FOUR BATTLES OF

ARMY GROUP SOUTH



KIEV
ROSTOV
OPERATION STAR
KORSUN

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2390

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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:

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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

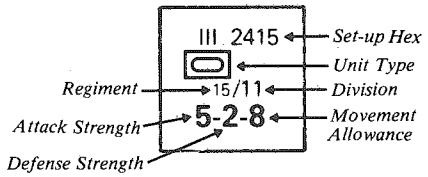
Each of the 17" x 22" mapsheets portrays the area in which a particular battle was fought, including all terrain significant to the battle. A hexagonal grid superimposed over the terrain features regularizes movement and the positioning of the playing pieces. Also printed on the mapsheet or in the rules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

[3.2] THE PLAYING PIECES

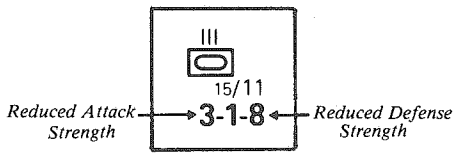
The cardboard pieces represent the military units that took part in the actual battles. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces are referred to as units.

[3.21] How to Read the Units

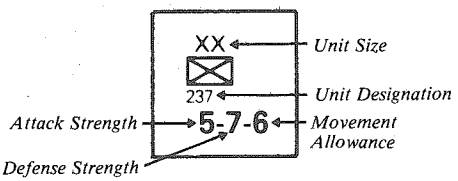
GERMAN PANZER REGIMENT (Front)



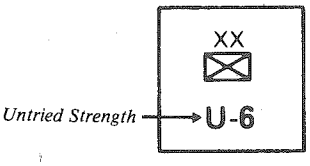
GERMAN PANZER REGIMENT (Back)



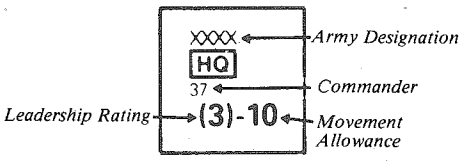
SOVIET INFANTRY DIVISION (Front)



SOVIET INFANTRY DIVISION (Back)



SOVIET HQ UNIT (Front only)



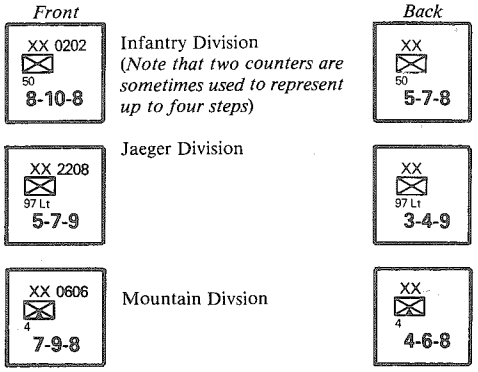
Unit designations are the historical identity numbers of the units. Each unit has either one or two identity numbers (separated by a slash). Units with only one number are corps, divisions, brigades, or independent regiments. A unit size

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.

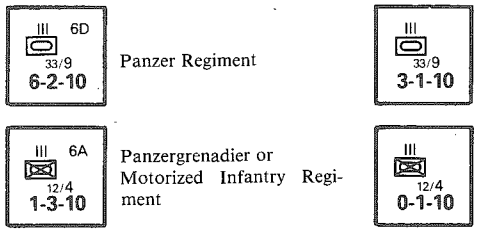
[3.22] Summary of Unit Types

Axis Units

NON-MECHANIZED UNITS

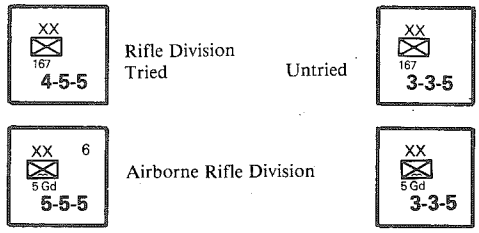


MECHANIZED UNITS

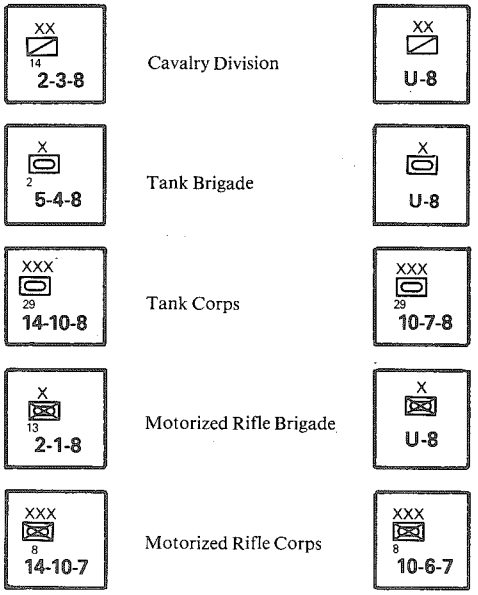


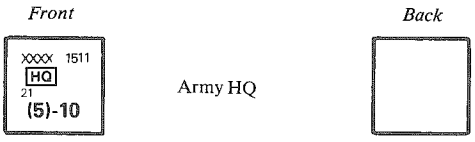
Soviet Units

NON-MECHANIZED UNITS



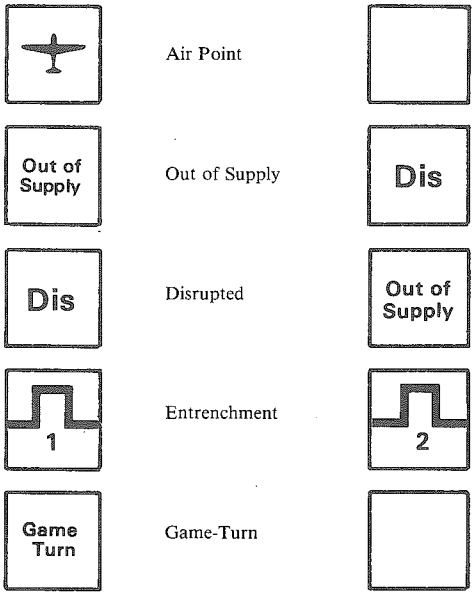
MECHANIZED UNITS





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

GAME MARKERS



[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 composed 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 permissable 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 attacked 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 n 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 hexsides 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 *Korsun*). 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 airpower, while in others Air Points may be used for other purposes. The number of Air Points provided for each side per Game-Turn is detailed in the Exclusive rules.

CASES:

[14.1] AIR POINTS AND COMBAT

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

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

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

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

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

[14.2] OTHER USES OF AIR POINTS

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

[15.0] REINFORCEMENTS

GENERAL RULE:

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

PROCEDURE:

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

[16.0] GERMAN UNIT ORGANIZATION

COMMENTARY:

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

GENERAL RULE:

(see Charts and Tables)

DESIGN CREDITS

QuadriGame Development: **John H. Butterfield**
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Based on the *Panzergruppe Guderian* game system, designed by James F. Dunnigan

ARMY GROUP SOUTH

Charts & Tables

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[16.0] GERMAN UNIT ORGANIZATION

(continued from Standard rules)

GENERAL RULE:

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

CASES:

[16.1] INFANTRY DIVISIONS

Infantry Division (1941): 8-10, 5-7, 3-4, 1-2
Infantry Division (late 1943): 7-8, 4-5, 2-3
Mountain Division (1941): 7-9, 4-6, 2-3, 1-1
Mountain Division (late 1943): 7-8, 4-5, 2-3
Light (Jaeger) Division: same as Infantry (1941) with one extra Movement Point.

[16.2] MECHANIZED DIVISIONS

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

SS Motorized Infantry Divisions (1941):
two or three SS Motorized Infantry Regiments: 3-3, 2-2

Panzer Grenadier Division (1943):
two Panzer Grenadier Regiments: 4-3, 2-2

Panzer division (1941):
Panzer Regiment: 6-2, 3-1;
two Motorized Infantry Regiments: 1-3, 0-1

Panzer Division (1943):
Panzer Regiment: 5-2, 3-1;
two Panzer Grenadier Regts: 2-3, 1-1

[16.3] MISCELLANEOUS UNITS

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

[9.5] COMBAT RESULTS TABLE

Combat Ratio (Attacker Strength to Defender Strength)

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

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

[10.4] TERRAIN EFFECTS CHART

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

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

[21.3] DISENGAGEMENT TABLE
For 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 CHART
For use in *Operation Star* only.

	Game-Turn				
Unit Type	**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

KIEV

The Battle of Encirclement, 1941.

EXCLUSIVE RULES

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17.0 INTRODUCTION

18.0 SETTING UP THE GAME
18.1 Soviet Set-Up; **18.2** German Set-Up.

19.0 ADDITIONS AND CHANGES TO THE STANDARD RULES
19.1 Sequence of Play; **19.2** Units and Markers; **19.3** Rail Capacity; **19.4** Overrun; **19.5** Terrain Effects; **19.6** Soviet Units and Combat Results; **19.7** Retreats; **19.8** Supply; **19.9** Mud.

20.0 DIVISIONAL INTEGRITY
20.1 Restrictions and Divisional Integrity; **20.2** Gross Deutschland Integrity Bonus.

21.0 GERMAN LEADERS

22.0 STALIN'S DIRECTIVE
22.1 Effects of the Directive; **22.2** Relieving Units.

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23.1 Soviet Reinforcements; **23.2** German Reinforcements.

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24.1 Victory Points for Controlling Town and City Hexes; **24.2** Victory Points Awarded to the Soviet Player; **24.3** Victory Points Awarded to the German Player.

25.0 PLAY-BY-MAIL
25.1 Changes to the Exclusive Rules for Play-by-Mail; **25.2** Play-by-Mail Procedure

[17.0] INTRODUCTION

Kiev is a division/regiment level simulation of the German *Blitzkrieg* campaign that started 29 August 1941 and ended 26 September 1941. It ended with the largest encirclement in history: 665,000 Soviets were destroyed; 3718 guns and 884 armored fighting vehicles captured; and the remains of the great Soviet prewar army of April 1941 was finished as a fighting force. If Russia would ever win the war it would have to be by using her vast resources and reserves to build an entire new army to combat the Nazis.

Each Game-Turn is equivalent to two days of real time. Each hex on the map represents 8 kilometers from side to side.

[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 sets up his units.

