

ARMY GROUP SOUTH STANDARD RULES

for the games

KIEV, ROSTOV, KORSUN, OPERATION STAR

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Read this First:

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

How the Section and Case Numbers Work:

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

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

How to Learn to Play the Game:

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

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

SPI

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[1.0] INTRODUCTION

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

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

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

[2.0] HOW TO PLAY THE GAMES

The Players Set Up Their Units

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

The First Player Moves

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

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

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

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

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

The First Player Attacks

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

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

The First Player Moves Again

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

The First Player Removes Disruption Markers

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

The First Player Uses His Air Points

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

The Second Player Takes His Turn

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

In Summary

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

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

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

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME-MAP AND CHARTS

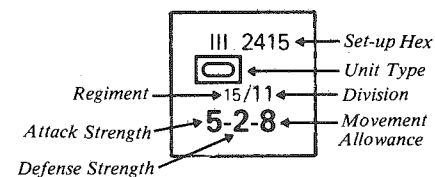
Each of the 17" x 22" mapsheets portrays the area in which a particular battle was fought, including all terrain significant to the battle. A hexagonal grid superimposed over the terrain features regularizes movement and the positioning of the playing pieces. Also printed on the mapsheet or in the rules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

[3.2] THE PLAYING PIECES

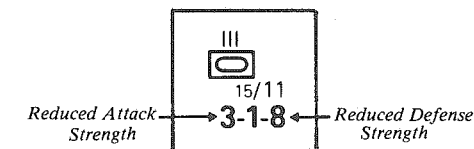
The cardboard pieces represent the military units that took part in the actual battles. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces are referred to as units.

[3.21] How to Read the Units

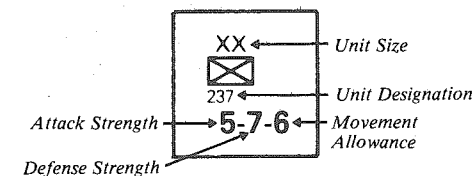
GERMAN PANZER REGIMENT (Front)



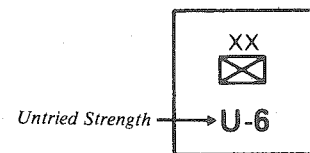
GERMAN PANZER REGIMENT (Back)



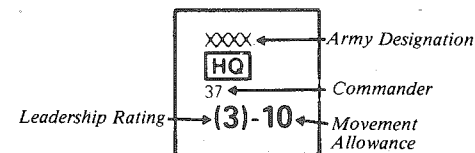
SOVIET INFANTRY DIVISION (Front)



SOVIET INFANTRY DIVISION (Back)



SOVIET HQ UNIT (Front only)



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

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

[3.22] Summary of Unit Types

Axis Units

NON-MECHANIZED UNITS

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

MECHANIZED UNITS

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

Soviet Units

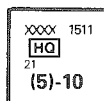
NON-MECHANIZED UNITS

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

MECHANIZED UNITS

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

Front



Army HQ

Back



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

GAME MARKERS

Front	Back

[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 ½ Movement Point to move a mechanized unit into a road hex through a hexside crossed by that road. Roads have no effect on infantry movement.

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

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

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

[10.3] EFFECTS OF MIXED TERRAIN

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

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

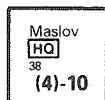
[10.4] TERRAIN EFFECTS CHART

(see Charts and Tables)

[11.0] HEADQUARTERS UNITS

COMMENTARY:

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



GENERAL RULE:

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

CASES:

[11.1] THE LEADERSHIP RATING

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

[11.2] MOVEMENT OF HQ UNITS

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

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

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

[11.3] SUPPLY AND COMBAT CAPABILITIES OF HQ UNITS

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

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

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

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

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

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

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

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

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

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

[12.0] SUPPLY

COMMENTARY

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

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[12.1] LINE OF SUPPLY

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

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

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

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

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

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

[12.2] EFFECTS OF SUPPLY

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

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

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

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

[13.0] UNTRIED UNITS

COMMENTARY:

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



GENERAL RULE:

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

CASES:

[13.1] PLACEMENT OF UNTRIED UNITS

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

[13.2] HOW UNITS ARE REVEALED

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

[13.3] "NO-STRENGTH" UNITS

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

[14.0] AIR POWER

GENERAL RULE:

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

CASES:

[14.1] AIR POINTS AND COMBAT

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

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

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

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

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

[14.2] OTHER USES OF AIR POINTS

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

[15.0] REINFORCEMENTS

GENERAL RULE:

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

PROCEDURE:

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

[16.0] GERMAN UNIT ORGANIZATION

COMMENTARY:

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

GENERAL RULE:

(see Charts and Tables)

DESIGN CREDITS

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ARMY GROUP SOUTH

Charts & Tables

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[16.0] GERMAN UNIT ORGANIZATION

(continued from Standard rules)

GENERAL RULE:

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

CASES:

[16.1] INFANTRY DIVISIONS

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

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

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

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

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

[16.2] MECHANIZED DIVISIONS

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

SS Motorized Infantry Divisions (1941):

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

Panzer Grenadier Division (1943):

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

Panzer division (1941):

Panzer Regiment: 6-2, 3-1;

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

Panzer Division (1943):

Panzer Regiment: 5-2, 3-1;

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

[16.3] MISCELLANEOUS UNITS

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

[9.5] COMBAT RESULTS TABLE

Combat Ratio (Attacker Strength to Defender Strength)

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

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

[10.4] TERRAIN EFFECTS CHART

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

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

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

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

Die Roll Modifiers:

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

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

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

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

Die Roll Modifiers:

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

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

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

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

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

ARMY GROUP SOUTH ADDENDA as of October 1979

KIEV

Counters

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

Rules

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

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

ROSTOV

Map

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

Rules

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

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

OPERATION STAR

Rules

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

[22.1] *(correction and addition)*

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

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

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

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

KORSUN

Map

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

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

ARMY GROUP SOUTH

ROSTOV

The First Soviet Counter-Attack, 1941.

