Operational Combat Series:

Hube's Pocket

©1996. The Gamers, Inc. All Rights Reserved.

Hube's Pocket: The Battle for the Ukraine, 1944

Operational Combat Series
Game Number 4-04

Game Design: David A. Friedrichs
Series Design: Dean N. Essig
Graphic Design & Game Development:
Dean N. Essig
Production: Sara Essig
Playtesting & Proofreading: Perry Andrus, Carl Barden, Jay Boley, Dean Essig, Lee Forester, Dave Friedrichs, Don Gilbertson, Steve Graham, Rod Miller, Dave Powell, Boyd Schorzman, Greg Ullrich

Dedication:*To my son Colin, who shows me that the future is more important than the past.*

Table of Contents

Introduction

Hube's Pocket depicts the campaign in the Western Ukraine from January to April, 1944. It pits Manstein's Army Group South against the 1st and 2nd Ukrainian Fronts in three encirclement battles—Kirovograd, Korsun, and Kamenets-Podoliskiy.

Both sides confront difficult strategic and tactical problems. The still potent German army holds a vulnerable position. Poor logistics happers the maturing Red Army.

1.0 General Special Rules

1.1 Scenario Notes

A) The Axis player always sets up first. The Soviet player must set up East and North of the Axis frontline (unless specified otherwise). That frontline is "the forward edge of Axis troop deployments, with logical and reasonable connections between units separated by one or more hexes." See 1.9.

B) The Soviet player is the first player in the first turn of each scenario.

C) Reinforcements always come from the Orders of Arrival.

D) Each scenario can also be a starting point of a campaign game (Scenario 1 is the full campaign game). When playing a campaign game, ignore the **scenario** victory conditions.

E) "KG" sized units (there are two of them—KG 167 Infantry and KG 2 FJ Parachute Infantry, both German) are **Regiments** (1 RE).

F) Any division that can support breakdown regiments **can** set up with regiments split off in any hex where the division itself could set up.

1.2 Weather

Weather played an important role in these battles—swinging from blizzard to balmy sunshine.

Roll on the Weather Table to determine the Weather. Weather affects ground conditions and air operations.

1.2a **Weather Effects.** Air and Ground effects are listed on their respective Effect Charts.

Adjust the Ground condition after determining the turn's Weather. Cross reference the Ground Condition from last turn with this turn's Weather. The result is this turn's Ground Condition. The Ground Condition to use for reference on the first turn is listed in each scenario.

1.2b **Weather Enforced Game Ending.** If a turn's weather roll results in a new Ground Condition of "End", the Spring Thaw arrives and the game ends.

1.3 Off-Map Air Bases

Each player has one off-map air base. These air bases are always in supply and have unlimited supply for air transport. Each off-map air base is associated with one exit hex (the actual exit hex is the one with the marker box, it is **not** directly on the map's edge). The air base is 3 hexes away from its associated exit hex. A round trip to and from the exit hex costs 6 hexes of range. No unit (air or otherwise) can remain off the map; the air bases can only be used for round trips (ending back on the map) for resupply purposes.

While the enemy can never use the other side's off-map air base, it can "capture" it and put it permanently out of action by moving any attack capable unit through the exit hex (there is **no** requirement to exit that unit).

1.4 Breakdown Regiments

Breakdown Regiments can only be created and re-absorbed by units with the **same** Action rating as the Breakdown Regiment. Soviet 12-2-2 Infantry Divisions cannot break down.

1.5 Rail Hex Control

There is no concept of railroad control here. As long as a rail hex is the gauge of the nationality using it, it can be used.

The limit of the Soviet gauge railroads is listed in each scenario. Railhexes west of the limit are German gauge; those on or east of it are Soviet gauge.

1.6 Engineer Capabilities

Only HQ units have full engineering capabilities. Rail repair units have only their rail repair capability and pontoon units (see 2.6) have only bridging capability.

1.7 Air Drops

Although both sides have airborne units, unit air drops are **not** allowed. Supply points **can** be air dropped as per OCS rule 14.19.

1.8 Special Terrain Types

1.8a Dual Terrain. When a hex contains two terrain types apply the terrain type **most advantageous** to the **defender** for combat and barrage purposes. Apply the most costly for movement purposes. This is regardless of the **amount** of the terrain type shown in the hex.

1.8b City Hexes and Railroads. All Major and Minor City hexes are assumed to contain Multi-Track Railroads.