CASES:

[18.1] SOVIET SET-UP

The Soviet Player first divides his units into three piles: tried combat units (those with no markings on the reverse side), HQ units, and untried units. All the untried units are set aside for the time being; they are brought into play as reinforcements. He then places all of the tried combat units and the HQ units in the hexes on the map that match the hex printed on each counter. Note that three of the HQ units are not placed on the map; they arrive as reinforcements. A total of 60 Soviet units are set up before play.

[18.2] GERMAN SET-UP

Ther German Player divides his units into three piles: units with a hex number printed on them, units with a Game-Turn and Entry Area letter printed on them, and units with **rpl** printed on them. Units in the latter two categories are not placed on the map initially; they are either reinforcement units or replacements. All units with a hex number printed on them are placed in the matching hex on the map, with the hex number face up. A total of 41 German units 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 *Kiev*. In addition, Sections 20.0 thru 22.0 present new 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 Soviet Player is the first player and the German Player is second in every Game-Turn.

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

[19.13] There is no Mechanized Movement Phase during the Soviet Player-Turn. This Phase should be dropped from the Sequence of Play (4.2). The Soviet Player may move his units only in the Initial Movement Phase of his Player Turn.

[19.14] There is no Air Power Phase in either Player-Turn. This Phase should be dropped from both Player-Turns in the Sequence of Play. Neither Player has Air Points to expend in *Kiev*. Section 14.0 of the Standard rules should be ignored.

[19.2] UNITS AND MARKERS

[19.21] There are no Axis-Allied units in *Kiev*.

[19.22] Disruption markers have not been provided with the game. Units do not become disrupted if they suffer an adverse result while defending against an overrun (exception to Case 6.3).

[19.23] Out of Supply markers have not been provided with the game. Units that are out of supply should be recorded on a separate sheet of paper, or blank counters from another game may be used to indicate that units are out of supply.

[19.24] The third step of German infantry divisions that start the game with a strength of 5-7-7 are represented by 1-2-7 German infantry divisions without unit designations. These units are marked **rpl**. Any 1-2-7 unit can be used as a third step for a 5-7-7 infantry division.

[19.3] RAIL CAPACITY

Only the Soviet Player may move units by rail. Soviet units being moved by rail may enter any non-German-occupied or -controlled rail hex. The German Player may not move any of his units by rail movement. A unit being moved by rail may be moved a maximum of 25 rail hexes in a single Initial Movement Phase. The Soviet Player may move up to *eight* units (including reinforcements) by rail per Game-Turn.

[19.4] OVERRUN

[19.41] Overruns may only be conducted by *mechanized* units (including armor, motorized infantry and cavalry). Infantry units may not be used to overrun (exception to Section 6.0).

[19.42] Units that suffer an adverse result while defending against Enemy overrun are not disrupted. There is no disruption in *Kiev* (exception to Case 6.3)

[19.43] HQ units and German Leaders (see Section 21.0) may add their leadership rating of units they are stacked with that are being used to conduct an overrun in accordance with Case 11.37. The Leadership Rating would *not* be halved when calculating the strength of the overrunning units. This is an exception to Case 6.17.

[19.5] TERRAIN EFFECTS

[19.51] A unit may never be moved across a major river hexside directly into a swamp hex, unless that hexside is traversed by a road or the unit is being moved by rail. This does not apply to advance after combat, nor does it apply to a unit being moved *from* a swamp hex across a major river into a nonswamp hex.

[19.52] A unit may not be retreated across a major river hexside unless that hexside is traversed by a

road or rail road. If the unit has no other possible retreat route, it must take step losses instead (except to Case 9.78).

[19.53] Any *supplied* units in hex 0319 (Kiev city) have their Defense Strength *tripled* (not doubled). If the units are out of supply, their Defense Strength is doubled (since their Defense Strength is already halved for being out of supply, they would in effect defend at face value).

[19.6] SOVIET UNITS AND COMBAT RESULTS

[19.61] Whenever an overrun or combat reveals an untried unit to be a unit with an asterisk (*), the Soviet Player loses his option to take step losses to fulfill the results of the combat or overrun (except when an engaged is rolled). Units in that battle must be retreated (if called for by the Combat Results Table) even if it would mean the elimination of some or all the Soviet units involved.

[19.62] Once a unit with an asterisk becomes tried (that is, has survived its first combat or overrun), the asterisk is ignored for any further combat. Thus, only in a situation where an asterisk unit is actually *revealed* does the Soviet Player lose the option to take step losses.

[19.63] Soviet units with a Defense Strength of zero (see Case 13.3) are *not* automatically eliminated when revealed. If *all* the Soviet units involved in a combat or overrun are revealed to be no-strength units, they would be eliminated. Otherwise, the combat takes place normally.

[19.64] No-strength units *may* be used to absorb step losses.

[19.65] If all the attacking units involved in a combat or overrun have a total strength of zero, the attack does not take place and the attacking units are automatically eliminated. In attacks in conjunction with other units, no strength units may be involved (for purposes of taking step losses).

[19.66] All Soviet HQ units use *one half* of their Leadership Rating as their Defense Strength (see Case 11.38). Fractions are rounded down.

[19.67] A Zone of Control exerted by a Soviet HQ unit does not inhibit the tracing of Enemy supply or the retreat of Enemy units. HQ units are considered not to exert a Zone of Control for these purposes (exception to Case 11.35). HQ units *do* exert a Zone of Control that affects Enemy movement. Enemy units must stop moving when they enter a hex controlled by an HQ units and may not leave that hex except as a result of overrun or combat.

[19.7] RETREATS

If a Player decides (or is required) to retreat his units rather than taking step losses, his units are retreated by the *Enemy Player.* This is an exception to Case 9.72 of the Standard rules. However, the Enemy Player may not retreat the units in such a way that they would be eliminated by the retreat, if an alternate safe retreat path is available. All the restrictions of Case 9.7 apply in full when retreating Enemy units.

[19.8] SUPPLY

[19.81] German supply lines may be of any length.

[19.82] German supply lines must be traced to any non-Soviet-occupied map-edge hex along the north, west, and/or south sides of the map that contain a *road* running off the mapsheet (except hexes in Area N).

[19.83] Soviet supply lines are based on the Command Radius of Soviet Army and Army Group HQ's as outlined in the Standard rules. These HQ units must then be able to trace a line of supply to a Soviet supply source.

[19.84] Soviet supply sources include any non-German-controlled map-edge hex along the eastern side of the mapsheet containing a *road or railroad* leading off the mapsheet contained in Areas K, L, M or N.

[19.85] All Soviet Units are in supply for movement and combat during the entire first turn of the game (unless they have their supply cut off by German Zones of Control and/or swamp hexes/major river hexsides during the German Player-Turn). Thus, during the first Game-Turn, Soviet supply lines may be of any length so long as the supply line can be traced to a supply source.

[19.9] MUD

Game-Turns 8 and 9 are considered mud Game-Turns and are so marked on the Game-Turn Record Track on the map. During these two Game-Turns, the following movement restrictions are in effect:

- All units except cavalry units have their Movement Allowance halved (round fractions down).
- All cavalry units have a Movement Allowance of *six.*
- The German Player has no Mechanized Movement Phase (the Soviet Player never does).

[20.0] DIVISIONAL INTEGRITY

GENERAL RULE:

The German Player gains a divisional integrity combat bonus if regiments of the same division are stacked together. Regiments can be recognized as belonging to the same division whenever the large number to the right of the slash (/) on the unit designation is the same.

PROCEDURE:

Whenever *two or more* regiments of the same division are stacked together in the same hex *all* of the regiments of that division *in that hex* have their attack and defense strengths doubled.

CASES:

[20.1] RESTRICTIONS ON DIVISIONAL INTEGRITY

[20.11] If a German leader (see Section 21.0) or a German unit not belonging to the division is stacked with two or more units of a divsion, only the units belonging to the division are doubled. The non-divisional units add only their face-value strengths to the stack.

[20.12] Divisions represented by a single counter (infantry) and German Leaders are not eligible for Divisional Integrity.

[20.2] GROSS DEUTSCHLAND INTEGRITY BONUS



The motorized infantry regiment *Gross Deutschland* (GD) may be used as a regiment for any division eligible for the divisional integrity combat bonus. If it is stacked with any German mechanized regiment, both GD and the other regiment are doubled for attack and defense. If GD is stacked with regiments from two different mechanized divisions, only one of the regiments would be doubled, at the German Player's choice.

[21.0] GERMAN LEADERS

GENERAL RULE:

The German Player is provided with two leader counters: Guderian and Kliest. These represent the command of the Second Panzer and First Panzer Armies respectively. German Leaders have capabilities similar to Soviet HQ units but do not coordinate German Supply.

PROCEDURE:

German Leaders may add their Leadership Rating to the Attack (or overrun) Strength of German units with which they are stacked. Leaders use *one half* of their Leadership Rating as their Defense Strength. However, unlike Soviet HQ units, leaders may add that Defense Strength to the Defense Strength of German units with which they are stacked. German leaders exert a Zone of Control identical to that of Soviet HQ units (see Case 19.67) and are subject to all rules concerning Soviet HQ units in Section 11.0, except that they have no bearing on German supply.

[22.0] STALIN'S DIRECTIVE

COMMENTARY:

Hitler's no retreat order at Stalingrad and elsewhere is well known. Less well known is that Stalin was prone to similar fits of insanity. Frustrated by mounting casualties and crumbling fronts, Stalin, on 9 September 1941, in a fit of temper, issued his famous "stand-fast-and-die" order. Consequently the already weakened Soviet armies effectively lost their ability to react to German breakthroughs in their rear areas.

GENERAL RULE:

During Game-Turns 7 through 13 the stand-fast order could be in effect. Game-Turns 7-9 are automatically affected by the Stand-fast order, and all of the rules listed under this section are in effect. At the beginning of Game-Turn 10 and each turn thereafter the Soviet Player rolls the die. If the stand-fast order was in effect during the previous Game-Turn he adds one to the result. If the modified die roll is 1-4 inclusive, the stand-fast rule is in effect for that Game-Turn. When the stand-fast rule is in effect, the Soviet Player *only* is restricted in movement.

CASES:

[22.1] EFFECTS OF THE DIRECTIVE

Soviet units may only move along the hexrow they are in (i.e., a hexrow running north-south) or to a lower numbered hexrow unless one of the following conditions is met:

1. the unit is "relieved" by a Soviet unit from a higher numbered hexrow (see 22.2) or,
2. the unit is west of the Seim-Desna-Dnieper river (minor or major river running from hexsides 2302/2401 to 2432/2433 inclusive) or,
3. the unit is a Soviet HQ unit.