EXCLUSIVE RULES

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[17.0] INTRODUCTION

Rostov is a division/regiment level simulation of the German drive across the Donets Basin in the fall of 1941. Army Group South, accompanied by various Axis-Allied Armies, attempted to seize the valuable communications junction at Rostov and establish bridgeheads across the Donets and lower Don rivers. In the fighting around Rostov, the Germans suffered their first strategic setback in their campaign against Russia, as the Soviet Army drove the German mechanized spearhead from this vital area. Each Game-Turn is equivalent to five days. Each hex on the map equals 17 kilometers.

[18.0] SETTING UP THE GAME

GENERAL RULE:

After deciding which side each Player will play, the Soviet and Axis units are sorted by type. Those units that represent the forces present at the start of the game are placed on the map. The Soviet Player sets up his units first, then the Axis Player. The Axis Player controls all the German and Axis-allied (Rumanian, Hungarian, Italian and Slovakian) units; the Soviet Player controls all the Soviet units.

CASES:

[18.1] SOVIET SET-UP

The Soviet set-up hexes are printed on the map. After removing the four units described in Case 18.11, the Soviet Player should separate his units into six categories: rifle divisions, rifle brigades, cavalry divisions, tank brigades, the motorized rifle division, and headquarters. All rifle division, cavalry and tank units are then turned to their untried side (combat strengths face down) and mixed up, keeping the unit types separate from one another. The Soviet Player then chooses units of the appropriate type at random and places them in the marked hexes on the Game-Map.

[18.11] Before mixing up his units, the Soviet Player should remove the following four units: 28 Cav [2-4-8], 13 Tank [4-4-8], 255 Rifle [3-4-8] and 253 Rifle [4-4-8]. Unlike the other Soviet units, these four units are placed on specific set-up hexes as follows (in the above order): 1225, 1125, 1525 and 1726. The units are placed tried side up. No other Soviet units set up in these hexes.

[18.12] The Soviet Player then sets up the rest of his units. One Soviet unit is placed in each hex that has a unit type symbol printed on it. If the hex has two symbols in it, two units are placed. If the unit type is followed by a "T" on the map, the unit is placed tried side up; however, the unit is drawn at random untried and assigned a set-up hex before being flipped over. All other units are placed in an untried state.

[18.13] Each Soviet HQ unit is placed in the hex marked with an HQ symbol that has the matching Soviet Army designation.

[18.14] There is only one motorized rifle division unit (in hex 2727); thus it is not drawn at random.

[18.15] A total of 45 Soviet units are set up before play.

[18.16] The three rifle brigades are not used in the initial set-up. they are used in the reinforcement pool (see Case 18.17).

[18.17] After deploying his units, the Soviet Player mixes together all his remaining units (except the two remaining HQ units and the Soviet Air marker) and puts them in any wide mouth container (such as a coffee mug). This is called the Soviet Reinforcement Pool, from which the Soviet Player draws his reinforcements each Game-Turn (see Case 25.3).

[18.18] If while setting up his units the Soviet Player reveals a "no strength" unit (0-0-8), it is removed from the map and placed in the Soviet Reinforcement Pool. Another unit is put on the map in its place.

[18.2] AXIS SET-UP

Each Axis unit that has a hex number printed on it is placed hex number face-up in the corresponding hex on the map. All Axis units start the game at their highest printed strength levels.

[18.21] After placing his units, the Axis Player places four Axis Supply counters in any four hexes on the map west of the start line. The counters may be placed on Axis units but may not be placed in Soviet-controlled hexes, regardless of the presence of Friendly units.

[18.22] Axis units that have "3B" printed on them instead of a hex number are reinforcements. Those with an *rpl* printed on them are replacements for German infantry divisions. These, along with the three Axis Air markers and three Axis Supply counters are placed to the side for the time being.

[18.23] A total of 47 Axis units and four supply counters are set up before play.

[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 *Rostov*. In addition, Sections 20.0 through 26.0 present new major concepts which are used in the game. Unless specifically altered by these rules, all the Standard rules apply in full.

CASES:

[19.1] SEQUENCE OF PLAY

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

[19.12] There are 13 Game-Turns in a complete game of *Rostov*.

[19.13] If the Players choose to use variable weather conditions (20.3), an extra Phase called the Weather Phase must be added to the Sequence of Play. This Phase precedes the German Player-Turn in every Game-Turn.

[19.2] RAIL CAPACITY

Only the Soviet Player may move units by rail. Soviet units being moved by rail may enter any non-Axis-occupied or -controlled rail hex. The Axis Player may not move any of his units by rail and derives no benefits from rail hexes.

[19.21] A unit being moved by rail may be moved a maximum of *thirty* rail hexes in a single Initial Movement Phase. However, a rail hex with an Axis Air marker on it counts as ten rail hexes (see Case 24.11).

[19.22] The Soviet Player may move up to *eight* units (including reinforcements) by rail per Game-Turn. For this purpose each Soviet tank brigade, cavalry division and motorized rifle division counts as two units. HQ units may be moved by rail for "free".

[19.3] ROADS

Contrary to Case 10.23 of the Standard rules and the Terrain Effects Chart, roads offer absolutely *no* movement benefits to either Player. A unit being moved into a road hex pays the cost of the other terrain in the hex. However, road hexes *do* affect Axis supply (see Case 23.16).

