rifle Division Untried
Airborne Rifle Division		Airborne Rifle Division

MECHANIZED UNITS

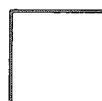
Cavalry Division	Cavalry Division
Tank Brigade	Tank Brigade
Tank Corps	Tank Corps
Motorized Rifle Brigade	Motorized Rifle Brigade
Motorized Rifle Corps	Motorized Rifle Corps

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

	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).

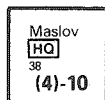
[10.4] TERRAIN EFFECTS CHART

(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

QuadriGame Development: **John H. Butterfield**
Physical Systems and Graphics: **Redmond A. Simonsen**
Research Assistance: **Joe Balkoski**
Rules Editing: **Brad Hessel**
Based on the *Panzergruppe Guderian* game system, designed by James F. Dunnigan

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

OPERATION

STAR

The Soviet Winter Offensive, 1943.

EXCLUSIVE RULES

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17.0 INTRODUCTION

18.1 SETTING UP THE GAME

18.1 Soviet Set-up; 18.2 German Set-Up

19.0 ADDITIONS AND CHANGES TO THE STANDARD RULES

19.1 Sequence of Play; 19.2 Rail Capacity; 19.3 Minor Rivers; 19.4 Major Rivers; 19.5 German Divisional Integrity; 19.6 German Retreat as a Result of Combat; 19.7 Thaw; 19.8 Stacking; 19.9 Miscellaneous Changes

20.0 SUPPLY SOURCES

20.1 Soviet Supply Sources; 20.2 German Supply Sources

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21.1 Offensive Mode; 21.2 Defensive Mode; 21.3 Restrictions on the Transformation of Modes

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23.0 REINFORCEMENTS

23.1 Soviet Reinforcements; 23.2 German Reinforcements

24.0 INVOLUNTARY OFF-MAP WITHDRAWALS

24.1 Soviet Involuntary Off-Map Withdrawals

25.0 VICTORY CONDITIONS

25.1 Automatic Soviet Decisive Victory; 25.2 German Player Victory Points; 25.3 Soviet Player Victory Points; 25.4 Levels of Victory

[17.0] INTRODUCTION

Operation Star is a division/regiment level simulation of the Soviet offensive toward Kharkov and the Dnepr in February 1943 and the German counterattack that followed. Strong Soviet forces attempted to take Kharkov and sweep to the south and west, cutting off all of Army Group Don. Von Manstein formulated a daring counter-operation that called for the aggressive use of all available Panzer reserves.

Each Game-Turn represents five days of real time and each hex on the map equals 10.5 kilometers.

[18.0] SETTING UP THE GAME

CASES:

[18.1] SOVIET SET-UP

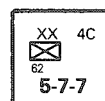
All Soviet units that have a hex number printed on their front are placed in the corresponding hex on the map. Soviet units that have a single digit number are reinforcements. These units are placed in the appropriate box in the Turn Record Track. The remaining untried units are divided into 5 categories: rifle divisions, rifle brigades, motorized rifle brigades, tank brigades and anti-tank brigades. All units in the five categories are then turned to the untried side (combat strength face down), keeping each group separate. The Soviet Player selects the appropriate units at random from each category and places these units, still on their untried side, in the marked hexes on the map.

[18.11] A total of 73 Soviet units are placed on the map prior to the start of play; 42 untried units; and 31 units of known strength.

[18.12] Those untried units that are not placed on the map are reinforcements and appear in the game according to the Soviet Reinforcement Chart (see Case 23.1).

[18.2] GERMAN SET-UP

Each German unit that has a hex number printed on the front of the counter is placed in the corresponding hex on the map. All German units are placed on the map at their highest printed combat strength.



[18.21] German units that have a single digit number and a letter (Ex: 4B) are reinforcements. These units are placed in the appropriate numbered box in the Turn Record Track.

[18.22] There are six German units that do not have either a hex number of a digit and letter. These units are replacement units for German units which have three or more steps.

[19.0] ADDITIONS AND CHANGES TO THE STANDARD RULES

GENERAL RULE:

The following rules are changes and amendments to the Standard Rules of *Army Group South* that are necessary for the play of *Operation Star*. In addition, Sections 20.0 through 25.0 present new major concepts which are used in the game. Unless specifically altered by these rules, all Standard Rules apply in full.