[22.2] RELIEVING UNITS

A unit relieves another unit by moving from a higher numbered hexrow to the hex containing the unit it intends to relieve. It must stop on that hex and may not continue moving during that Movement Phase.

[22.21] A unit may only relieve one other unit per turn. That is, one unit could not relieve more than one unit in another hex.

[22.22] A unit may be moved by *rail* or *road* in any direction as long as it ends its move in the same or lower numbered north-south hexrow.

[22.23] The relieving unit may not be a Soviet HQ unit.

[22.24] The Soviet Player may always retreat, advance after combat, and/or overrun with his units in any direction. The stand-fast-and-die order applies only to all movement except any hex in which an overrun is conducted in.

[22.25] Units that are not relieved but able to move may use any combination of movement: along the same hexrow, to a lower numbered hexrow, or road movement (or rail movement exclusively) so long as the unit ends its movement on the same hexrow or a lower numbered hexrow.

[23.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements. These may be placed on any map edge hex containing a road (or railroad for Soviet reinforcements) that is part of the entry area printed on the counter (in the case of German units) or in the Soviet Reinforcement Schedule (23.1). Any number of reinforcement units may be placed in any given entry hex so long as the entry hex does not contain an Enemy unit. Reinforcements may not be withheld; they must be brought into play on the turn they are scheduled to enter.

CASES:

[23.1] SOVIET REINFORCEMENTS

All Soviet reinforcements are drawn from the Untried units the Soviet Player set aside when he set up for play (exception: The three Soviet HQ reinforcement units are not placed on the map in an Untried state.) When the Soviet Player takes his reinforcements he draws units of the appropriate type from among the Untried units and places them in any road or railroad hex of the entry area listed for that unit. Soviet reinforcements enter as follows:

Game-Turn 1: Five infantry and three armor units in areas K through N.

Game-Turn 2: Six infantry units and the 38 Army HQ in areas K through N.

Game-Turn 3: Three infantry, one cavalry, one armor unit, and the 17 Army HQ in areas K through N.

Game-Turn 4: Six infantry, two cavalry and one armor unit and the 37 Army HQ in areas K through N.

Game-Turn 5: Five infantry and four armor units in areas L or M.

Game-Turn 6: Five infantry, one cavalry and one armor unit in areas L or M.

Game-Turn 7: Seven infantry units in areas L or M.

Game-Turn 8: One infantry unit in area M.

Game Turn 9: One cavalry unit in area M.

Game Turn 10: One armor unit in area M.

[23.2] GERMAN REINFORCEMENTS

All German reinforcements have a Game-Turn number and an entry area printed on each unit. For example: "2B" means that the unit is placed on any road hex in entry area B on Game-Turn 2. All German reinforcements are brought into play at their highest printed strength level.

[24.0] VICTORY CONDITIONS

GENERAL RULE:

Players win the game based on Victory Points allocated at the end of Game-Turn Thirteen (the end of the game). Players gain Victory Points for *controlling cities and towns* (being the last Player to have a unit move through the hex or occupy it, not by placing the hex in its zone of control) and *eliminating enemy units.*

PROCEDURE:

At the end of Game-Turn thirteen, Players total the number of Victory Points based on the Cases below. The German Player starts the game controlling city hexes 0602 and 1329. All other town and city hexes are controlled by the Soviet Player. If the total number of Victory Points that the German has is at least *133* Victory Points more than the Soviet Player total, the German Player wins. Any other result is a Soviet victory.

CASES

[24.1] VICTORY POINTS FOR CONTROLLING TOWN AND CITY HEXES

Both Players are awarded the same number of Victory Points for controlling town and city hexes: 25 Victory Points for Kiev (0319); 10 Victory Points for each other city hex; 5 Victory Points for each town hex.

[24.2] VICTORY POINTS AWARDED TO THE SOVIET PLAYER

The Soviet Player is awarded Victory Points for eliminating German units as follows:

25 Victory Points for each Panzer division (all component units) that is completely eliminated

20 Victory Points if the 2Pz HQ is eliminated

15 Victory Points if all three units of the SSR Mot division are eliminated

10 Victory Points if both units of any motorized infantry division are eliminated

10 Victory Points if 1P2 HQ is eliminated

8 Victory Points for any Panzer regiment (without eliminating the entire three regiment division) that is eliminated

5 Victory Points for each infantry, cavalry and/or motorized infantry regiment (without eliminating the entire division) that is eliminated.

[24.3] VICTORY POINTS AWARDED TO THE GERMAN PLAYER

The German Player is awarded 10 Victory Points if the AGSW HQ is eliminated and 1 Victory Point for each other Soviet unit eliminated. Soviet units that are out of supply at the end of the Game are considered eliminated for Victory Point purposes.

[25.0] PLAY-BY-MAIL (Optional)

COMMENTARY:

The following rule modifications have been included for those Players who wish to play ***Kiev*** by mail. *These rule modifications are only used in play-by-mail.* Although this method of playing the game takes more time and writing, many players find play-by-mail both a challenge and an exciting way to play opponents not in their immediate vicinity.

GENERAL RULE:

Play-by-mail utilizes a computerized format of writing directions for movement, overrun, combat, advance after combat, and retreating Enemy units. Instead of die rolls to resolve combat and overruns, the closing stock results found in the daily newspaper provide the necessary randomization for the CRT.

PROCEDURE:

Players must record movement at the Initial Movement Phase in one letter, combat in a second letter, and mechanized movement (German only) in a third letter. A Play-by-mail procedure has been included Case 25.2 to help players get into a play-by-mail game with as few errors as possible.

CASES:

[25.1] CHANGES TO THE EXCLUSIVE RULES FOR PLAY-BY-MAIL

[25.11] The Soviet Player loses his option to retreat in any combat or overrun that involves an asterisk unit. This rule applies during the entire game. Since asterisk units are not "revealed" as in the person-to-person game, the loss of a retreat option occurs whenever an asterisk unit is involved in an overrun or combat.

[25.12] Soviet reinforcement units enter the map already tried according to the following Reinforcement Chart (Historical Reinforcement):

Game-Turn One: 132,135,193,195,292 infantry, 131 motorized, 19 & 41 tank

Game-Turn Two: 75,187,200,282,307, and 28 mountain infantry

Game-Turn Three: 165,224,228 infantry, 34 cavalry, 110 tank.

Game-Turn Four: 24,110,137,171,295,23NKVD infantry, 2 & 14 cavalry, 215 morotized

Game-Turn Five: 121,148,175,284,304 infantry, 81 & 240 motorized, 20 & 35 tank

Game-Turn Six: 146,147,199,206,227 infantry, 137 cavalry, 212 motorized

Game-Turn Seven: 13,15,97,116,190,264,289 infantry

Game-Turn Eight: 13NKVD infantry

Game-Turn Nine: 128 cavalry

Game-Turn Ten: 3 tank

[25.13] All units that start the game on the map should be placed in the exact hexes indicated in the set-up. Units should not be substituted for units with the exact same Attack and Defense Strength and Movement Allowance.

[25.2] PLAY-BY-MAIL PROCEDURE

The following procedure is recommended for Play-by-mail of ***Kiev.*** It could be used for play-by-mail of any other game in the quad once the historical reinforcement rate is used. Each German Player-Turn requires three letters (movement, combat, mechanized movement) and each Soviet Player-Turn requires two (movement and combat.)

[25.21] A Player records the movement of units (or stacks of units) one at a time by listing the unit being moved, followed by the hexes he intends to move it into, followed the number of movement points expended to move it into that hex. If a unit(s) is used for an overrun, the word "overrun" should be written after the hex. A player may wish to list alternatives in the movement of units based on what happens in a given overrun. If no alternatives are listed, the rest of the movement proceeds along the primary line of instructions (if possible.)

[25.22] To resolve overruns, the Player receiving the letter uses the newspaper giving the final transactions in the stock exchange for the next stock transaction date after the postmark found on the letter. To resolve the first overrun listed, the player receiving the letter locates the first stock (in alphabetical order) with a sales-in-hundreds of three or more digits. He divides the sales-in-hundreds by six and uses the remainder as the die

roll (no remainder results in a roll of six). The next overrun is resolved by use of the next stock with a sales-in-hundreds with three or more digits in the same manner as the first; the third overrun is resolved using the third stock, etc.

[25.23] All directions for the retreat of Enemy units by the Player moving *must be in writing.* If he fails to record where units are to retreat, the Player receiving the letter makes the decision.

[25.24] As a rule of thumb any retreat not written down is resolved by the Player resolving the move. Any illegal move does not take place (due to lack of movement points). Any unit a Player forgets to move does not move. In effect, a Player moving is writing down his move as if he were conducting a campaign with written orders. The more thorough he is, the less errors he will make.

[25.25] Players record combat *one attack at a time,* listing the attacking and defending units, how the units will retreat and advance, and alternate attacks based on the result of a previous attack. If no alternative is listed, the next attack written down occurs second, etc. Combat is resolved the same way that overrun is resolved, one battle at a time using the stock results for the closing date of the next stock transaction date after the postmark.

[25.26] As with movement, any direction not listed should be taken advantage of by the Player receiving the letter. Illegal combat and advances do not take place.

PLAYER'S NOTES

As mentioned in the Designer's Notes, ***Kiev*** is an intricate game. The subtleties of the strategies and tactics available to both players combine to make ***Kiev*** a very involved and absorbing game if you are an expert positional player, rather than a unit pusher. Expect to spend as much time on this game as you would on a larger game.

German Notes

As one might expect, the German player must apply pressure in as many areas as possible, probing the weak points. The judicious selection of target areas and the use of all units is a must.

The German Player will quickly find that massive breakthroughs are not only difficult to obtain in the early turns, but if, by good fortune, one is obtained, the German Player will be hard-pressed to exploit it. ***Kiev*** is interesting in that, for a game on a battle so early in the war, the Soviets have an excellent local counterattack capability. German Panzer formations are rather brittle as well. These points combine to allow the Soviets to pinch off advancing German units if they are advanced too far. This problem is especially crucial if German infantry is not available to take casualties. **(Note:** This situation may surprise some gamers who might have expected that Kiev was a romp for the Germans because of all the publicity about how many prisoners were taken. However, the German formations, especially the Panzers, were short of equipment and supplies and tired from the constant combat and advances of the past month.