[19.4] MAJOR RIVERS

Axis supply lines may not be traced across major river hexsides intersected by a railroad; they may only be traced across major river hexsides intersected by roads or adjacent to city hexes (exception to Case 10.15). Soviet supply lines are traced across major rivers in accordance with Case 10.15.

[19.5] GERMAN DIVISIONAL INTEGRATION

If the German Panzer, mech, or motorized units in a hex comprise *all* the units of a division, the total strength of the units in the hex is doubled for both attack and defense (see Case 9.9 in the Standard rules).

[19.51] If the division is comprised of only two units at the start of the game, a third unit could be in the hex and the division would still be eligible for divisional integrity (the third unit would not be doubled however).

[19.52] If any regiment of a division is eliminated, that division is not eligible for divisional integrity. Regiments may be at reduced strength, however, without affecting that division's integrity.

[19.53] German infantry, Axis-allied and Soviet units are not eligible for divisional integrity.

[19.6] SOVIET UNITS WITH A SECOND STEP

All Soviet units with a Defense Strength of six or more are considered to have a second step. If such a unit takes a one step loss (either by choice or inability to retreat) it is replaced with a previously eliminated Soviet unit of the appropriate type with a Defense Strength of *three* or less. If the unit takes a two-step loss it is eliminated.

[19.61] As the Game proceeds and Soviet units are eliminated, the Soviet Player should divide his eliminated units as follows: all units with a Defense Strength of *four* or more are placed in the Soviet Reinforcement Pool; all units with a Defense Strength of *three* or less are placed combat side up to the side of the map; all "no strength" units are removed from play entirely (exception: see Case 18.18).

[19.62] Eliminated Soviet units with a Defense Strength of three or less are not used as reinforcements; instead the Soviet Player may choose one to replace a unit of the same type with a Defense Strength of six or more that is called to take a step loss.

[19.63] A unit which incurs a step loss may only be replaced by a unit of the same type (rifle, tank, etc.). If a unit with a Defense Strength of six or more is forced to take a step loss and there are no units of the appropriate type available to use as a second step, that unit would be eliminated. Units may not be taken from the reinforcement pool to replace units on the map.

[19.64] An eliminated rifle brigade may be used as a second step for a rifle division.

[19.65] Even if no replacement steps are available, the elimination of a Soviet unit with a Defense Strength of six or more satisfies the requirements of a -2 (or 2/-) combat result.

[19.7] SUPPLY SOURCES

The Soviet Player may use any hex on the East edge of the map as a supply source. Soviet HQ units that can trace a supply line of any length to one of these hexes is considered in supply, and may coordinate supply for Soviet units. The Axis Player uses Axis Supply counters as supply sources (see Section 23.0).

[19.8] AIR POWER

Both the Soviet and Axis Player receives air power. However, the Axis Player may not use his Air Points to aid combat (Case 14.1) and the Soviet Player may only do so beginning with Game-Turn 9. The uses of air power in *Rostov* are described fully in Section 24.0.

[20.0] WEATHER

GENERAL RULE:

The *Rostov* map is divided into two weather sections to reflect that the oncoming winter was somewhat milder in the southern part of the campaign. At the beginning of each Game-Turn, the Players consult the Game-Turn Record Track which lists the weather in the two weather sections. The weather may be in one of three states: Clear, moderate or severe. Weather affects movement, combat and Axis supply.

CASES:

[20.1] THE WEATHER SECTIONS

The dotted line running between hexrows 1400 and 1500 divides the map into two weather sections. All the hexes to the north of the line comprise the *north weather section*, those to the south of the line the *south weather section*. The Game-Turn Record Track lists two states of weather for each Game-Turn, one for each section. **Note:** the weather is different in the two sections on some Game-Turns.

[20.2] EFFECTS OF WEATHER

[20.21] Clear weather has no effect on play.

[20.22] When the weather is *moderate*, the terrain costs listed on the Terrain Effects Chart to enter all hexes in that section are doubled. However, the cost to move across river hexsides is not increased. Thus, a German mechanized unit could be moved into two clear terrain hexes, across a minor river and into a woods hex by expending all its Movement Points. The bonus provided by roads for tracing Axis supply is not affected (see Case 23.16), nor is Soviet rail capacity affected. All advances after combat are limited to one hex.

[20.23] When the weather is *severe*, all the effects of moderate weather apply. In addition, the permissible length of all Axis supply lines is reduced to *three* hexes (see Section 23.0). No units, except cavalry, may be moved in either Player's Mechanized Movement Phase. Also, cavalry may advance after combat normally. Minor rivers are considered to be frozen and do not exist for any game purposes. Severe weather has no effect on Soviet supply.

[20.24] Weather effects on all units is determined by the hex from which they start the current Phase.

[20.3] VARIABLE WEATHER CONDITIONS (Optional Rule)

If the Players wish, they may make weather a more uncertain element by using the Optional Weather Table (20.34) to determine the weather each Game-Turn, instead of using the weather listed on the Turn Record Track.

[20.31] During the Weather Phase of each Game-Turn, the Axis Player rolls the die once and consults the Optional Weather Table (20.34). The die

roll may be modified depending on the Game-Turn and the weather section. Although the die is only rolled once, the modifiers will produce two die roll results, one for the north weather section and one for the south. The results obtained determine the weather in each section for that Game-Turn. **Example:** On Game-Turn 4, a one is rolled. According to the die roll modifiers, the roll is treated as a one for the north weather section and a three for the south weather section. The weather is thus severe in the north and moderate in the south.