1.9 Frontlines

Numerous set ups require the use of a "frontline" to determine unit set up. The "frontline" is the forward edge of the troops of the first player to set up (wherever that might be). In cases where no continuous frontline exists, use common sense to "connect the dots" using whatever terrain (river lines, etc.) available. Be alert for enemy pockets—while not part of the frontline, they do form perimeters in which friendly troops cannot set up.

2.0 Soviet Special Rules

2.1 Reinforcements

Soviet reinforcements, SPs and replacements (Repls) can arrive on any north or east edge road or railroad hex under Soviet control (on the Soviet side of the current frontline) where the road or railroad exits the map. Alternatively, the reinforcements can arrive in any hex of **Kiev**. Units entering at Kiev do not count against the player's rail capacity.

2.1a Supply Sources. Any hex allowing reinforcement entry, except Kiev, can be used as a supply source for trace supply purposes.

2.2 Reserve Markers

The Soviet player has 12 "free" reserve markers. He can also purchase additional Reserve Markers before play begins at a cost of 1/2 VP per marker. Thge countermix is the final limit. Reserve marker purchases are secret and cannot be changed later.

2.3 Hip Shoot

Soviet air units cannot conduct Hip Shoots. If 4.2 is used, IL2m3 air units (only) can Hip Shoot.

2.4 Exiting the Map

2.4a Reinforcing the Flanks. If there are no German units adjacent to the Dnepr River **on or before** turn 16, the Soviet player can move 14 steps off either the south and/or north map edge(s). The steps can be of any unit type, but must include at least one Army HQ. Once exited, they cannot return. Doing this gives the Soviet player 6 VPs and can only be done once. After turn 16, this rule cannot be invoked.

2.4b Axis Southern Wing Collapse—Soviet Requirements. If the Axis player declares the southern wing's collapse, the Soviet Player **must** exit as many attack capable unit *Counters* off the south edge as the Axis player does (see 3.4 for Axis requirements). For every 10 Soviet counters exited, one Army HQ and 2 Truck (or Wagon) Points must also exit. These units must exit before 5 turns have elapsed since the declaration. (Breakdown regiments count as 1/4 Counter for purposes of this rule.)

If this is not done, the German player will be allowed to return the exited units later anywhere on the southern map edge west of the most westerly Soviet unit astride that edge (see 3.4).

2.5 Soviet Unit Sizes

The unit designations on the Soviet counters represent their actual size. For instance, Soviet Tank Regiments are actually equivelent to Western tank battalions and are marked as such.

2.6 Pontoon Units

The Soviet player has two pontoon units. To bridge with one, the pontoon unit must be in Combat Mode (DG has no effect on this ability). Pontoon bridges (unlike HQs) **totally negate** the feature's MP cost. Pontoon bridges cannot bridge swamp features or lake hexsides. Pontoons never negate combat effects. During any Movement Phase—even while in Combat Mode—a pontoon unit can "flip" across the river it is bridging. Pontoons affect all the hexsides that make up the hex the unit occupies. The Germans can never capture or use Soviet pontoon bridges.

2.7 Kiev

Kiev acts as a replacement center for the Soviet Army. Treat each Major City hex of Kiev as an HQ for unit rebuild purposes.

2.8 Guard Unit Symbol Colors

To avoid interpreting all un-colored Guards unit symbols as "mech" ("they are red, aren't they..."). Non-mech and non-armor Guards units are colored white in their unit symbols.

3.0 Axis Special Rules

3.1 Reinforcements

Axis reinforcements, SPs, and repls can be brought in on any south or west edge road or railroad hex the Axis controls (on the Axis side of the current frontline) where the road or railroad exits the map.

3.1a Supply Sources. Any map edge hex allowing Axis reinforcement entry (see 3.1 above) can be used as a supply source for trace supply purposes. (See also 3.4.)

3.2 Reserve Markers

The Axis player has 12 Reserve markers. He can also purchase additional Reserve Markers before play begins at a cost of 1/2 VP per marker. The countermix imposes the final limit. Reserve marker purchases are secret and cannot later be changed.

3.3 Hip Shoot

German air units **can** conduct Hip Shoots.