CASES:-

[19.1] SEQUENCE OF PLAY

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

[19.12] The first Game-Turn begins with the German Mechanized Movement Phase.

[19.13] There are 10 Game-Turns in a complete game of *Operation Star*.

[19.2] RAIL CAPACITY

Only the German Player may move units by rail. German units being moved by rail may never enter any Soviet occupied or controlled rail hex. The Soviet Player may not move any of his units by rail and derives no benefits from a rail hex.

[19.21] A unit being moved by rail may be moved a *maximum* of thirty rail hexes in a single Initial Movement Phase.

[19.22] The German Player may move up to four units (including reinforcements) by rail per Game-Turn.

[19.3] MINOR RIVERS

[19.31] During Game-Turns 1 through 7, inclusive, minor river hexsides have no effect on the movement of any unit.

[19.32] During Game-Turns 8, 9 and 10, all units must expend one Movement Point upon crossing a minor river hexside.

[19.33] Minor river hexsides have no effect on combat during Game-Turns 1 through 7.

[19.34] Units being attacked exclusively through minor river hexsides have their defense strength doubled during Game-Turns 8, 9, and 10.

[19.4] MAJOR RIVERS

[19.41] A unit may be retreated across a major river hexside, but only if there is no other legal retreat route.

[19.42] Both Soviet and German units may trace supply across major rivers. This is an exception to Case 10.15 in the Standard Rules.

[19.43] Both German and Soviet units must expend three Movement Points to cross a major river hexside.

[19.5] GERMAN DIVISIONAL INTEGRITY

If two or more units of the same German Panzer or Panzer Grenadier Division are located in the same hex, all units of that division in the hex are doubled for the purposes of attack and defense.

[19.51] German infantry and all Soviet units are never eligible for divisional integrity.

[19.52] A hex containing units eligible for Divisional Integrity may also be occupied by a unit not from the same division. The extra unit would not be doubled, however.

[19.53] All German Divisions eligible for divisional integrity have three regiments, except the following which have only two: GD, 3Pz, and 19Pz. The 1Pz10 battalion, 27 Panzer division and the 12/4 Panzergrenadier Regiment units are never eligible for divisional integrity.

[19.6] GERMAN RETREAT AS A RESULT OF COMBAT

German units may retreat into or through Enemy-controlled hexes as a result of combat. This is an exception to Case 9.7 of the Standard Rules. For each Enemy-controlled hex a German unit is forced to enter as a result of combat, that unit suffers one step loss.

[19.7] THAW

Starting in Game-Turn 8 and continuing for the remainder of the game, all units are affected by the thaw. During both Movement Phases, the Movement Point Allowance of all units is halved, rounding downwards. Minor rivers have an increased movement cost (See Case 19.3).

[19.8] STACKING

In addition to the standard restrictions, Soviet corps size units may never be stacked with other corps or division size units. Corps may be stacked with HQ units and brigade size units according to the normal stacking rules.

[19.9] MISCELLANEOUS CHANGES

[19.91] There are no Air markers in *Operation Star*. There is no effect of air power in the game.



[19.92] Soviet anti-tank units are mechanized and may move during the Soviet Player's Mechanized Movement Phase.

[20.0] SUPPLY SOURCES

[20.1] SOVIET SUPPLY SOURCES CASES:

Any Soviet HQ unit is considered to be in supply if a Line of Supply of any length can be traced from it to the eastern edge of the map between hexes 0101 and 3601. Any Soviet combat unit is considered in supply if a Line of Supply can be traced from it to a HQ unit that is no longer than the command radius of that HQ unit.

[20.2] GERMAN SUPPLY SOURCES

Any German combat unit is considered in supply if a Line of Supply can be traced from it to a railroad hex, no more distant than eight hexes, from which in turn a line of hexes can be traced along connected railroad hexes to any map-edge. **Exception:** A railroad may not trace supply from hex 0901.