[20.32] All die roll modifiers are expressed in terms of additions to and subtractions from the die roll. A modified die roll greater than six is treated as a six; a modified die roll less than one is treated as a one.

[20.33] There is no weather die roll on Game-Turn 1. The weather is clear in both sections on this Game-Turn.

[20.34] Optional Weather Table

(see Charts and Tables)

[21.0] DISENGAGEMENT (Soviet Player Only)

GENERAL RULE:

By expending one extra Movement Point, the Soviet Player may attempt to move a Soviet unit(s) that starts either Movement Phase in an Enemy controlled hex (exception to Case 5.24). This is called *disengagement*.

CASES:

[21.1] HOW TO DISENGAGE UNITS

[21.11] For each stack of units that the Soviet Player is attempting to disengage from an Enemy controlled hex, he must roll a die and refer to the Disengagement Table (21.3) to determine if the disengaging units are affected by the maneuver.

[21.12] The die roll on the Disengagement Table may be modified by the type of Soviet units disengaging, the type of Axis units adjacent to them, or by the presence of a minor river between the disengaging units and Enemy units. These modifiers are listed on the Disengagement Table and are expressed in terms of additions to or subtractions from the die roll.

[21.13] Disengagement costs each participating unit one extra Movement Point *in addition to* the cost of the terrain in the hex the unit is being moved into. This Movement Point is expended prior to the disengagement die roll and after the attempt has been announced.

[21.2] RESTRICTIONS ON DISENGAGEMENT

[21.21] The Soviet Player may not attempt to disengage a unit that has already expended Movement Points in the current Movement Phase or if the unit is out of supply.

[21.22] A unit may not re-enter an Enemy controlled hex during any Movement Phase in which it has disengaged.

[21.23] Disengaging units cannot move in a westerly direction. That is, they may not finish a Movement Phase closer to the west edge of the map than where they began that Movement Phase.

[21.24] If the Soviet Player is attempting to disengage an untried unit, the unit's strengths are revealed only if the Disengagement Table directs it to lose any steps.

[21.25] Since Zones of Control do not extend across major rivers, both Players' units may always be moved if adjacent to Enemy units exclusively across major river hexsides. The disengagement procedure is not used.

[21.3] DISENGAGEMENT TABLE

(see Charts and Tables)

[22.0] SPECIAL SOVIET HQ UNIT ABILITIES

GENERAL RULE:

All Soviet HQ units may be evacuated by the Soviet Player and returned to the game at a later time. Eliminated HQ units may also be returned to the game under certain circumstances. The South West Front HQ unit may provide the Soviet Player with a special attack bonus if used in an attack with other Soviet units.

CASES:

[22.1] EVACUATION OF HQ UNITS

The Soviet Player may evacuate any number of HQ units during the game. At the beginning of his first Movement Phase in each Game-Turn, he may choose to evacuate any number of HQ units. These are simply removed from the map and placed on the Game-Turn Record Track, three spaces ahead of the current Game-Turn. The Soviet Player may return the HQ unit to the Game as if it were a regular reinforcement three Game-Turns later. An HQ unit may not be used to provide supply for Soviet units on the Player-Turn it is removed from the map.

[22.2] ELIMINATED HQ UNITS

If a Soviet HQ unit is eliminated (not evacuated), there is a chance that it will return to the game. Immediately following the combat or overrun in which the HQ unit is eliminated, a die is rolled. On a roll of 1, 2, or 3 the HQ unit is returned to the game like an evacuated HQ unit (see Case 22.1). On a roll of 4, 5, or 6 the HQ unit is permanently eliminated.

[22.3] SOUTHWEST FRONT HQ ATTACK BONUS

If the SW Front HQ unit (Timoshenko) is stacked with a Soviet combat unit(s) that is attacking (only), the Soviet Player may shift the odds on the Combat Results Table one column to the right before resolving the attack (a 2-1 attack would become a 3-1).

[22.31] The SW Front HQ unit must be in supply to use the attack bonus. The bonus cannot be used defensively, nor may it be used for overruns. Also, it may only be used for one Soviet attack per Game-Turn. Note that the HQ unit may add its leadership rating *and* its attack bonus to an attack involving units with which it is stacked while still providing supply for any Soviet units within its command radius.

[22.32] If the SW Front HQ unit is eliminated or evacuated and returns to the game, it may no longer use the attack bonus.

[22.33] The Soviet Player may not use both the SW Front attack bonus and his Air Point on the same attack (see Case 24.1). He can *never* receive more than one column shift on any attack.

[23.0] AXIS SUPPLY

GENERAL RULE:

In order for an Axis unit to be in supply, the Axis Player must be able to trace a line of supply no longer than *six* hexes from the unit to a hex that borders the west or south edge of the map (west of hex 0108), or to an Axis supply counter that is part of a valid Axis supply chain. Alternatively, units from which a line of supply can be traced to an Axis supply counter that is *not* part of a valid Axis

supply chain may be put in supply for one Axis Player-Turn by expending (removing) the supply counter. All Axis supply lines are traced according to the restrictions in Case 12.1. The permissible length (six hexes) of all Axis supply lines may be reduced by severe weather or increased by roads.

CASES:

[23.1] AXIS SUPPLY COUNTERS

The Axis Player uses Axis supply counters to funnel supply to his units by creating *Axis supply chains*. If a supply counter is six or fewer hexes from an appropriate map-edge hex (see the General Rule) it constitutes a valid Axis supply chain. Any number of supply counters can comprise an Axis supply chain; the first counter must be within six hexes of an appropriate map-edge hex, the second counter within six hexes of the first, the third within six hexes of the second, and so forth. The validity of all sections of the route of an Axis supply chain is subject to the restrictions of Case 12.1.