3.4 Collapse of the Southern Wing

> *Design Note. The southern map edge in Hube's Pocket is not an impenetrable wall where the world ends. This map edge was a critical area to the Germans because there were large forces southeast of this location fighting for valuable (according to Hitler) strategic resources. Part of this importance is related to the high victory point values for the towns in the map's southeast corner. This rule also reflects that importance. Its intent is to allow units that would be "trapped against the south edge" to do what was done historically—withdraw to maintain support of the armies to the south and draw as many Russians with them to relieve the pressure on the drive to the west.*
>
> *Historically, after the 2nd Ukrainian Front broke the German line at Uman, the 8th Army and the right wing of Army Group South were compelled to withdraw into Rumania to secure a new supply route. After 1st Panzer Army was surrounded in March, it withdrew south.*
>
> *A similar option is not available to the northern troops as the Pripet Marshes are just north of the map.*

If one or more Axis HQs can **only** trace supply via the southern map edge supply sources (no alternative to the west edge exists), the Axis player can (but is **not**

required to) declare the southern wing's collapse.

If a collapse is declared, execute the following:

A) Note the affected Corps HQs.

B) For two turns, the southern map edge supply source still function for trace purposes, **but no new SPs or reinforcements can arrive there**. As many units as desired should exit the map off the south map edge and the number of **attack capable** units that do will affect the Soviet pursuit requirements.

C) Reinforcements scheduled to enter from the south edge are lost.

D) Beginning the third turn after collapse, the south edge hexes are no longer supply sources. If any of the noted German HQs are still on the map, destroy them. Other units that did not exit the map are on their own.

Once a collapse is declared, it must be completed. A collapse can be declared once.

Units that have taken this option in previous scenarios are listed in the "Dead Pile" and "8th Army collapse" sub-headings.

If the Soviet player does not fulfill the pursuit requirements as noted in 2.4b, the exited Axis units return to play from the southern edge as reinforcements 6 turns **after** the collapse declaration. HQs destroyed in step D only return to play if rebuilt. All restrictions pertaining to south edge reinforcement and supply source use are ignored (C & D above). Reinforcements which should have already shown up do so the turn the Soviets fail to fullfill their conditions. Remaining reinforcements arrive normally.

Fortress units (and those stuck inside fortresses) ignore this collapse and remain in place.

3.5 Collapse of the Southern Rail Line

> *Design Note. The rail line running from Lvov to Odessa (through Stododzera) was the main supply source for Army Groups South and A. Without that line, supplies would have to run through the limited raillines of Hungry and Rumania. These would have been inadequate to supply much of the German Army.*

If, at any point, the Soviets cut the double-track rail line running from Lvov to Stododzera (if they occupy or are adjacent to it), the road and railroad supply sources east of Stododzera cease to function. If the

Axis player is able to restore the rail line, the supply sources are restored as well. This rule supercedes any "failure to pursue" effects listed in 3.4 should both rules be in effect at once.

3.6 Every Man for Himself

> *Design Note. Pocketed troops often abandoned their equipment and made their way back to friendly lines with little but the clothes on their backs and a gun in their hands. This is what happened to the Korsun Pocket.*

The Axis player can voluntarily destroy Out of Supply Axis units that are at or within 10 foot movement points of a supplied Axis unit (regardless of the presence of enemy units). Remove the out of supply unit and place one Pax Repl per step removed on that supplied unit. He can only do this during his own regular Movement Phase.

3.7 24th Panzer Division

> *Design Note. The 24th Panzer Division was the honorary ping-pong ball of Army Group South. In November, 1943, the division returned to the Eastern Front after being reequipped, rested, and retrained in Northern Italy. During the relief attempt at Korsun, it was sent north to participate. After toiling through bottomless mud for a week to get there, Hitler inexplicably ordered it south to react to another crisis. In the end, it was unable to assist either battle.*

At the beginning of each Axis Movement Phase for the three turns immediately after the entry of the 24th Panzer Division, roll one die. If the result is a 1-3, remove the division. Pick the division up from its current location and take it off the map (to include its organic truck and any SPs it happens to be carrying). Once removed, it never returns.

3.8 Alert Battalions

The Axis player can deploy Alert Battalions (up to the countermix limit) at the cost of 1 VP per attempt. These attempts are made during the Axis Movement Phase. On each attempt, roll one die. Place the number of Alert Battalions on the map equal to the die roll. Any number of attempts can be made in a single turn.

Place entering Alert Battalions on any Axis HQ, Air Base or Axis controlled city

or village hex. After placement, these units can participate fully in that same phase.