A note about the Panzer forces: do not split up Guderian's or von Kleist's mobile forces. Doing so reduces their effectiveness almost exponentially. Keep them as mobile as possible by using the German second impulse to disengage. Guderian's advance is slow but inexorable. Von Kleist's entry will liven things up quite a bit, so don't get impatient. The Soviets can adequately defend against a thrust on one side of the bulge, but not on two.

One of the more interesting aspects of ***Kiev*** is the terrain. Avoid it!! — especially the NE woods/swamp area. This area looks inviting, but a few well placed Soviet units can make moving in this area like swimming in molasses. In general, swamps should be avoided because they block supply lines.

The German Player can probably win the game by being patient and careful. He must use good tactics and implement a broad front strategy of capturing Kiev and all but two of the other town/city hexes while sustaining a minimum of casualties.

Soviet Notes:

The Soviet player has the usual role of reacting to what the German player does, but he does have a number of alternatives. The Soviets have a good local counterattacking capability which should be used to blunt any German attempts at breakthroughs. The Soviets must not get overanxious, however. Counterattacks should only be made when German units can be surrounded, the units are weak, or, of course, when Victory Points are at stake. The Soviets must be massed (*i.e.* 6 or more Soviet units attacking unless *all* Soviet strengths are known). The last thing you want as the Soviet Player is to get an asterisk unit in a weak attack and have to retreat (remember, *the winner retreats all units in an attack*).

The Soviet ability to blunt breakthroughs is further enhanced by the veritable masses of reinforcements the Soviet player gets in the early turns. These reinforcements can serve to correct a number of deficiencies in the Soviet position. For the most part, they are usually committed to the flanks of the bulge, or kept in reserve. If they are sent too far forward, the Stalin Directive will make it very difficult to withdraw them.

The first Soviet turn is crucial. All Soviet units are in supply for all of Game-Turn one. Starting Game-Turn two they must be able to trace supply to a headquarters unit. It is therefore imperative that the Soviet Player position his HQs in such a way as to garner the maximum supply range for Game-Turn two. Although it looks hard, it can be done. Think of the problem as a puzzle with many correct answers. Whatever you do as the Soviet Player, do not put Soviet HQs in the front lines on Game-Turn One or any other Game-Turn unless it becomes a matter of life or death. They are too valuable.

The Major River should be covered with stacks of 2 or 3 units as often as possible. This strategy will allow you to cope with most all adverse combat results and will keep the German on the "right" side of the major river until von Kleist's entry. The major river crossing rule is crucial in this regard because this rule does not allow crossings into the Zones of Control of Enemy units that are adjacent to the major river. Sometimes, due to the bend of the river, this rule will allow the Soviet Player to guard many hexes of river front with just one stack.

Most of the strong Soviet units should be sent to the northern flank of the bulge at the beginning of the game. This position is where Guderian will be. Turn six should be spent withdrawing units from the western sectors without giving the Germans an easy time. Turn seven starts Stalin Directive which will make removal of these western units very difficult, if not impossible. These withdrawn units plus the turn six reinforcements should be used to construct a defensive line around Lubny and the swamps west of it in order to contain von Kleist.

The Stalin Directive and the relieving rules are very interesting and do tend to cut down on Soviet interior line mobility. Turn five and six reinforcements should be held in the eastern map areas for these reasons. The mud turns on Game-Turns Seven and Eight will effectively end most of the German advances for those two turns, allowing the Soviets to reposition a few extra units which might be just enough to stabilize the line.

Once the mud turns are over, watch out. By this time the Germans will be able to move most handily in just about any direction. Hopefully Soviet losses will not have been too devastating, allowing the Soviets to construct a decent second line of defense. Guderian's and von Kleist's panzer forces will be exerting a lot of pressure and Kiev will very probably fall. It is the Soviet player's task to prevent the German Player from taking all but two towns/cities.

One note about retreating German panzer divisions. Always retreat the individual regiments as many hexes as possible. This tactic will prevent the German player from using divisional integrity for strong overruns in his subsequent Movement Phase.

If the game has been played well by both sides, it should be a tense race to the finish. If the German player has captured Kiev and all but two town/city hexes, and the Soviets have suffered heavy casualties while the German suffers minimal losses, the German Player will probably win. If the Soviet Player can preserve a fair amount of his army and hold onto two or more town/city hexes, he will probably win. The Soviet Player should not be too concerned about losses in the beginning. He will lose a lot of troops. Losses should stabilize in the middle game. How the Soviet Player handles the middle game will determine whether his losses go way up or stay stable in the end game. Under no circumstances should the Soviet Player give up as long as he holds at least two town/city hexes. His high rate of reinforcements will keep him in the game.

DESIGN CREDITS:

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Physical Systems and Graphics: **Redmond A. Simonsen**
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Playtesters: **Mike Vitale, Tom Hamilton, John Marston, Lee Enderlin**
Production: **Orhan Agis, Robert A. Degni, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Bob Ryer**

Army Group South Counter Section Nr. 2 (200 pieces): Front

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

XXXXX 1519 HQ AGSW (8)-10	XXXX 1011 HQ 5 (6)-10	XXXX HQ 17 (5)-10	XXXX 1511 HQ 21 (5)-10	XXXX 1121 HQ 26 (4)-10	XXXX HQ 37 (3)-10	XXXX HQ 38 (3)-10	XX 1519 32 8-6-10	XX 0709 2 6-4-10	XX 0317 8 3-2-10
XX 0411 12 3-2-10	XX 0411 34 3-2-10	XX 2008 10 2-2-10	XX 19 6-4-10	XX 41 6-4-10	XX 20 6-4-10	XX 35 6-4-10	XX 110 0-0-10	XX 3 0-0-10	XX 0414 45 7-6-10
XX 0522 7 6-5-10	XX 0317 219 2-2-10	XX 81 8-7-10	XX 215 6-5-10	XX 212 5-6-10	XX 131 4-4-10	XX 240 2-2-10	XX 1026 37 1-1-8	XX 2108 55 1-1-8	XX 1026 28 0-1-8
XX 0607 47 0-1-8	XX 2205 52 0-1-8	XX 14 2-3-8	XX 2 3-3-8	XX 34 2-1-8*	XX 128 0-0-8*	XX 137 0-0-8	XX 0217 58 2-3-6	XX 0218 47 1-3-6	XX 0218 96 0-1-6

SOVIET

XX 28 2-4-6	XX 1808 293 4-3-6	XX 2332 300 3-4-6	XX 2928 444 3-4-6	XX 0723 41 3-3-6	XX 0413 124 3-3-6	XX 0415 169 2-3-6	XX 0412 271 2-3-6	XX 2031 297 2-3-6	XX 0925 87 3-2-6
XX 2302 155 3-2-6	XX 1009 55 3-2-6	XX 2203 6 2-2-6	XX 1708 42 2-2-6	XX 0809 62 2-2-6	XX 0415 131 2-2-6	XX 0219 159 2-2-6	XX 0320 164 2-2-6	XX 1227 196 2-2-6	XX 1428 258 2-2-6
XX 0412 117 2-1-6	XX 0925 151 1-2-6	XX 0708 232 1-2-6	XX 0320 253 1-2-6	XX 0317 96 1-1-6	XX 2008 143 1-1-6	XX 1109 266 1-1-6	XX 1309 277 1-1-6	XX 0923 301 1-1-6	XX 0412 44 1-1-6
XX 0217 60 0-1-6	XX 0218 81 0-1-6	XX 0219 99 0-1-6	XX 0320 140 0-1-6	XX 0219 141 0-1-6	XX 0925 173 0-1-6	XX 1227 212 0-1-6	XX 1227 218 0-1-6	XX 1428 261 0-1-6	XX 1428 270 0-1-6
XX 23 NKVD 3-6-6	XX 24 5-5-6	XX 147 4-4-6*	XX 206 3-4-6	XX 228 3-4-6	XX 224 3-4-6*	XX 295 3-4-6*	XX 304 3-4-6*	XX 199 3-4-6*	XX 75 3-3-6
XX 200 3-3-6	XX 171 3-3-6	XX 146 3-3-6	XX 190 3-3-6	XX 135 3-3-6*	XX 193 3-3-6*	XX 195 3-3-6*	XX 165 3-3-6*	XX 284 2-3-6	XX 264 2-3-6

