

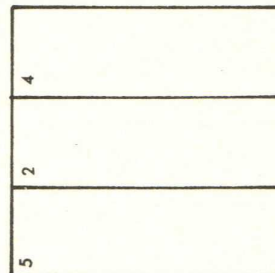
# HUBE'S POCKET

## Scenario 15



**SOUTHERN RUSSIA NEAR BUCHACH, April 6, 1944:** The March Russian offensive to drive the Germans back to the Carpathian Mountains had been successful. Partially due to Hitler's "stand fast" order, many large German formations were encircled. Among them was the entire FIRST PANZER ARMY of General Hube. Determined not to be part of another Stalingrad debacle, Hube and Manstein planned a daring breakout. Avoiding the favorable terrain to the south, Hube drove west across forested hills. The terrain was more difficult, but the Russians were caught by surprise. Elements of the elite 2nd SS Panzer Corps would drive eastward to aid in the breakout with a linkup expected in the vicinity of Buchach.

### Board Configuration



### Rules Introduced: Sections 83-86

### VICTORY CONDITIONS

The Germans win by exiting at least ten trucks in convoy off the west edge. The Russians win by preventing the German victory conditions.

### TURN RECORD CHART

German moves first	1	2	3 END	4	5 <sup>+</sup>	6	7	8	9	10	restart on turn 11 (1)

**Elements of the 10th SS Frundsberg Division enters first from west edge of board 2 and/or 5:**

6-5-8	10-2 Capt. Heyman	9-1 Vize-Regiment	8-1 Sgt. Spantus	8-0 Sgt. Muester	9-1 2nd Lt.	8 X9+	44a 3	ATM X12	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	30 A
12						2	12	4		2	6	2

**Convoy of the First Panzer Army enters on turn 5 or later along any road hex on the east edge:**

15 75LL	13 75L 4/2/4	18 1S/5PP -1/-4	18 1S/5PP	15 75LL
2	2	2	4	

24  
1S/7PP  
16

**Advance elements of the 5th Tank Corps enter from north edge of board 4:**

4-4-7	6-2-8	9-1 Capt. Boman	8-1 1st Sgt.	8-0 1st Sgt.	LMG 2-6 B10+	16 76L 4/2	16 85L 4/2	13 85L 4/2/2
10	8				3	6	2	

### SPECIAL RULES

**15.1** All vehicles which enter the board on the same hex must do so sequentially, with the second vehicle paying 1 additional MP to enter, the third 2 additional MPs, the fourth 3 additional MPs, etc. This remains true even if the entrance is via a road hex, although the actual MPs expended would be 1/2, 1 1/2, 2 1/2.

**15.2** The German player must designate any one leader at the start of the scenario as having command of the smoke-making cannisters. Any squad stacked with that unbroken leader may make smoke as if it were an Assault Engineer squad.

**15.3** All AFV crews are SS and have appropriate morale and special characteristics outlined in 83.

**15.4** German forces may not enter board 4 on turn 1.

**15.5** Use any non-vehicular 5/8" counter to represent the extra trucks of the convoy.

**15.6** The type of panzerfausts in use must be rolled for individually as per 85.6 but no more than 8 of any one type may be used.

**AFTERMATH:** The westward thrust caught Zhukov by surprise and he desperately threw anything available in the way of Hube's panzers. His last blocking force, a gaggle from the 1st Tank Army, was pushed aside by the 10th SS Frundsberg Division—now little more than a kampfgruppe. Hube, with his 200,000 men, was able to pull out and escape the trap . . . this time.