

ARMY GROUP SOUTH ERRATA

(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 1 P2 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 I 7Pz 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.