

# 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.