[21.0] SOVIET DOCTRINE

GENERAL RULE:

All Soviet HQ units begin the game in offensive mode. Once per game each HQ unit may be placed in defensive mode. Once converted to defensive mode, a Soviet HQ unit may never be placed back in offensive mode. The Soviet Player may only change the mode of a HQ unit at the beginning of the first Movement Phase of each Soviet Player Turn. All Soviet combat units are either in offensive or defensive mode. The mode of a combat unit is determined by the mode of the HQ unit to which that unit has a Line of Communications. The mode of each combat unit is determined for the purposes of movement at the beginning of each Movement Phase, and for the purposes of combat, at the instant the combat is resolved.

PROCEDURE:

The Soviet Player flips the HQ unit over so that the back of the counter is face up to change the mode of the HQ unit.

CASES:

[21.1] OFFENSIVE MODE

All Soviet units with a Line of Communications to a Soviet HQ unit in offensive mode are in offensive mode.

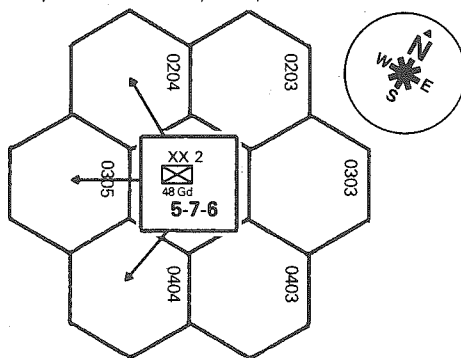
[21.11] Soviet units in offensive mode, when attacking, may never retreat as a result of combat; they must take step losses.

[21.12] Soviet units in offensive mode defend normally.

[21.13] Soviet units in offensive mode may not disengage.

[21.14] Soviet combat units in offensive mode may move in a westward, north-westward or south-westward direction only (**Exception:** Case 21.15). Soviet combat units may only conduct overruns into hexes in a westward, north-westward or south-westward direction as well.

A Soviet unit in offensive mode could be moved only into hexes 0204, 0305, or 0404.



[21.15] Soviet units may always conduct combat with an adjacent unit, regardless of direction, and may freely utilize the advance after combat option.

[21.16] Soviet HQ units are never restricted in the direction of movement, regardless of mode. HQ units may always disengage.

[21.2] DEFENSIVE MODE

Soviet units with a Line of Communications to an HQ unit in defensive mode are in defensive mode. In addition, any unit which is judged out of supply is considered in defensive mode.

[21.21] Soviet units in defensive mode are not restricted in their direction of movement and may be disengaged.

[21.22] Soviet units in defensive mode cannot conduct overruns nor may they be moved in the Soviet Mechanized Movement Phase.

[21.23] Soviet combat units in defensive mode have their attack strength halved. This penalty is not cumulative, (i.e., unsupplied Soviet units in defense mode when attacking are halved and not quartered).

[21.3] RESTRICTIONS ON THE TRANSFORMATION OF MODES

The 3rd Tank Army HQ and the Popov HQ units are always in offensive mode and may *never* be converted to defensive mode.

[22.0] DISENGAGEMENT

GENERAL RULE:

All German units and those Soviet units in defensive mode may disengage from an Enemy unit,

i.e., leave an Enemy-controlled hex, during a Friendly Movement Phase. Upon leaving an Enemy-controlled hex, the disengaging unit expends two Movement Points.

CASES:

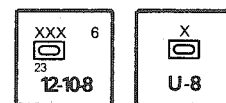
[22.1] RESTRICTIONS ON DISENGAGEMENT

When disengaging, Soviet units may never move from one Enemy-controlled hex to another unless the hex being entered is occupied by a Friendly unit.

[23.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements at the beginning of their respective First Movement Phases. The German Player consults the Game-Turn Record Track to see what units, if any, are available on a given Game-Turn. The Soviet Player similarly checks the Game-Turn Record Track to determine what "tried" units are at his disposal that Game-Turn. In addition, the Soviet Player consults the Soviet Reinforcement Chart to see what "untried" units are available (see Case 23.11).



CASES:

[23.1] SOVIET REINFORCEMENTS

The Soviet Player receives both "tried" and "untried" units as reinforcements. All tried units with a single digit number on them are reinforcements. This number is the Game-Turn in which the unit enters the map. All other reinforcements are in an untried state and are selected randomly by category. All Soviet reinforcements, tried or untried, enter the game in any hex of Entry Area K, in accordance with Section 15.0. All untried units enter play as listed in the Soviet Reinforcement Chart (23.11).