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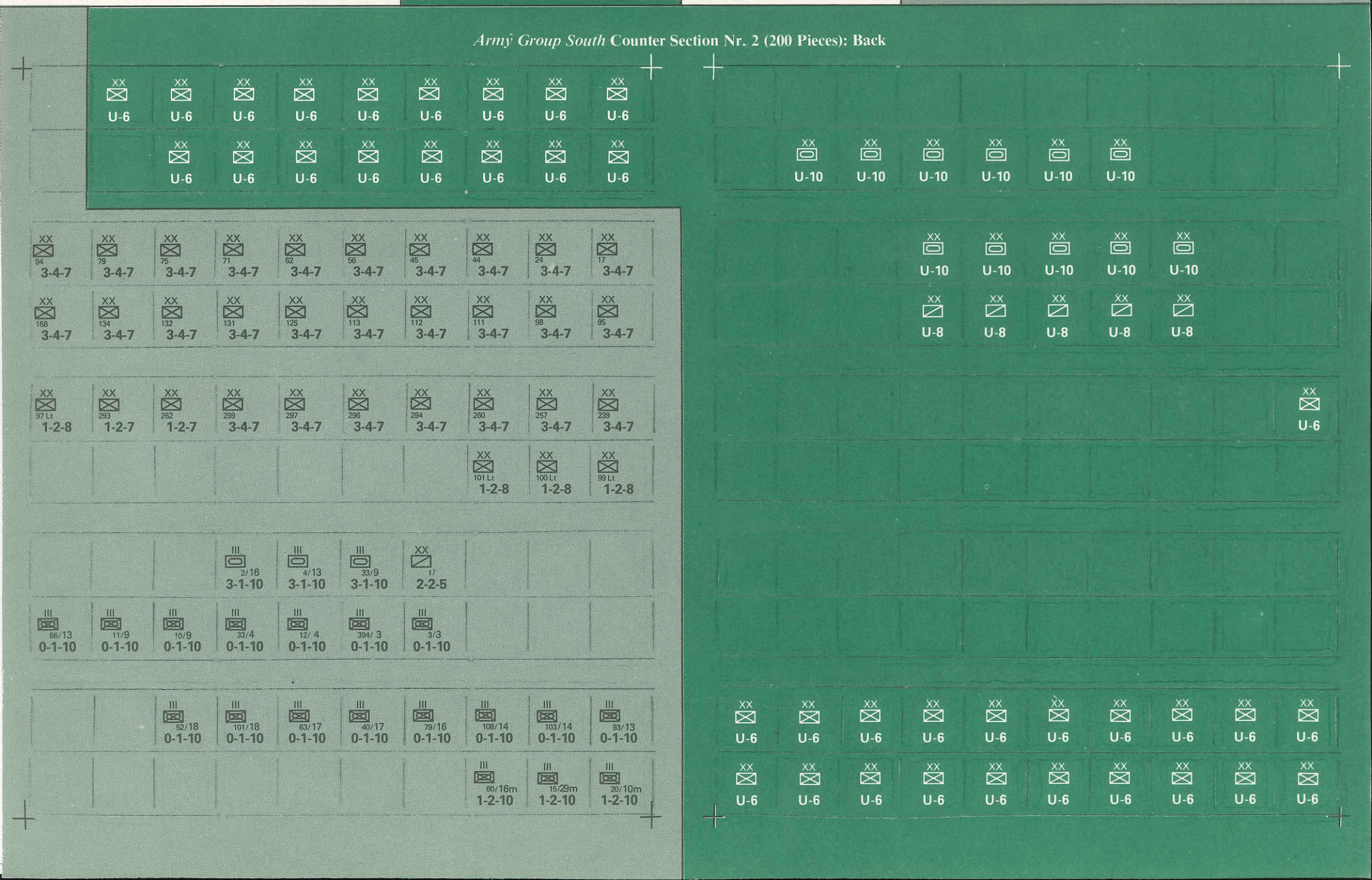
XX 289 2-3-6	XX 97 2-3-6	XX 116 2-3-6	XX 307 2-2-6	XX 110 2-2-6	XX 148 2-2-6	XX 175 2-2-6	XX 187 2-2-6	XX 292 2-2-6	Gudm 1A HQ 2Pz (10)-10
XX 282 1-1-6	XX 121 1-1-6	XX 227 1-1-6	XX 13 1-1-6	XX 15 1-1-6	XX 132 0-1-6	XX 137 0-0-6	XX 13 NKVD 0-0-6	Game Turn	Kleist 6D HQ 1Pz (8)-10
XX 0707 17 5-7-7	XX 1429 24 5-7-7	XX 0117 44 5-7-7	XX 0802 45 5-7-7	XX 4C 56 5-7-7	XX 3C 62 5-7-7	XX 0120 71 5-7-7	XX 0220 75 5-7-7	XX IC 79 5-7-7	XX 0927 94 5-7-7
XX 0321 95 5-7-7	XX 0314 98 5-7-7	XX 0315 111 5-7-7	XX 1206 112 5-7-7	XX 0215 113 5-7-7	XX 2133 125 5-7-7	XX 1008 131 5-7-7	XX 0725 132 5-7-7	XX 0808 134 5-7-7	XX 0119 168 5-7-7

GERMAN

XX 1733 239 5-7-7	XX 1932 257 5-7-7	XX 0909 260 5-7-7	XX 0523 294 5-7-7	XX 0118 296 5-7-7	XX 1228 297 5-7-7	XX 0220 299 5-7-7	XX 0216 262 3-4-7	XX 0503 293 3-4-7	XX 2433 97 Lt 3-4-8
XX 0221 99 Lt 3-4-8	XX 2333 100 Lt 3-4-8	XX 2233 101 Lt 3-4-8	XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7
XX rpl 1-2-7	XX rpl 1-2-7	XX rpl 1-2-7	XX 1207 1 4-4-5	III 6D 33/9 6-2-10	III 9E 4/13 6-2-10	III 6D 2/16 6-2-10	III 2007 6/3 3-1-10	III 2105 35/4 3-1-10	III 1A 7/10 3-1-10
III 6D 36/14 3-1-10	III 1A 39/17 3-1-10	III 2B 18/18 3-1-10	III 2007 3/3 1-3-10	III 2007 394/3 1-3-10	III 2105 12/4 1-3-10	III 2105 33/4 1-3-10	III 6D 10/9 1-3-10	III 6D 11/9 1-3-10	III 9E 66/13 1-3-10
III 9E 93/13 1-3-10	III 6D 103/14 1-3-10	III 6D 108/14 1-3-10	III 6D 79/16 1-3-10	III 1A 40/17 1-3-10	III 1A 63/17 1-3-10	III 2B 101/18 1-3-10	III 2B 52/18 1-3-10	III 1A 86/10 0-1-10	III 6D 64/16 0-1-10
III 1807 20/10m 3-3-10	III 2202 15/29m 3-3-10	III 7E 60/16m 3-3-10	III 7E 156/16m 1-2-10	III 1807 41/10m 1-2-10	III 2202 71/29m 1-2-10	III 2B 3SS/DR 2-2-10	III 2B 4SS/DR 2-2-10	III 2B 9SS/DR 2-2-10	III 2B GD 2-2-10

Army Group South Counter Section Nr. 2 (200 Pieces): Back



KIEV

GAME-TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13
Aug 29	*Aug 31*	*Sep 2*	*Sep 4*	*Sep 6*	*Sep 8*	*Sep 10*	*Sep 12*	*Sep 14*	*Sep 16*	*Sep 18*	*Sep 20*	*Sep 22*
Rnf: G,S	**Rnf:** G,S	**Rnf:** G,S	**Rnf:** G,S	**Rnf:** S	**Rnf:** G,S	**Rnf:** S	**Rnf:** S Mud	**Rnf:** G,S Mud	**Rnf:** S			

G = German; S = Soviet; Rnf = Reinforcements

Terrain Key

Clear
Swamp
Woods
City
Entry Hex
Road
Railroad
Town
Major River
Minor River

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239P22

ARMY GROUP SOUTH

KORSUN

The German Pocket on the Dniepr, 1944.

EXCLUSIVE RULES

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[17.0] INTRODUCTION

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

[18.0] SETTING UP THE GAME

GENERAL RULE:

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

CASES:

[18.1] SOVIET SET-UP

The Soviet set-up hexes are printed on the map. As many units of the appropriate types should be placed in each hex containing unit type symbols.

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

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

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

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

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

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

[18.2] GERMAN SET-UP

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

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

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

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

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

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

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

[19.0] ADDITIONS AND CHANGES TO THE STANDARD RULES

GENERAL RULE:

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

CASES:

[19.1] SEQUENCE OF PLAY

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

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

[19.2] TERRAIN EFFECTS

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

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

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

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

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

[19.3] SPECIAL GERMAN UNITS

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

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

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

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

[19.4] SOVIET OVERRUN RESTRICTIONS

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

[19.5] GERMAN DIVISIONAL INTEGRATION

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

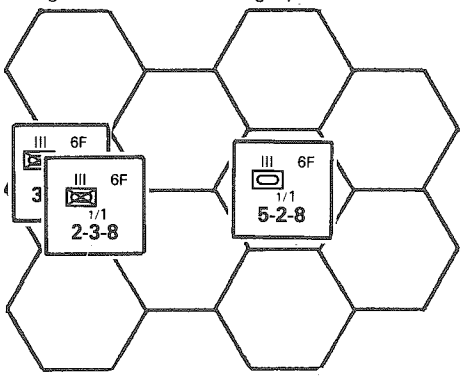
[19.51] For purposes of attack, if all three regiments of a Panzer division are in the same hex, the total strength of all the units is doubled. In the case of overruns, the three units would use their face value Attack Strengths (halved for overrun, doubled for integrity).

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

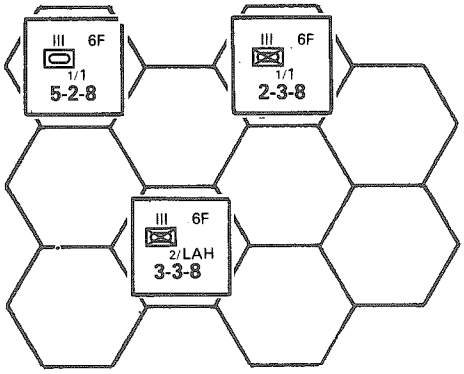
- Each regiment of the division is no more than two hexes from all other regiments of the division.

Examples:

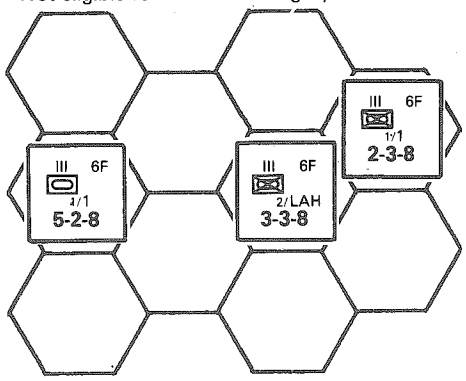
Eligible for divisional integrity



Eligible for divisional integrity



Not eligible for divisional integrity



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

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

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

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

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

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

[19.6] SOVIET UNITS AND STEPS

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

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

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

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

[19.7] SUPPLY SOURCES

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

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



[19.8] AIR POWER

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

[20.0] WEATHER

CASES:

[20.1] EFFECTS OF WEATHER

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

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

[21.0] GERMAN MOVEMENT RESTRICTIONS

GENERAL RULE:

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

CASES:

[21.1] MOVEMENT RESTRICTIONS ON GAME-TURN ONE

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

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

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

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

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

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

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

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

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

[22.0] DELAY AND DISENGAGEMENT (German Player Only)

CASES:

[22.1] DELAY

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

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

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

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

[22.2] DISENGAGEMENT

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

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

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

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

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

[23.0] SPECIAL SOVIET HQ RESTRICTIONS

CASES:

[23.1] ACTIVE AND INACTIVE HQ UNITS

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

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

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

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

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

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

[23.2] ACTIVE HQ ATTACK LIMITS

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

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

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

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

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

[24.0] SOVIET CORPS UNITS

CASES:

[24.1] SPECIAL PROPERTIES OF CORPS UNITS

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

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

[24.2] SUPPORTED CORPS UNITS

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

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

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

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

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

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

CASES:

[25.1] ISOLATION AND ITS EFFECTS

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

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

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

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

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

[25.2] AIR SUPPLY

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

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

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

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

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

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

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

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

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

[25.3] HEAVY EQUIPMENT

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

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

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

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

[25.35] Once a Heavy Equipment marker is placed on a unit, there are only two ways to remove it: (1) at the beginning of any German Player-Turn (only) the unit is in supply (not air supply) and the marker is currently on top of the unit on the 1 or 2 side; if a marker is removed as a result of this occurrence, the unit is treated like a normal unit in all respects from then on; or (2) the unit is eliminated.