3.9 Fortresses

> *Design Note.* One of Hitler's more intrusive efforts was the insistence on holding major cities and the Dnestr River. It is remarkable that the local commanders were able to comply with his desires as well as they did.
>
> This rule is a double edged sword while it can pull a Soviet thrust up short, but the garrison rule can place obstacles in the way of the Germans as well. Beware of being caught in a city when it becomes a fortress and where possible move your units around the fortress (to avoid being commandered).
>
> If this seems odd and wasteful, join the club, the real commanders thought so, too.

When a Soviet unit **first** moves to or within 3 hexes of a Major or Minor City hex (during any Soviet Movement Phase—Regular, Reaction, or Exploitation), the hex automatically becomes a fortress. Place a Fortress unit in the hex. If the city contains multiple hexes, **each hex in range** becomes a Fortress hex independently. There is no limit to the number of Fortress units that can be in play. A hex can only become a fortress **once**.

Fortress units are the same as any other except that they **cannot** move and **cannot** be destroyed by Barrage Attacks. A Fortress unit is destroyed if forced to retreat.

The following rules remain in force for a declared Fortress hex until the hex's Fortress unit is destroyed (in multiple hex cities, treat each fortress hex independently).

A) Anything which is in a hex that becomes a Fortress, OR moves (retreats) into one, automatically becomes part of it. This includes **any game counter**; including SPs, Trucks, and so on. **Exception: SPs** (not units) using *rail movement* **can** pass through such hexes **unhindered**.

Once a Fortress stacks to the limit, no more units counting for stacking will be commandeered, but all items which do not count (trucks, SPs, and so on) will be.

B) Once part of the garrison, these "units" cannot exit the Fortress. They **can** move from one Fortress hex to another within the same city. This requirement also affects the use of Option combat results in exactly the same way.

C) HQs inside the Fortress operate normally and can use their throw range to supply units outside the Fortress—they can even use the SPs in the Fortress to pay for outside operations. HQs and units outside the Fortress can draw off the SPs within it—those SPs cannot physically exit the hex to be drawn elsewhere; they must be drawn right where they lay. Fortress status does not affect trace supply functions.

D) Regardless of the number and designation of units in a Fortress city, the entire city can subsist for 2T per turn. Note that this is regardless of the number of Fortress hexes in the city. If only 1T is available, then the Fort unit (or units) are supplied and all other units are Out of Supply.

E) Units in a Fortress **cannot** apply "Every Man for Himself", rule 3.6.

A hex is no longer a Fortress and none of these rules apply the instant the Fortress unit is destroyed. The Fort unit itself is **exempt** from loss due to attrition and **must** be the last step in the Fortress to die (even if it uses its action rating to affect combats).

3.10 OKH

The German player can hold their Pax and Eq Repls off map and rebuild destroyed units there (with an assumed HQ). Units rebuilt off map are brought in as reinforcements normally. Units voluntarily eliminated as per 3.6 can be rebuilt this way as well.

4.0 Minor Variants

The following variants can be applied to campaign games only.

4.1 Manstein in Charge

> *Design Note.* Up until the end of the campaign, Manstein was technically in charge of this battle area. However, Hitler's intrusion into the operations meant that Manstein could not manage the battle the way he would have liked. This rule is intended to reflect what might have been had Hitler not intervened.

The 24th Panzer Division recall rule (3.7) is not used. The Variable Reinforcements and Supply Table rolls are modified by +1 (treat a 12 as a 12). Do not apply the Fortress rule (3.9). Give the Soviet Player 3 VPs for this.

4.2 Zhukov in Charge

> *Design Note.* For the first half of this game, Zhukov was basically a STAVKA representative who attempted to coordinate the actions of the high command, 1st Ukrainian Front and 2nd Ukrainian Front (doing a credible job). After the death of Vatutin he took command of 1st Ukrainian Front. Had he been granted a command role (a "super front") he could have exercised greater control over these two Fronts.

The Variable Reinforcements and Supply Table rolls are modified by +1 (treat a 12 as a 12). Furthermore, all IL2m3 air units can conduct hip shoots. The Soviet player loses 2 VPs.

4.3 Maskirovka

> *Design Note.* By this point in the war, the Red Army had become quite adept at masking (Maskirovka) operations. Scenarios 1, 2 and 4 put the players in the situation just before the opening of a major offensive. In Scenarios 2 and 4, it is quite obvious how well the Soviets have done at duping their German opponents.