[23.11] An Axis supply counter may provide supply for any number of Axis units that can trace a line of supply to it and may act as a "link" in a supply chain for any number of supply counters. That is, Axis supply lines may "branch out" from one supply counter.

[23.12] The Axis Player is provided with a total of seven supply counters; four of which start the same on the map (see Case 18.21). The remaining three supply counters and any that are removed from the map (see Cases 23.13 and 23.15) may be brought onto the map by the Axis Player as reinforcements at the rate of one supply counter per Game-Turn (see Case 25.1).

[23.13] Axis supply counters are moved as mechanized units with a Movement Allowance of eight. Supply counters have no Zone of Control and no combat capacity. If a Soviet unit is moved into a hex occupied solely by an Axis supply counter, that supply counter is removed from the map and may be returned to the game as a reinforcement two Game-Turns later by the Axis Player, subject to Case 23.12. Supply counters may never be moved into an Enemy-controlled hex unless there is a Friendly unit in that hex.

[23.14] Supply counters themselves are never considered out of supply.

[23.15] If a supply line of six or fewer hexes can be traced from Axis units to a supply counter that is *not* part of a valid Axis supply chain, those units may be put in supply by expending the supply counter. This must be done at the beginning of the Axis Player Turn *before* any movement has begun. The supply counter to be expended is flipped over, signifying that the counter is treated as part of a valid Axis supply chain for all supply purposes during the Axis Player-Turn. Axis units may not be supplied by supply counter expenditure during the Soviet Player-Turn. Axis units tracing supply to an expended supply counter do so following all normal supply restrictions. Expended Axis supply counters are removed from the map at the conclusion of the Axis Player-Turn. They may be returned to the game as reinforcements two Game-Turns later.

[23.16] For all purposes of tracing Axis supply only, road hexes count as $\frac{1}{2}$ hex, when tracing from one road hex directly into an adjacent road hex connected by that road. Although roads do not cross rivers for movement purposes (and have no effect on movement at all), they are considered to cross rivers for purposes of tracing supply lines. Weather never affects the use of roads for tracing Axis supply; roads count as $\frac{1}{2}$ hex regardless of what the weather condition is.

[23.17] When the weather is severe in a weather section (see Case 20.2), Axis supply lines may be

no longer than *three* hexes for all purposes (except roads) in that section. If a unit or counter in one weather section is tracing a supply line directly to a counter or map-edge hex in the other section, the weather condition in the north section determines the permissible supply line length.

[23.18] The Soviet Player has the capability to air interdict one Axis supply counter per Game-Turn (see Case 24.21). Any supply counter with a Soviet Air marker on it may not be used to provide supply directly to Axis units during the Axis Player-Turn. Note that the interdicted supply counter may still be used as part of a valid Axis supply chain, though Axis combat units within supply range of that counter may not be supplied directly by it. A Soviet-interdicted supply counter may not be moved by the Axis Player. An Axis supply counter in the same hex with an Axis Air marker or a German (only) unit may not be interdicted by the Soviet Player (see Case 24.13).

[23.2] AIR SUPPLY (Axis Only)

As explained in the exclusive Air Power rules (24.1), one Axis Air marker per Game-Turn may be used to supply German combat units (only). An Air marker used to supply German units is capable of supplying one stack of units for one Player-Turn only. The Axis Air marker is placed on top of the units to be supplied at the beginning of either Player-Turn, before movement has begun. The German units in the stack are considered to be in supply for all purposes for one Player-Turn. The Air marker is removed at the end of the Player-Turn in which it is placed.

[24.0] AIR MARKERS

GENERAL RULE:

Each Player is provided with a certain number of Air Points per Game-Turn which he receives in the form of *Air markers*. These markers represent the air support capacities of the German Air Corps and the Soviet Air Armies. Axis Air Points may be used to slow Soviet rail movement, prevent Soviet supply interdiction, and provide limited supply for German units. The Soviet Air Point (there is only one per Game-Turn) may be used to interdict Axis supply or augment Soviet attacks in the later part of the game. Each Air marker represents one Air Point and can be used only once per Game-Turn.

CASES:

[24.1] AXIS AIR CAPABILITIES

The Axis Player is provided with three Air markers. During Game-Turns 1 through 8 he may use all three markers each Game-Turn. During Game-Turns 9 through 13 he may use only one Air marker per Game-Turn. This reflects the German High Command reassignment of a large portion of Army Group South's air power to Army Group Center in mid-November.

[24.11] During the Air Power Phase of the Axis Player-Turn, the Axis Player may interdict Soviet rail movement by placing Axis Air markers on rail hexes. Any rail hex with an Axis Air marker on it counts as *ten* rail hexes when entered by a Soviet unit being moved by rail. In addition, the presence of the marker adds one Movement Point to the cost of entering the hex for a unit being moved normally. Axis Air markers being used for interdiction may only be placed on rail hexes and may be placed on Soviet-occupied rail hexes. The Soviet units in the hex are not affected by the marker. Air markers used for rail interdiction are removed from the map during the Soviet Air Power Phase. Rail interdiction has no effect on Soviet Supply.

[24.12] The Axis Player may place one stack of German units in supply for one Player-Turn by placing an Axis Air marker on top of the stack to be supplied. This must be done prior to the Initial Movement Phase of either Player-Turn. The marker is removed from the map during the Air Power Phase of the Player-Turn in which it was placed (see Case 23.2).