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

[26.0] REINFORCEMENTS

GENERAL RULE:

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

CASES:

[26.1] SOVIET REINFORCEMENTS

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

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

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

[26.2] GERMAN REINFORCEMENTS

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

[27.0] VICTORY CONDITIONS

GENERAL RULE:

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

CASES:

[27.1] VICTORY POINTS AWARDED TO THE SOVIET PLAYER

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

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

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

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

[27.2] VICTORY POINTS AWARDED TO THE GERMAN PLAYER

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

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

[27.3] DETERMINING THE WINNER

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

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

[28.0] VARIABLE WEATHER CONDITIONS (Optional Rule)

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

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

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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	Support
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III 110/11 1-1-8	III 114/6 1-1-8	III 4/6 1-1-8	III 3/3 1-1-8	III 113/1 1-1-8	III 1/1 1-1-8	III 2/LAH 1-2-8	III 1/LAH 1-2-8	III 10/SSW 1-2-8	III 9/SSW 1-2-8
	III 63/17 1-1-8	III 40/17 1-1-8	III 79/16 1-1-8	III 64/16 1-1-8	III 108/14 1-1-8	III 103/14 1-1-8	III 93/13 1-1-8	III 66/13 1-1-8	III 111/11 1-1-8
		X Wallo 2-3-8	III 249 2-1-8	III 235 2-1-8	III 202 2-1-8	III 228 2-1-8	III 911 2-1-8	III 261 2-1-8	III 805 2-1-8

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

XX 202 3-3-5	XX 180 3-3-5	XX 167 3-3-5	XX 138 3-3-5	XX 136 3-3-5	XX 74 3-3-5	XX 84 3-3-5	XX 58 3-3-5	XX 31 3-3-5	XX 6 3-3-5
XX 28 Gd 4-4-5	XX 14 Gd 4-4-5	XX 375 3-3-5	XX 373 3-3-5	XX 359 3-3-5	XX 340 3-3-5	XX 333 3-3-5	XX 294 3-3-5	XX 259 3-3-5	XX 254 3-3-5
X 3 Gd 1-1-5	XX 7 Gd 3-3-5	XX 6 Gd 3-3-5	XX 5 Gd 3-3-5	XX 1 Gd 3-3-5	XX 95 Gd 4-4-5	XX 94 Gd 4-4-5	XX 89 Gd 4-4-5	XX 69 Gd 4-4-5	XX 66 Gd 4-4-5
XXX 8 3-2-7	XXX 7 3-2-7	XXX 5 3-2-7	XXX 8 10-6-7	XXX 7 10-6-7	XXX 5 10-6-7	X 29 GD 2-1-7	X 21 GD 2-1-7	X 1 Gd 2-1-7	X 5 Gd 1-1-5
X 21 Gd 3-2-9	X 20 Gd 3-2-9	X 25 2-1-9	X 233 2-1-9	XXX 8 Gd 4-3-7	XXX 5 Gd 4-3-7	XXX 3 Gd 4-3-7	XXX 8 Gd 13-10-7	XXX 5 Gd 13-10-7	XXX 3 Gd 13-10-7
XXX 5 Gd 13-10-8	XXX 3 Gd 13-10-8	XXX 2 9 3-2-8	XXX 20 3-2-8	XXX 18 3-2-8	XXX 29 10-7-8	XXX 20 10-7-8	XXX 18 10-7-8	X 44 Gd 3-2-9	X 8 Gd 3-2-9
Inactive HQ 40 (4)-9	Inactive HQ 27 (4)-9	Inactive HQ 4 Gd (4)-9	XX 2 Gd 3-1-6	XX 1Gd 3-1-6	XX 63 2-1-6	XXX 11 Gd 4-3-8	XXX 5 Gd 4-3-8	XXX 3 Gd 4-3-8	XXX 11 Gd 13-10-8
					Inactive HQ 5 Gd Tank (6)-9	Inactive HQ 2 Tank (6)-9	Inactive HQ 6 Tank (6)-9	Inactive HQ 53 (4)-9	Inactive HQ 52 (4)-9

Dis	Dis	Dis	Dis	Dis	Dis	Dis	Dis	Dis	
	Dis	Dis	Dis	Dis	Dis	Dis	Dis	Dis	

Belaya Zerkov
Skvira
Tetiyev
Shashkov
Christinovka
Uman
Teplik
Saivoron
Golovanevsk
Southern Bug R.
Mironovka
Bogustav
Korsun
Dshurzhensk
Shanderovka
Lisyanka
Svengorodka
Gniloy Tikich R.
Dnieper R.
Soltonosoma
Gorodishche
Belosetva
Smela
Tyasmin R.
Orlovez
Shpola
Lebedii
Novomirgorod
Archangelsk
Novoukrainka
Alexandrovka
Shamenka
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KORSUN

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GAME-TURN RECORD TRACK

1	2	3	4	5	6	7
Jan 26	*Jan 28*	*Jan 30*	*Feb 1*	*Feb 3*	*Feb 5*	*Feb 7*
Snow	Snow	Snow **Rnf:** S	Mud	Mud **Rnf:** S	Mud **Rnf:** G	Mud

8	9	10	11	12	13
Feb 9	*Feb 11*	*Feb 13*	*Feb 15*	*Feb 17*	*Feb 19*
Mud	Snow	Snow	Snow	Mud	Mud

S = Soviet; G = German; **Rnf** = Reinforcements

TERRAIN KEY

Clear · City · Town
Woods · Road · Set-up Hex
Entry Area · River Hex · Set-up Area
Minor River · Major River · Front Line

239P21

ARMY GROUP SOUTH

OPERATION STAR

The Soviet Winter Offensive, 1943.

EXCLUSIVE RULES

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17.0 INTRODUCTION

18.1 SETTING UP THE GAME
18.1 Soviet Set-up; **18.2** German Set-Up

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

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20.1 Soviet Supply Sources; **20.2** German Supply Sources

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22.0 DISENGAGEMENT
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[17.0] INTRODUCTION

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

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

[18.0] SETTING UP THE GAME

CASES:

[18.1] SOVIET SET-UP

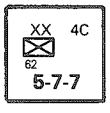
All Soviet units that have a hex number printed on their front are placed in the corresponding hex on the map. Soviet units that have a single digit number are reinforcements. These units are placed in the appropriate box in the Turn Record Track. The remaining untried units are divided into 5 categories: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

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

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

[18.2] GERMAN SET-UP

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



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

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

[19.0] ADDITIONS AND CHANGES TO THE STANDARD RULES

GENERAL RULE:

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

CASES:

[19.1] SEQUENCE OF PLAY

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

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

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

[19.2] RAIL CAPACITY

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

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

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

[19.3] MINOR RIVERS

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

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

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

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

[19.4] MAJOR RIVERS

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

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

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

[19.5] GERMAN DIVISIONAL INTEGRITY

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

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

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

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

[19.6] GERMAN RETREAT AS A RESULT OF COMBAT

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

[19.7] THAW

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

[19.8] STACKING

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

[19.9] MISCELLANEOUS CHANGES

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



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

[20.0] SUPPLY SOURCES

[20.1] SOVIET SUPPLY SOURCES

CASES:

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

[20.2] GERMAN SUPPLY SOURCES

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

[21.0] SOVIET DOCTRINE

GENERAL RULE:

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

PROCEDURE:

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

CASES:

[21.1] OFFENSIVE MODE

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

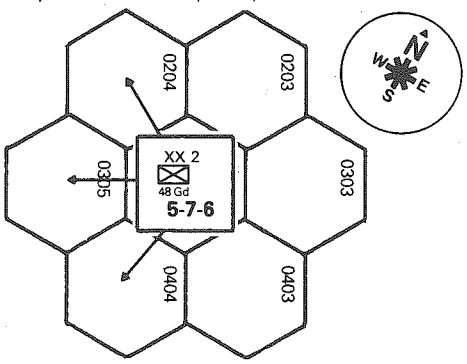
[21.11] Soviet units in offensive mode, when attacking, may never retreat as a result of combat; they must take step losses.

[21.12] Soviet units in offensive mode defend normally.

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

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

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



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

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

[21.2] DEFENSIVE MODE

Soviet units with a Line of Communications to an HQ unit in defensive mode, but *without* a Line of Communications to an HQ unit in offensive mode are in defensive mode. In addition, any unit which is judged out of supply is considered in defensive mode.

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

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

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

[21.3] RESTRICTIONS ON THE TRANSFORMATION OF MODES

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

[22.0] DISENGAGEMENT

GENERAL RULE:

All German units and those Soviet units in defensive mode may disengage from an Enemy unit, i.e., leave an Enemy-controlled hex, during a Friendly Movement Phase. Upon leaving an Enemy-controlled hex, the disengaging unit expends two Movement Points.