[23.11] Soviet Reinforcement Chart (see Charts and Tables)

[23.12] Soviet units may only enter a hex which is not in an Enemy unit's Zone of Control.

[23.13] Soviet units which are prevented from entering the map because of Enemy units and Zones of Control may not enter in any subsequent Game-Turn. They are eliminated for purposes of Victory Conditions.

[23.2] GERMAN REINFORCEMENTS

Those German units with a single digit number followed by a letter instead of a hex number are reinforcements. The single digit number indicates which Game-Turn the unit enters play; the letter indicates which Entry Area the unit enters the map. **Example:** 3B indicates that the unit enters play on Game-Turn 3 on the west map-edge.

[23.21] German units may only enter a hex that is not in an Enemy Zone of Control.

[23.22] German units that have been prevented from entering the map because of the presence of Enemy units may enter in any subsequent Game-Turn.

[23.23] The German Player is never forced to bring on reinforcements during the specified Game-Turn; he may withhold units until a later Game-Turn.

[24.0] INVOLUNTARY OFF-MAP WITHDRAWALS

GENERAL RULE:

If, as a result of combat, a unit is forced to retreat off the map, that unit may re-enter the map during any subsequent Game-Turn (**Exception:** Case 24.1). When re-entering the map, the unit must enter the hex closest to the hex it was exited through that is free from an Enemy Zone of Control. If more than one hex meets these conditions, the owning Player may choose which hex the unit will use.

CASES:

[24.1] SOVIET INVOLUNTARY OFF-MAP WITHDRAWALS

Soviet units that are forced to retreat off the map must re-enter on the following Game-Turn. Soviet units unable to comply are eliminated, and count toward the German Player's Victory Conditions.

[25.0] VICTORY CONDITIONS

GENERAL RULE:

At the end of Game-Turn 10, both Players determine the winner of the game. The Soviet Player first checks to see if he has obtained an Automatic Decisive Victory (see Case 25.1). If the Soviet Player has not achieved an Automatic Decisive Victory, both Players tally the number of Victory Points each has earned by the destruction of Enemy units and occupation of territorial objectives. The Player with the greater number of Victory Points subtracts his opponent's total from his own to determine what level of victory he has achieved.

CASES:

[25.1] AUTOMATIC SOVIET DECISIVE VICTORY

If, by the end of Game-Turn 10, the Soviet Player has managed to exit 30 Attack Strength Points off the map in any hexes of Entry Area A, *and* can trace a continuous line of hexes, unobstructed by German units and German Zones of Control, to the eastern map-edge from the hexes exited, he is automatically awarded a Decisive Victory.

[25.2] GERMAN PLAYER VICTORY POINTS

The German Player receives Victory Points for the following accomplishments:

Victory Points for Eliminated Soviet Steps

1 Victory Point for each Soviet rifle, motorized rifle, anti-tank, or tank brigade eliminated.

3 Victory Points for each Soviet rifle or cavalry division eliminated.

3 Victory Points for each Soviet guards rifle division step loss.

3 Victory Points for each Soviet cavalry, tank, or mechanized corps step loss.

6 Victory Points for each Soviet HQ eliminated.

Soviet units that have exited the map and cannot trace a line of supply to a supplied Soviet HQ unit are considered eliminated for the purposes of determining victory.

Soviet units with both an Attack and Defense Strength of zero do not count toward the determination of victory.

[25.3] SOVIET PLAYER VICTORY POINTS

The Soviet Player receives Victory Points for the following accomplishments:

Victory Points for the Following German Unit Losses

2 Victory Points for each German infantry step loss.

4 Victory Points for each German mechanized or Panzer step loss.

Victory Points for Territorial Acquisitions

For every city or town which Soviet units occupy at the end of the game, or were the last to pass through, the Soviet Player receives a number of Victory Points. The number of Victory Points awarded for a town is listed on the map next to the name of the town or city.

The Victory Points for the city of Kharkov are awarded to the Soviet Player only if all three hexes of Kharkov are controlled by the Soviet Player.