[24.13] The Axis Player may protect Axis supply counters from Soviet supply interdiction (see Case 24.21) by counter-interdicting his supply counters. During the Air Power Phase of the Axis Player-Turn, the Axis Player may place Air markers on his supply counters. The Soviet Player may not interdict a supply counter with an Axis Air marker on it. Axis Air markers used for this purpose are removed at the end of the Soviet Air Power Phase.

[24.14] The Axis Player may never use more than two Air markers for any one purpose in the same Game-Turn; e.g., he could not interdict three rail hexes or counter-interdict three supply counters.

[24.2] SOVIET AIR CAPABILITIES

The Soviet Player is provided with one Air marker. During Game-Turns 1 through 8 he may use the marker only for supply interdiction. During Game-Turns 9 through 13 he may alternatively use the Air marker for combat support.

[24.21] During the Air Power Phase of the Soviet Player-Turn, the Soviet Player may interdict one Axis supply counter by placing his Air marker on the supply counter. An interdicted Axis supply counter may not be moved by the Axis Player and may not be used to provide supply directly to Axis combat units (however, it may still be used as part of an Axis supply chain; see Case 23.18). The Soviet Air marker may not be placed on a supply counter stacked with an Axis Air marker or a German unit. A Soviet Air marker used for supply interdiction is removed from the map during the immediately following Axis Air Power Phase. **Note:** The Soviet Air marker will only affect Axis supply during the Axis Player-Turn; not during the Soviet Player-Turn.

[24.22] Starting with Game-Turn 9, during the Soviet Player's Combat Phase, he may use his Air marker to aid his attacks, as described in Case 14.1. However, the Soviet Air marker may not be used to aid Soviet defense, only attack.

[25.0] REINFORCEMENTS AND WITHDRAWALS

GENERAL RULE:

Both Players receive reinforcements during their respective Player-Turns according to their respective reinforcement schedules (Cases 25.1 and 25.3). Reinforcements are placed on the map in accordance with Section 15.0 of the Standard rules. The Axis Player must withdraw some of his units from play on Game-Turn 5 (Case 25.2).

CASES:

[25.1] AXIS REINFORCEMENT SCHEDULE

All Axis units are brought into play on hexes on the west edge of the map. Axis supply counters may be placed in any hex of Entry Area A. Other Axis reinforcements may be placed in any hex of Entry Area B. Axis reinforcements enter as follows:

Game-Turn 1: one supply marker

Game-Turn 2: one supply marker

Game-Turn 3: one supply marker and eight infantry units (marked "3B")

In addition to the above mentioned reinforcements, the Axis Player may receive supply counters that were expended or eliminated as reinforcements, but never more than one per Game-Turn (see Cases 23.13 and 23.15). Since supply for movement purposes is determined at the beginning of the Movement Phase, supply counters may not be used to provide supply during the Initial Movement Phase in which they enter the game.

[25.2] AXIS WITHDRAWALS

The Axis Player must withdraw *six* Axis units (at least *two* of which must be German) from the map by the end of the Game-Turn 5. These units must be moved off the south edge of the map from area C. This represents orders from Hitler for 11th Army redeployment in the Crimean Peninsula. It costs one Movement Point to move a unit off the map from a hex adjacent to the map-edge. If the Axis Player has not fulfilled this requirement by the end of Game-Turn 5, the Soviet Player removes the appropriate number of Axis units closest in hexes to the exit hexes. If Axis units are equidistant from the exit hexes, the Soviet Player removes the unit(s) of his choice. Units exited in this manner do not count for Victory purposes.

[25.3] SOVIET REINFORCEMENT SCHEDULE

The Soviet Player draws his reinforcements at random from the Soviet Reinforcement Pool (see Case 18.17). All Soviet reinforcements (except HQ units) enter play in an untried state. Neither Player should see the true values of the Soviet reinforcements until revealed in accordance with Case 13.2. Soviet reinforcements enter as follows:

Game-Turns 1 and 2: Four units, in Entry hexes D, E, F or G each Game-Turn. They may enter in different hexes (see Case 25.33).

Game-Turns 3 through 13: Three units, in Entry hexes D, E, F or G each Game-Turn. These reinforcements are in addition to any listed below.

Game-Turn 5: Two units and 37 Army HQ, in hex D, E or F. They must enter in the same hex.

Game-Turn 7: Seven units and 56 Ind. Army HQ, enter in hexes F or G. They may enter in different hexes.

In addition, the Soviet Player may receive HQ units that were evacuated or eliminated earlier in the game (see Cases 22.1 and 22.2). These arrive in any of the above listed entry hexes.

[25.31] Reinforcements may be moved by rail on their Game-Turn of arrival. However, this counts towards the limit of eight units that the Soviet Player may move by rail per turn (see Case 19.22).

[25.32] If there are not enough units in the reinforcement pool, the Soviet Player does not receive the reinforcements. Soviet reinforcements may not be delayed.

[25.33] One Soviet reinforcement unit, per Game-Turn, may be placed in any one Soviet-controlled city hex. This unit may be of any type, including HQ, but may not be one of the two or seven units scheduled to enter on Game-Turns 5 and 7 respectively. A unit so placed is considered in supply during the Movement Phase of its entry and may be moved normally in that Phase. After that Movement Phase, supply for the unit must be traced normally. For this purpose a Soviet-controlled city hex is one that is east of the start line and has never been entered by an Axis unit.

[26.0] VICTORY CONDITIONS

GENERAL RULE:

Victory in *Rostov* is determined according to Axis Victory Points; there are no Soviet Victory Points. At the end of the game, Victory Points are added to and subtracted from the Axis total to determine which Player has won and what level of victory the winner has achieved.