Before play begins, each side can move units from their normal starting positions. These moves cannot initiate overrun attacks or move adjacent to enemy units. No fuel is expended for these moves. This "pre-game" turn starts with an initiative roll. Each player rolls two dice. The player with the higher roll has the initiative. That player can move any number of formations equal to or less than his roll; the player without initiative

can move formations equal to or less than 1/2 his roll (round down). The players make their pre-game moves in reverse initiative order (non-initiative player, then initiative player). Multiple unit divisions (Panzer Divisions, Soviet Tank Corps, etc.) count as one formation each. Play then begins normally.

If the Soviet player loses the initiative for this option, give him 2 VPs. If he wins, take 2 VPs from him.

4.4 The Purely Historical Game

> *__Design Note__. This one is pretty harsh on the German player, but it will give players a real feel for what it's like to have the political head of your nation in charge of operational decisions on the battle field.*

The Axis player cannot build or improve hedgehogs unless there are Soviet units at or within 3 hexes of the desired hex (according to Hitler, building fortifications in fall-back positions encourages troops to retreat). The Axis can only have 8 Reserve Markers and cannot buy more ("The time for maneuver is over"—Hitler's parting words to Manstein upon sacking him).

The Soviet player loses 3 VPs for this option.

5.0 Victory Conditions
5.1 Scenario Victory Conditions

Victory Conditions for scenarios are noted with the scenarios.

5.2 Campaign Victory Conditions

Apply these VP amounts and effects to Campaign games only—use specific scenario conditions (only) to smaller scenarios.

Award Victory Points (VPs) to the Soviet player for the following:

—occupation of specific cities
—occupation of specific Dnepr River hexes
—minor variants
—reinforcing the flanks (2.4a)

Terrain VP awards are made only if the Soviet player occupies or was the last to pass through the hexes in question and has a trace supply path to the hex at the check. In the case of multiple hex cities, give the Soviets points for only those hexes he controls (as above). The Victory point schedule is as follows:

Location
VPs
Kiev (vicinity B8.34)   2 per Major City hex
Belaya-Tserkov (B2.26)   3
Berdichev (A47.29)   1
Kirovograd (B23.06)   2
Shepetovka (A31.35)   3
Uman (B2.11)   4
Novo-Ukrainka (B15.04)   3
Pervomaysk (B7.01)   5
Slobodzera (A51.01)   5
Krasnoye (A5.35)   5
Ternopol (A14.28)   4
Vinnitsa (vicinity A44.20)
      2 for the Major City hex,
      1 per Minor City hex
Stanislov (A3.21)   3
Chernovtsy (A15.19)   5
Beltsy (A35.01)   3
Dnepr River
2 each per the following hexes:
B17.24, B17.23, B18.22, B19.22

Total the number of VPs at the end of each German Player Turn. The game ends when the Soviet victory point total falls on or outside the ranges below. If the total is at or below the value in the "German" column, there is a Massive German victory. If the total is at or above the value in the "Soviet" column, there is a Massive Soviet victory.

Turn	German	Soviet
1	5	20
2	5	20
3	6	21
4	6	21
5	6	22
6	6	22
7	7	23
8	7	23
9	7	24
10	8	25
11	8	26
12	9	27
13	10	28
14	11	30
15	13	32
16	14	34
17	15	36
18	17	38
19	18	40
20	20	42
21	21	45
22	23	48
23	25	52
24	27	56
25	30	58
26	32	60
27	35	62
28	38	64
29	41	66
30	44	68
31	48	69
32	53	69

If the game ends after turn 32 or with the (1.2b) spring thaw, and neither side has achieved a massive victory, use the following to determine victory. Take the last available Massive Victory Level and add/subtract according to the following, use the Massive Victory Level appropriate to the side in question (all use Soviet Victory Point totals).

Soviet Major Victory: Greater than or equal to minus 4
Soviet Minor Victory: Minus 7 to minus 5
Draw: Other
German Minor Victory: Plus 5 to plus 7
German Major Victory: Plus 4 or less

6.0 Scenarios

The victory conditions are the same for all campaign games no matter which starting point is selected. Therefore, the campaign balance shifts in the Soviet favor with later starts.