[25.4] LEVELS OF VICTORY

When the Player's have arrived at their respective Victory Point totals at the end of the game, the Player with the higher total is declared the winner. If the number of points are equal, then the game is a draw. To find the level of victory achieved by the winner, subtract the lower Victory Point total from the higher and check the following scheduling.

<i>Victory Point Difference</i>	<i>Level of Victory</i>
1-20	Tactical
21-60	Operational
61 or more	Strategic

DESIGN CREDITS:

Game Design: **Brent Nosworthy**

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development: **Bob Jervis**

Playtesters: **Joe Bisio, Tom Hamilton, Ken**

Mativier, Andy Eiler

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

Army Group South Counter Section Nr. 4 (200 pieces): Front

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

II 0707 385 Strm 0-1-7	II 0107 385 Strm 2-1-7	II 1612 FB 2-2-7	II 6A 904 1-1-7	III 2410 585/320 1-1-7	III 2511 586/320 1-1-7	III 2712 587/320 1-1-7	III 0303 581/323 1-1-7	III 0404 592/323 1-1-7	III 0204 245/88 1-2-7
III 0503 246/88 1-2-7	XX 2211 208 1-2-7	III 5B Steinbr 2-3-7	III 5B 42/46 2-3-7	III 0505 248/88 2-3-7	III 0907 417/168 2-3-7	III 1005 429/168 2-3-7	III 5A 465/255 2-3-7	III 5B 257 2-3-7	III 2817 679/333 2-3-7

III 2817 680/333 2-3-7	III 3711 681/333 2-3-7	III 3505 682/335 2-3-7	III 3603 683/335 2-3-7	III 3702 684/335 2-3-7	XX 0403 340 1-2-7	XX 0505 26 3-4-7	XX 0303 68 3-4-7	XX 5A 167 3-4-7	XX 5A 332 3-4-7
XX 4B 15 8-10-7	XX 0204 57 5-7-7	XX 4C 62 5-7-7	XX 0403 75 5-7-7	XX 6B 39 8-10-7	XX 6B 106 8-10-7	XX rpl 15 3-4-7	XX rpl 57 1-2-7	XX rpl 62 1-2-7	XX rpl 75 1-2-7

GERMAN

XX rpl 39 3-4-7	XX rpl 106 3-4-7	II 1206 1Pz10 2-1-10	III 2C 6/3 6-2-10	III 4C 11/6 3-1-10	III 3906 25/7 6-2-10	III 3C 15/11 6-2-10	III 3306 27/19 6-2-10	III 1206 1/GD 3-3-10	III 1615 1/ISS 6-3-10
III 1609 2/2SS 6-3-10	III 5C 3/3SS 6-3-10	III 4C N/5SS 3-3-10	XX 3406 27 1-3-10	III 6A 12/4 1-3-10	III 4C 4/6 1-3-10	III 4C 114/6 1-3-10	III 3906 6/7 1-3-10	III 3906 7/7 1-3-10	III 3C 110/11 1-3-10

III 3C 111/11 1-3-10	III 4C 40/17 1-3-10	III 4C 63/17 1-3-10	III 3306 73/19 1-3-10	III 2C 3/3 1-3-10	III 1208 2/GD 3-3-10	III 1715 1/ISS 3-3-10	Dis	Dis	Dis
III 1616 2/ISS 3-3-10	III 1509 D/2SS 3-3-10	III 1709 DF/2SS 3-3-10	III 5C Th/3SS 3-3-10	III 5C Te/3SS 3-3-10	III 4C G/5SS 3-3-10	III 4C w/5SS 3-3-10	Dis	Dis	Dis

NEUTRAL

XX 267 1-2-6	XX 335 1-2-6	XX 340 1-2-6	XX 17NKVD 2-3-6	XX 52 2-3-6	XX 107 2-3-6	XX 169 2-3-6	XX 180 2-3-6	XX 259 2-3-6	XX 6 3-4-6
XX 78 3-4-6	XX 172 3-4-6	XX 195 3-4-6	XX 270 3-4-6	XX 350 3-4-6	XX 100 3-5-6	XX 219 3-5-6	XX 112 4-5-6	XX 160 4-5-6	XX 161 4-5-6