CASES:

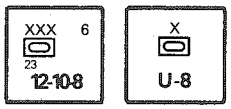
[22.1] RESTRICTIONS ON DISENGAGEMENT

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

[23.0] REINFORCEMENTS

GENERAL RULE:

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



CASES:

[23.1] SOVIET REINFORCEMENTS

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

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

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

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

[23.2] GERMAN REINFORCEMENTS

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

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

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

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

[24.0] INVOLUNTARY OFF-MAP WITHDRAWALS

GENERAL RULE:

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

CASES:

[24.1] SOVIET INVOLUNTARY OFF-MAP WITHDRAWALS

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

[25.0] VICTORY CONDITIONS

GENERAL RULE:

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

CASES:

[25.1] AUTOMATIC SOVIET DECISIVE VICTORY

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

[25.2] GERMAN PLAYER VICTORY POINTS

The German Player receives Victory Points for the following accomplishments:

Victory Points for Eliminated Soviet Steps

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

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

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

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

6 Victory Points for each Soviet HQ eliminated.

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

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

[25.3] SOVIET PLAYER VICTORY POINTS

The Soviet Player receives Victory Points for the following accomplishments:

Victory Points for the Following German Unit Losses

2 Victory Points for each German infantry step loss.

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

Victory Points for Territorial Acquisitions

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

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

[25.4] LEVELS OF VICTORY

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

Victory Point Difference	*Level of Victory*
1-20	Tactical
21-60	Operational
61 or more	Strategic

DESIGN CREDITS:

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Game Development: **Bob Jervis**
Playtesters: **Joe Bisio, Tom Hamilton, Ken Mativier, Andy Eiler**
Production: **Orhan Agis, Robert A. Degni, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Bob Ryer**

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

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

II 0707	II 0107 395 Stm	II 1612 FB	II 6A 904	III 2410 585/320	III 2511 586/320	III 2712 587/320	III 0303 591/323	III 0404 592/323	III 0204 245/88
0-1-7	2-1-7	2-2-7	1-1-7	1-1-7	1-1-7	1-1-7	1-1-7	1-1-7	1-2-7
III 0503 246/88	XX 2211 208	III 5B Steinbr	III 5B 42/46	III 0505 248/88	III 0907 417/168	III 1005 429/168	III 5A 465/255	III 5B 257	III 2817 679/333
1-2-7	1-2-7	2-3-7	2-3-7	2-3-7	2-3-7	2-3-7	2-3-7	2-3-7	2-3-7

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

GERMAN

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

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

NEUTRAL

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

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

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

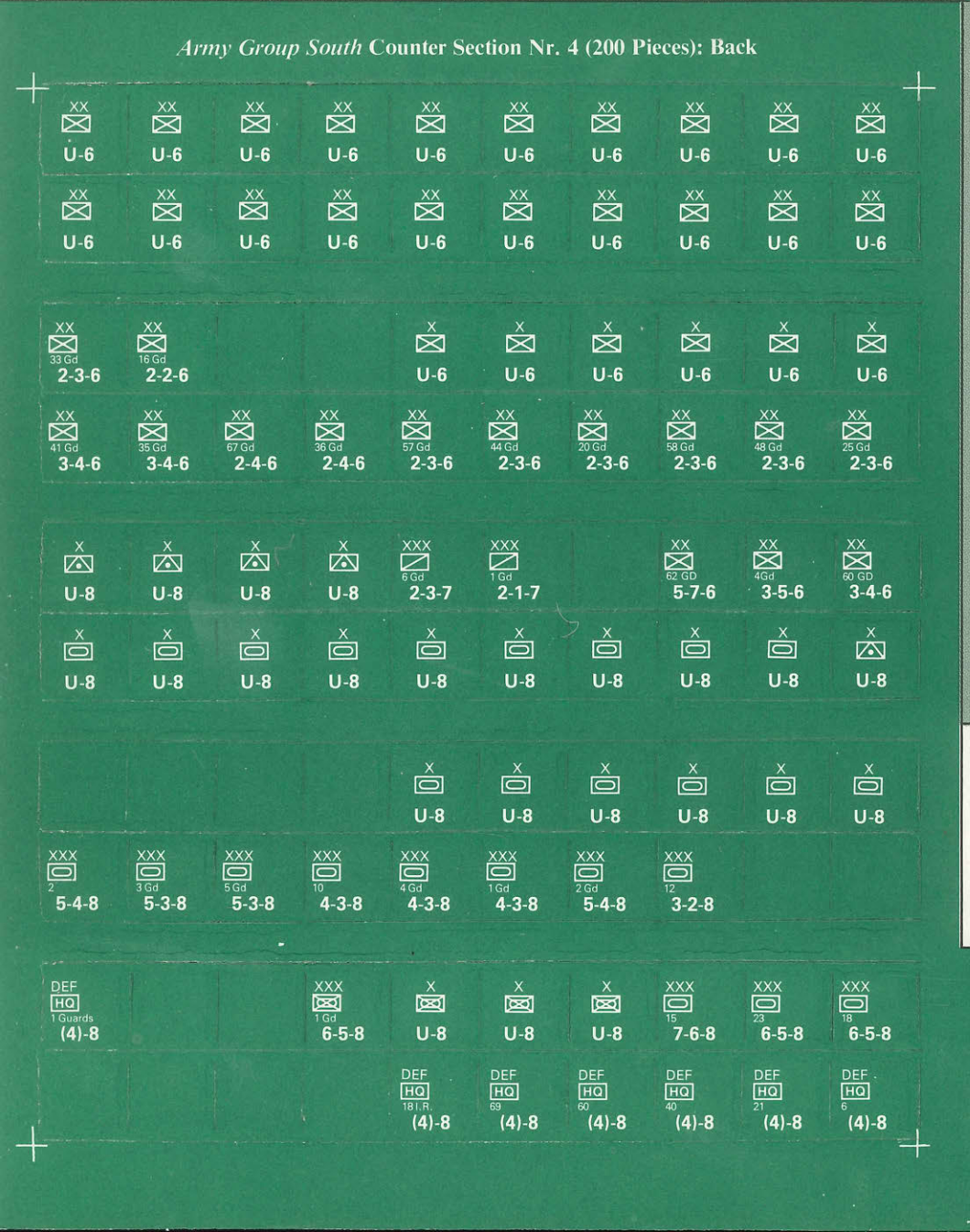
SOVIET

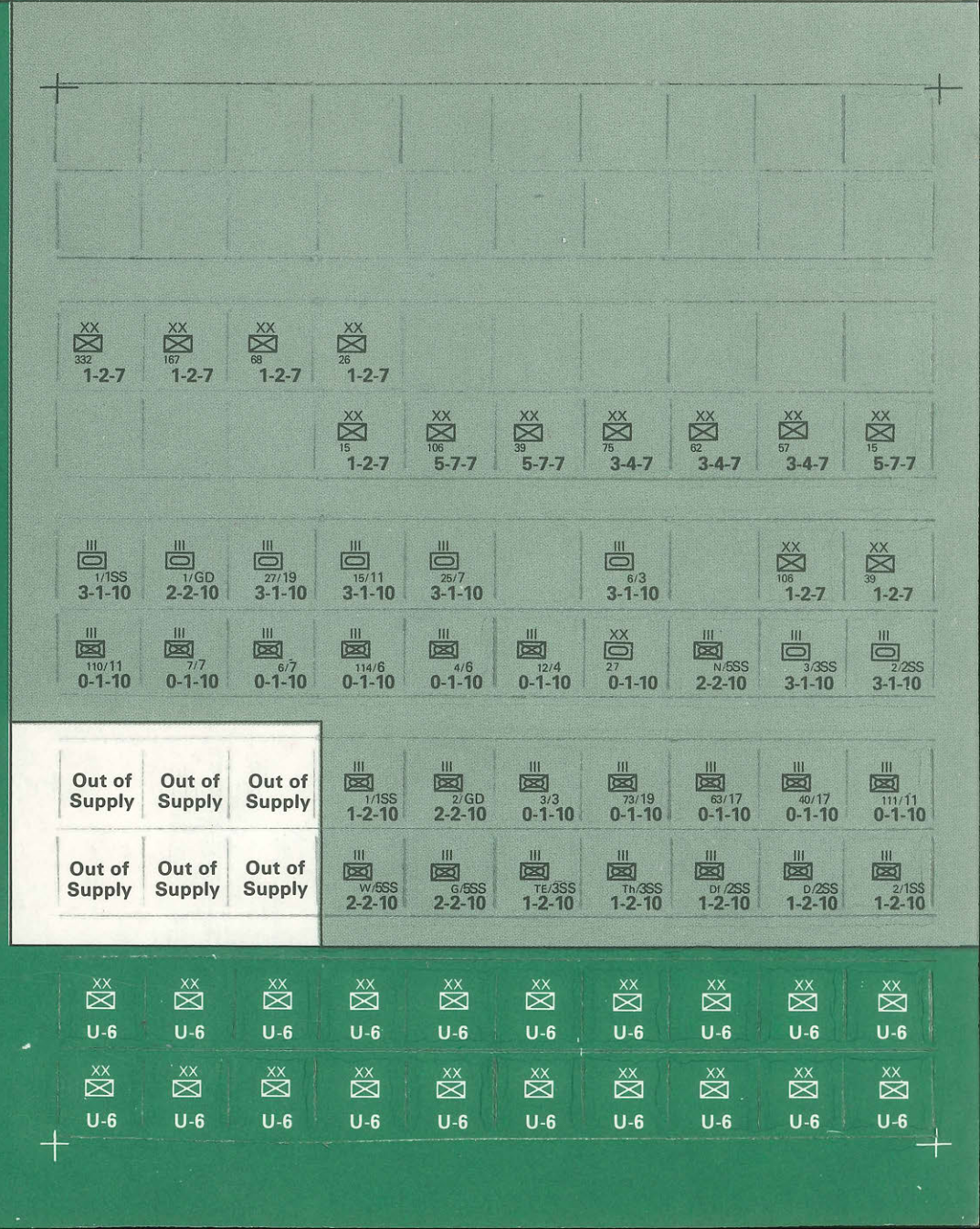
XX 4 60 Gd	XX 6 4 Gd	XX 1807 62 Gd	XX 2109 83	XXX 3 1 Gd	XXX2105 6 Gd	X 1	X 2	X 10	X 6
7-9-6	7-10-6	9-10-6	3-2-7	5-3-7	6-7-7	1-2-8	1-2-8	1-2-8	1-3-8
X 16	X 115	X 178	X 30	X 66	X 67	X 96	X 106	X 116	X 45
1-1-8	0-0-8	0-0-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	2-1-8

X 86	X 156	X 169	X 173	X 180	X 210	X 2508 119	X 2709 176	X 1004 192	X 2111 201
2-1-8	2-1-8	2-1-8	2-1-8	2-1-8	2-1-8	1-1-8	1-1-8	1-1-8	1-1-8
X 1706 186	X 6 12 Gd	XXX1503 12	XXX 5 2 Gd	XXX 2103 1 Gd	XXX 3209 4 Gd	XXX 3207 10	XXX 0104 5 Gd	XXX 6 3 Gd	XXX 6 2
2-1-8	3-2-8	6-5-8	10-8-8	8-6-8	8-6-8	8-6-8	9-6-8	9-7-8	11-9-8

XXX3206 18	XXX 6 23	XXX1502 15	X 52	X 31	X 13	XXX 5 1 Gd	OFF 2908 HQ Popov	OFF 2008 HQ 3 Tank	OFF 3301 HQ 1 Guards
12-10-8	12-10-8	14-13-8	0-1-8	1-1-8	2-1-8	12-10-8	(4)-8	(4)-8	(4)-8
OFF 2505 HQ 6	OFF 6 HQ 21	OFF 0102 HQ 40	OFF 4 HQ 60	OFF 0803 HQ 69	OFF 1405 HQ 18 I.R.	Game Turn			
(4)-8	(4)-8	(4)-8	(4)-8	(4)-8	(4)-8				

Army Group South Counter Section Nr. 4 (200 Pieces): Back





OPERATION STAR

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Yaluki [5]
Volchansk [5]
Belgorod [10]
Kharkov [50]
Graivoron [5]
Sumy [5]
Acktyrka [5]
Valki [5]
Krasnograd [5]
Balakleya [5]
Izyum [5]
Barkenkovo [5]
Slavyansk [5]
Artemovsk [5]
Gorlovka [5]
Nikitovka [5]
Konstantinovka [5]
Krasnoarmeskoye [5]
Pavlograd [35]

Oskol R.
Donets R.
Vorchza R.
Orel R.
Krivoi Dor R.
Volchya R.