CASES:

[26.1] POINTS ADDED TO THE AXIS VICTORY POINT TOTAL

The Axis Player receives Victory Points for occupying Victory Point hexes at the end of the game. Occupation means that the Axis Player must have a unit in the hex or be the last Player to have had a unit pass through that hex. In order to get credit for occupying a Victory Point hex, the Axis Player must be able to trace a line of hexes that is free of Enemy Zones of Control from the VP hex to the west edge of the map. Friendly units negate Enemy Zones of Control for this purpose. The Axis Player may also earn VPs for Axis units across the Donets river at the end of the game.

[26.11] Axis Victory Point Hex Values

Kharkov (both hex 2612 and 2613)	+ 10
Stalino (1218)	+ 10
Taganrog (0724)	+ 5
Rostov (0727)	+ 15
Voroshilovgrad (1625)	+ 5

[26.12] The Axis Player earns *one* Victory Point for each Axis unit on the east side of the Donets River, south of and including hexrow 0800 at the end of the game. This area is defined on the map; see the Terrain Key. In order to gain the VP for a unit in this area, a line of supply must be traceable for the unit at the end of the game under *moderate* weather conditions.

[26.13] The Axis Player earns no Victory Points for eliminating Soviet units.

[26.2] POINTS SUBTRACTED FROM THE AXIS VICTORY POINT TOTAL

The Axis Player loses Victory Points for eliminated German units and for losing previously held VP hexes. The Axis Player does not lose VPs for eliminated Axis-allied units and units withdrawn in accordance with Case 25.2.

[26.21] The Axis Player loses 1 VP for the loss of a German unit (any type). **Note:** German *steps* lost do not count against the German VP total; the entire unit must be eliminated.

[26.22] The Axis Player loses 2 VPs if an Axis-occupied VP hex (see Case 26.11) is recaptured by the Soviet Player. If the Axis Player takes the hex back he still loses the two points, although he gets the VP value for holding it at the end of the game. Players will have to note on a separate sheet of paper the hexes retaken by the Soviet Player.

[26.3] LEVELS OF VICTORY

After calculating the total number of Axis Victory Points, the Players refer to the following schedule to determine the winner and the level of victory.

Axis Victory Points

5 or fewer	Soviet Strategic
6 - 15	Soviet Operational
16 - 25	Soviet Tactical
26 - 40	Axis Tactical
41 - 51	Axis Operational
52 or more	Axis Strategic

DESIGN CREDITS:

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Andrew Boyd, Michael George

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

Army Group South Counter Section Nr. 3 (200 pieces): Front

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

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XX 2108 76 8-10-8	XX 3B 79 5-7-8	XX 2105 94 5-7-8	XX 2208 97 Lt 5-7-9	XX 2408 100 Lt 5-7-9	XX 2407 101 Lt 5-7-9	XX 3B 111 5-7-8	XX 2703 125 5-7-8	XX 3B 132 5-7-8	XX 3B 168 5-7-8

XX 0406 170 8-10-8	XX 1607 198 8-10-8	XX 2504 239 5-7-8	XX 2404 257 5-7-8	XX 2407 297 8-10-8	XX 2309 285 8-10-8	XX 3B 294 5-7-8	XX 3B 298 8-10-8	XX rpl 1 2-3-8	XX rpl 4 2-3-8
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GERMAN

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III 1909 93/13 0-1-10	III 1508 103/14 1-3-10	III 1508 108/14 0-1-10	III 1609 79/16 1-3-10	III 0706 1LAH 3-3-10	III 0706 2LAH 3-3-10	XX 0506 1 Rum 3-4-7	XXX 0506 2 Rum 2-3-7	XX 0505 4 Rum 2-3-7	XX 1907 Slov 2-3-7
III 1609 64/16 0-1-10	III 1708 92/60 3-3-10	III 1708 120/60 3-3-10	III 1606 Ger/W 3-3-10	III 1709 Nor/W 3-3-10	III 1709 Wes/W 2-2-10	XX 1407 1 Hun 2-2-7	XX 0307 Rum 3-4-7	XX 1706 It. Torin 3-3-7	XX 1805 It. Pasub 3-3-7

						XX 1705 It. Celer 3-3-7	XX 1006 1 Hun 3-4-7
							XX 1207 2 Hun 3-4-7

AXIS ALLIED

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XX 30 3-3-8	XX 304 3-3-8	XX 176 4-3-8	XX 411 2-4-8	XX 230 3-4-8	XX 255 3-4-8	XX 261 3-4-8	XX 270 3-4-8	XX 347 3-4-8	XX 15 4-4-8
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SOVIET









































