XX 183 4-5-6	XX 206 4-5-6	XX 212 4-5-6	XX 303 4-5-6	XX 305 4-5-6	XX 279 4-6-6	XX 50 5-6-6	XX 184 5-6-6	XX 243 5-6-6	XX 244 5-6-6
XX 309 5-6-6	XX 19 5-7-6	XX 53 5-7-6	XX 178 5-7-6	XX 237 5-7-6	XX 263 5-7-6	XX 103 6-8-6	XX 118 6-8-6	XX 167 6-8-6	XX 232 6-8-6

X 253 0-0-6	X 3 Ski 1-1-6	X 5 Ski 1-1-6	X 37 1-1-6	X 10 Ski 2-1-6	X 14 Gd 2-2-6	X 1405 104 1-1-6	X 2308 106 1-1-6	XX 4 16 Gd 4-5-6	XX 3504 33 Gd 4-6-6
XX 0701 25 Gd 5-7-6	XX 2 48 Gd 5-7-6	XX 3601 58 Gd 5-7-6	XX 5 20 Gd 6-7-6	XX 3503 44Gd 6-7-6	XX 3009 57 Gd 6-7-6	XX 6 36 Gd 6-8-6	XX 3 67 Gd 6-8-6	XX 3011 35 Gd 7-9-6	XX 3205 41 Gd 7-9-6








SOVIET

XX 4 60 Gd 7-9-6	XX 6 4 Gd 7-10-6	XX 1807 62 Gd 9-10-6	XX 2109 83 3-2-7	XXX 3 1 Gd 5-3-7	XXX2105 6 Gd 6-7-7	X 1 1 1-2-8	X 2 2 1-2-8	X 10 10 1-2-8	X 6 6 1-3-8
X 16 1-1-8	X 115 0-0-8	X 178 0-0-8	X 30 1-1-8	X 66 1-1-8	X 67 1-1-8	X 96 1-1-8	X 106 1-1-8	X 116 1-1-8	X 45 2-1-8

X 86 2-1-8	X 156 2-1-8	X 169 2-1-8	X 173 2-1-8	X 180 2-1-8	X 210 2-1-8	X 2508 119 1-1-8	X 2709 176 1-1-8	X 1004 192 1-1-8	X 2111 201 1-1-8
X 1706 186 2-1-8	X 6 12 Gd 3-2-8	XXX 1503 12 6-5-8	XXX 5 2 Gd 10-8-8	XXX 2103 1 Gd 8-6-8	XXX 3209 4 Gd 8-6-8	XXX 3207 10 8-6-8	XXX 0104 5 Gd 9-6-8	XXX 6 3 Gd 9-7-8	XXX 6 2 11-9-8

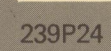
XXX3206 18 12-10-8	XXX 6 23 12-10-8	XXX 1502 15 14-13-8	X 52 0-1-8	X 31 1-1-8	X 13 2-1-8	XXX 5 1 Gd 12-10-8	OFF 2908 Popov (4)-8	OFF 2008 3 Tank (4)-8	OFF 3301 1 Guards (4)-8
OFF 2505 HO 6 (4)-8	OFF 6 HO 21 (4)-8	OFF 0102 HO 40 (4)-8	OFF 4 HO 60 (4)-8	OFF 0803 HO 69 (4)-8	OFF 1405 HO 181.R. (4)-8	Game Turn			

DEF	DEF	DEF	DEF	DEF	DEF
HQ	HQ	HQ	HQ	HQ	HQ
18 I.R.	69	60	40	21	6
(4)-8	(4)-8	(4)-8	(4)-8	(4)-8	(4)-8

Out of Supply	Out of Supply	Out of Supply	 W/6SS 2-2-10	 G/6SS 2-2-10	 TE/3SS 1-2-10	 Th/3SS 1-2-10	 DI/2SS 1-2-10	 D/2SS 1-2-10	 2/1SS 1-2-10
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1 <i>Feb 4</i>	2 <i>Feb 9</i> Rnf	3 <i>Feb 14</i> Rnf	4 <i>Feb 19</i> Rnf	5 <i>Feb 24</i> Rnf	6 <i>Mar 1</i> Rnf	7 <i>Mar 6</i>	8 <i>Mar 11</i> Thaw	9 <i>Mar 16</i> Thaw	10 <i>Mar 21</i> Thaw
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