

Army Group South Player Aid Card

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 of greater than 10-1 are resolved as 10-1; attacks at a ratio less than 1-3 are resolved as 1-3.

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 that 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.

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 Divisions (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 Regiments: 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.

21.3 Disengagement Table (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 first must 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 than 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

(Rostov only-Optional)

| die | Weather Condition | Die roll Modifiers | |
|-----|-------------------|--------------------|-------------|
| | | Game Turn | North South |
| 1 | Severe | 2-4 | 0 +2 |
| 2 | Moderate | 5-8 | -1 0 |
| 3 | Moderate | 9-13 | -3 -2 |
| 4 | Moderate | | |
| 5 | Moderate | | |
| 6 | Clear | | |

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

Errata for Counters

Please note that the armor symbol was left out on the following Soviet units (red) found on the large sheet of counters:

Divisions: 32, 2, 8, 12, 34, 10, 19, 41, 20, 35, 110, 3

Brigades: 47, 142, 15, 12, 3, 6, 13, 2, 1, 132.

All Soviet Infantry units with a movement factor of 10 are considered Motorized infantry.

The Kiev units are the bottom 4 rows of the large counter sheet and all of the small counter sheet. Rostov is the top 8 rows of the large counter sheet.