Terrain Key

Clear
Woods
City
Town
Railroad
Set-up Hex
Major River
Minor River
Entry Area

239P24

GAME-TURN RECORD TRACK

Rnf = German and Soviet reinforcements.
Note: Game-Turn 1 begins with the German Mechanized Movement Phase.

1	2	3	4	5	6	7	8	9	10
Feb 4	*Feb 9* Rnf	*Feb 14* Rnf	*Feb 19* Rnf	*Feb 24* Rnf	*Mar 1* Rnf	*Mar 6*	*Mar 11* Thaw	*Mar 16* Thaw	*Mar 21* Thaw

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 permissable 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 ½ 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 ½ 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 theVP 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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Physical Systems and Graphics:
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Playtesters: **Tom Hamilton, Bob Jervis, 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.

XX 0606 1 7-9-8	XX 0606 4 7-9-8	XX 2407 9 8-10-8	XX 0107 22 8-10-8	XX 3B 44 5-7-8	XX 0202 50 8-10-8	XX 2507 57 8-10-8	XX 3B 62 5-7-8	XX 2408 68 8-10-8	XX 0207 72 8-10-8
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
XX rpl 9 3-4-8	XX rpl 22 3-4-8	XX rpl 44 1-2-8	XX rpl 50 3-4-8	XX rpl 57 3-4-8	XX rpl 62 1-2-8	XX rpl 68 3-4-8	XX rpl 72 3-4-8	XX rpl 76 3-4-8	XX rpl 79 1-2-8

GERMAN

XX rpl 94 1-2-8	XX rpl 97 Lt 1-2-9	XX rpl 100 Lt 1-2-9	XX rpl 101 Lt 1-2-9	XX rpl 111 1-2-8	XX rpl 125 1-2-8	XX rpl 132 1-2-8	XX rpl 168 1-2-8	XX rpl 170 3-4-8	XX rpl 198 3-4-8
XX rpl 239 1-2-8	XX rpl 257 1-2-8	XX rpl 285 3-4-8	XX rpl 294 1-2-8	XX rpl 297 3-4-8	XX rpl 298 3-4-8	III 1508 36/14 6-2-10	III 1909 4/13 3-1-10	III 1609 2/16 3-1-10	III 1909 66/13 1-3-10
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 1/LAH 3-3-10	III 0706 2/LAH 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
●-8	●-8	●-8				XX 1705 It. Celer 3-3-7	XX 1006 1 Hun 3-4-7		
●-8	●-8	●-8	●-8				XX 1207 2 Hun 3-4-7		

AXIS ALLIED

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Remezov HQ 56 Ind (3)-10	Khartnov HQ 9 (3)-10	Mlnvsky HQ 6 (4)-10	Lopatin HQ 37 (4)-10	Koroteev HQ 12 (4)-10	Maslov HQ 38 (4)-10	Kolpkcky HQ 18 (4)-10	Timsnko HQ SW Front (4)-10	X 71 0-0-8	X 13 1-1-8
X 16 2-2-8	XX 130 0-0-8	XX 150 1-1-8	XX 339 1-1-8	XX 13 1-2-8	XX 199 2-2-8	XX 393 2-2-8	XX 296 1-3-8	XX 4 2-3-8	XX 136 2-3-8
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
XX 51 4-4-8	XX 74 4-4-8	XX 215 4-4-8	XX 253 4-4-8	XX 383 4-4-8	XX 353 5-4-8	XX 164 3-5-8	XX 317 3-5-8	XX 274 4-5-8	XX 343 4-5-8

SOVIET

XX 216 5-5-8	XX 295 5-5-8	XX 297 5-5-8	XX 395 5-5-8	XX 287 6-5-8	XX 99 4-6-8	XX 81 5-6-8	XX 275 5-6-8	XX 31 6-6-8	XX 190 6-6-8
XX 226 6-7-8	XX 243 6-7-8	XX 300 6-7-8	XX 57 NKVD 7-7-8	XX 10 8-8-8	XX 96 3-2-8	XX 76 5-6-8	XX 78 6-7-8	XX 47 7-7-8	XX 58 0-0-8
XX 14 1-1-8	XX 35 1-1-8	XX 26 1-2-8	XX 30 2-2-8	XX 66 2-2-8	XX 34 3-2-8	XX 62 3-2-8	XX 64 3-2-8	XX 70 2-3-8	XX 68 3-3-8
XX 98 3-3-8	XX 49 4-3-8	XX 3 2-4-8	XX 28 2-4-8	XX 38 3-4-8	XX 56 4-5-8	X 47 0-0-8	X 142 2-2-8	X 15 3-3-8	X 12 4-3-8
X 3 3-4-8	X 6 4-4-8	X 13 4-4-8	X 2 5-4-8	Dis	Dis	Dis	Dis	Dis	Dis
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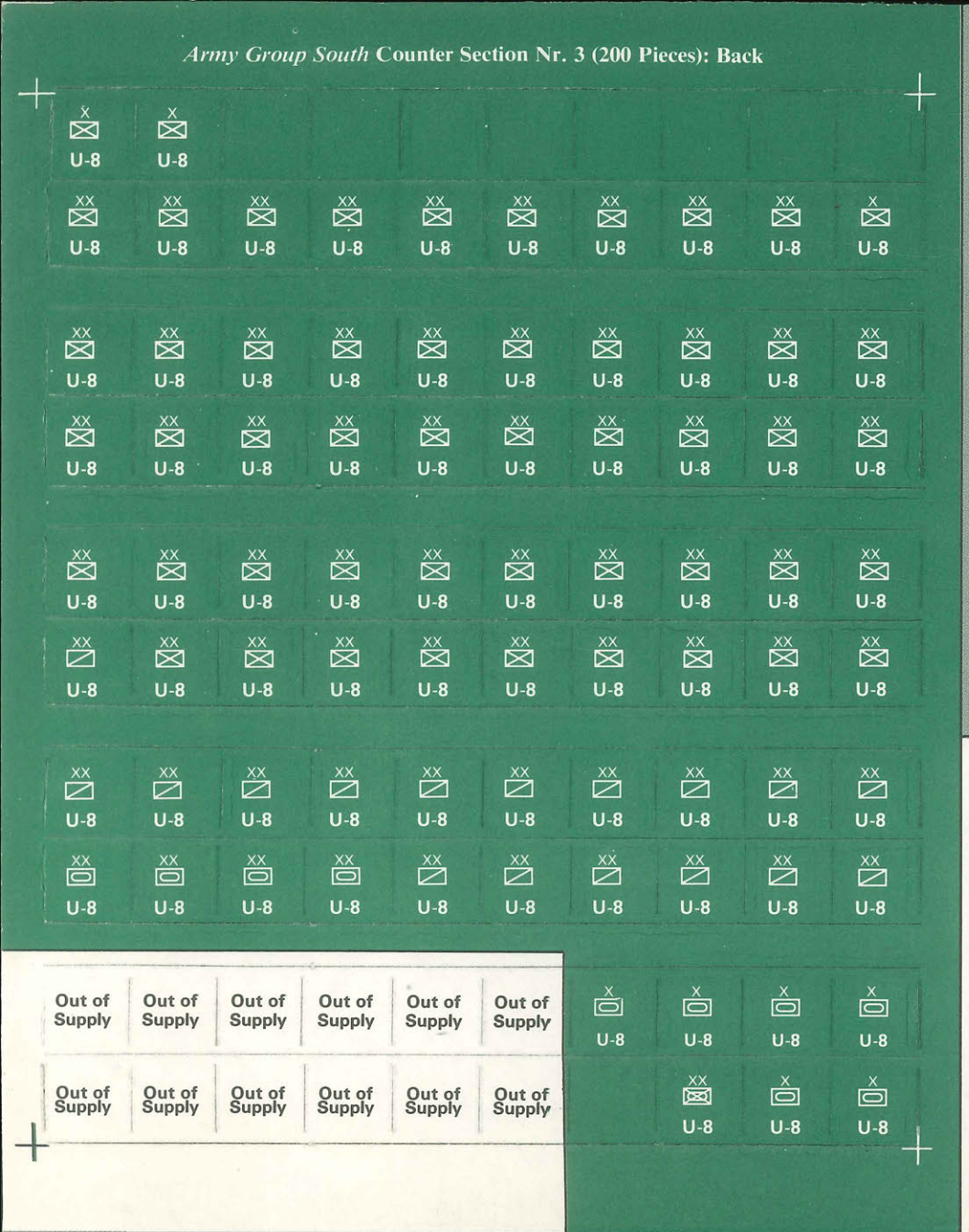
NEUTRAL

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

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TERRAIN KEY

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

Poltava
Kharkov (10)
Dnepropetrovsk
Zaporozhye
Melitopol
Berdyansk
Mariupol
Stalino (10)
Makeyevka
Konstantinovka
Kramatorsk
Gorlovka
Voroshilovgrad (5) HQ SW Front
Millerovo
Likhovskoy
Schachty
(5) Taganrog
Rostov (15)
Psel R.
Vorskla R.
Orel R.
Samara R.
Volchya R.
Donets R.
Oskol R.
Aidar R.
Derkol R.
Kalitwa R.
Miuss R.
Kalmius R.
Luslov R.
Don R.
SEA OF AZOV

GAME-TURN RECORD TRACK

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

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