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











































NEUTRAL

Army Group South Counter Section Nr. 3 (200 Pieces): Back



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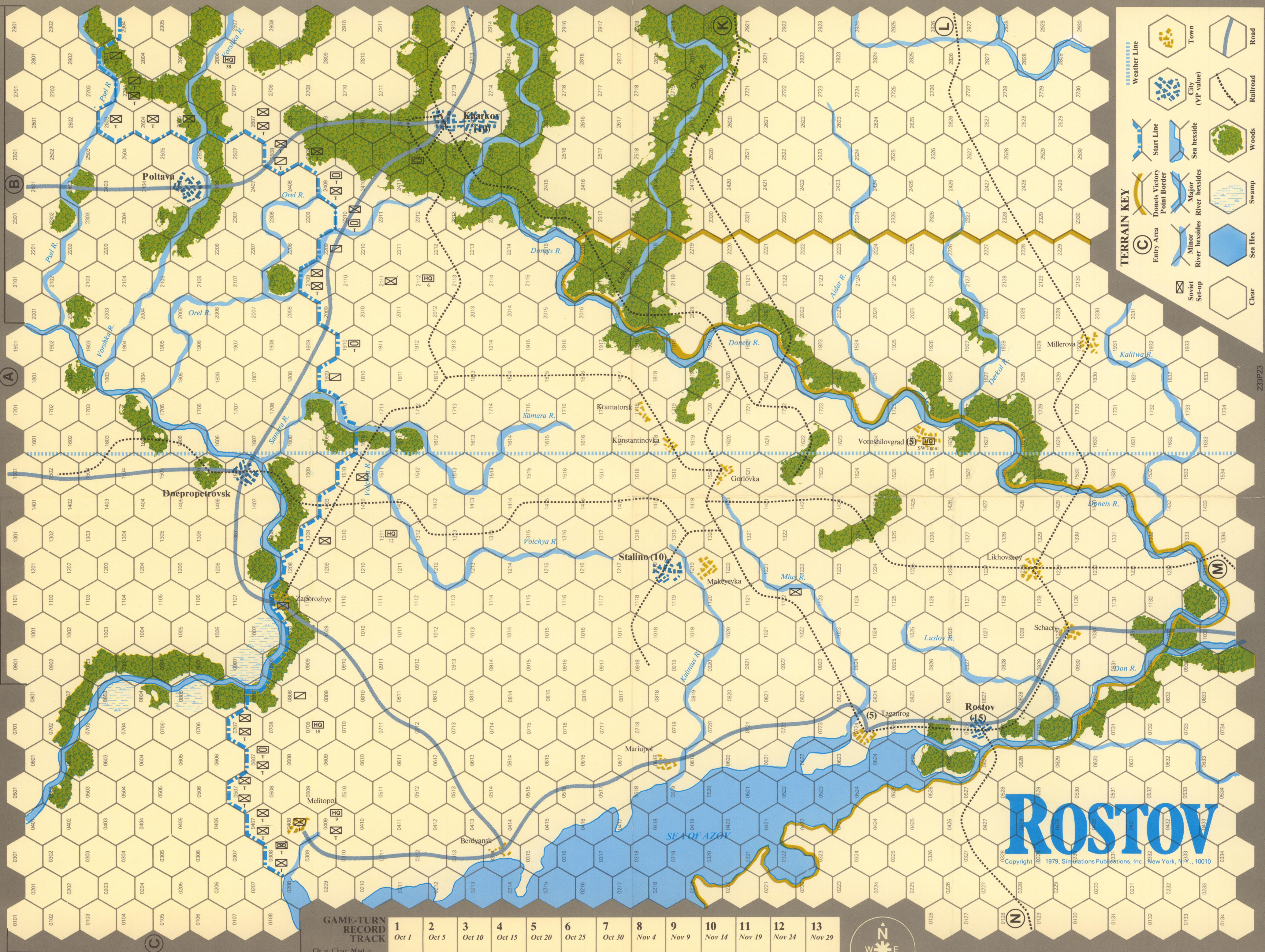
Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply
Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply

 U-8	 U-8	 U-8	 U-8
 U-8	 U-8	 U-8	

 5-7-8	 5-7-8	 3-4-8	 5-7-8	 5-7-8	 3-4-8	 5-7-8	 5-7-8	 4-6-8	 4-6-8
 3-4-8	 3-4-8	 3-4-8	 3-4-8	 3-4-9	 3-4-9	 3-4-9	 3-4-8	 3-4-8	 5-7-8
 1-1-8	 1-1-8	 5-7-8	 3-4-8	 5-7-8	 5-7-8	 3-4-8	 3-4-8	 5-7-8	 5-7-8
	 1-2-8	 1-2-8	 1-2-8		 1-2-8	 1-2-8		 1-2-8	 1-2-8
 1-2-8	 1-2-8								
 0-1-10			 3-1-10	 1-2-8	 1-2-8		 1-2-8		

			 1-2-7			 2-2-10	 2-2-10	 0-1-10	 0-1-10
		 2-2-7				 2-2-10	 2-2-10	 1-2-10	 1-2-10

 2-2-7						Supply Expd	Supply Expd	Supply Expd	
 2-2-7						Supply Expd	Supply Expd	Supply Expd	Supply Expd



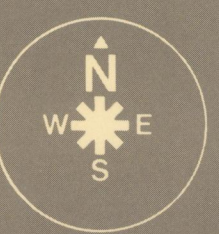
TERRAIN KEY

- Weather Line
- Start Line
- Dones Victory Point Border
- Entry Area
- Minor River hexides
- Major River hexides
- Soviet Set-up
- Town
- City (VP value)
- Sea hexide
- Major River hexides
- Sea Hex
- Clear
- Road
- Railroad
- Woods
- Swamp

GAME-TURN RECORD TRACK

Clr = Clear; Mod = Moderate; Sev = Severe;
N = north; S = south; G = German; S = Soviet;
Rnf = Reinforcements

1 Oct 1	2 Oct 5	3 Oct 10	4 Oct 15	5 Oct 20	6 Oct 25	7 Oct 30	8 Nov 4	9 Nov 9	10 Nov 14	11 Nov 19	12 Nov 24	13 Nov 29
N: Clr S: Clr Rnf: G,S	N: Mod S: Clr Rnf: G,S	N: Mod S: Clr Rnf: G,S	N: Mod S: Mod Rnf: S	N: Mod S: Mod Rnf: S	N: Mod S: Mod Rnf: S	N: Mod S: Mod Rnf: S	N: Sev S: Mod Rnf: S	N: Sev S: Mod Rnf: S	N: Sev S: Sev Rnf: S	N: Sev S: Sev Rnf: S	N: Sev S: Sev Rnf: S	N: Sev S: Sev Rnf: S



ROSTOV

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