Scenario 1: The Battle of Kirovograd

At the beginning of January 1944, the Soviets were clearing the west bank of the Dnepr River. The 1st Ukrainian Front was completing the expansion of its bridgehead around Kiev while the 2nd Ukrainian front prepared to launch a new assault on Kirovograd to the south. A huge hole had developed between the 4th Panzer and 8th Armies. The Germans began to shift 1st Panzer Army into this yawning hole in the German lines north of Uman to drive the Soviet center back.

Map Area: Both
First Turn: 1
Last Turn: 4 (32 for campaign)
Game Length: 4 turns (32 turn campaign)
Pre-Game Ground: Freeze

Axis Information:

German Gauge Railroads: All railroads west and south of the Soviet railheads.
German Rail Capacity: 12

Dead Pile:
 1x Pz Bn each from 2 SS Pz Div, 3 SS Pz Div
 2x Pz Bns each from 7 Pz Div, 19 Pz Div

8th Army Collapse: none

Set Up:
46 Pz Corps
 w/i 3 A32.33:
 46 Pz Corps HQ
 16 Pz Div
 16-4-3 Inf Div (1)
 2-64, 800 Arty Bns

48 Pz Corps
 w/i 3 A38.30, w/i 3 A42.28 and/or w/i 2 44.25:
 48 Pz Corps HQ
 1 SS Pz Div
 2 SS Pz Div (less one Pz Bn)
 1 Pz Div
 7 Pz Div (less two Pz Bns)
 19 Pz Div (less two Pz Bns)
 16-4-3 Inf Div (68 less 1 step)
 2x 14-3-3 Inf Div (208 (less one step), 340 (less one step))

18 Arty Div
509 Pz Bn
236, 279 AG Bns
2-65, 3-109, 637 Arty Bns

24 Pz Corps
 w/i 4 A46.21, w/i 4 A50.17, and/or w/i 3 A55.16:
 24 Pz Corps HQ
 6 Pz Div
 17 Pz Div
 15-5-3 Mountain Div (4)
 14-3-3 Inf Div (168 less 1 step)
 243, 311 AG Bns
 672, 855 Arty Bns

7 Corps
 w/i 2 B3.20, and/or w/i 3 B6.22:
 7 Corps HQ
 16-4-3 Inf Div (75)
 2x 14-3-3 Inf Div (88, 198)
 3 Hedgehog Points
 2-67, 1-84 Arty Bns

42 Corps
 w/i 3 B11.24, and/or w/i 2 B15.24:
 42 Corps HQ
 2x 16-4-3 Inf Div (34, B)
 14-3-3 Inf Div (82)
 8 Hedgehog Points

11 Corps
 w/i 3 B16.20, and/or w/i 4 B18.14:
 11 Corps HQ
 5 SS Pz Div
 16-4-3 Inf Div (57)
 3x 14-3-3 Inf Div (72, 282, 389)
 167 Inf KG
 261 AG Bn
 8 Hedgehog Points

47 Pz Corps
 w/i 3 B22.09, and/or w/i 2 B24.07:
 47 Pz Corps HQ
 3 Pz Div
 11 Pz Div
 14 Pz Div
 10 PG Div
 3x 14-3-3 Inf Div (106, 320, 367)
 1-31 Pz Bn
 8, 228, 905, 911 AG Bns
 1-108, 3-139, 2-818, 3-818 Arty Bns
 52 Werfer Rgt

3 Pz Corps
 w/i 4 B22.02:
 3 Pz Corps HQ
 3 SS Pz Div (less one Pz Bn)
 13 Pz Div
 14-3-3 Inf Div (384)
 2 FJ Kampfgruppe
 506 Pz Bn
 203, 249, 286 AG Bns

2-40, 2-52, 2-54, 1-77, 735, 857 Arty Bns
 54 Werfer Rgt

Anywhere on the German-side of the Frontline:
 5x Truck Points
 7x Wagon Points
 2x RR units
 30 SPs
 8x Level 1 Airbases
 2x Level 2 Airbases

Air Units: 2x Me109g, 1x Fw190a, 1x Fw190f, 2x He111, 1x Ju87d, 1x Hs129, 1x Ju52.

Soviet Information:

Soviet Gauge Railroads: All railroads east and north of the front line up to hexes A60.30 and B28.08.
Soviet Rail Capacity: 20

Dead Pile:
 1x Tank Bde each from 4 Gd Tank Corps, 5 Gd Tank Corps, 3 Tank Corps
 2x Tank Bdes from 31 Tank Corps
 3x Tank Bdes from 7 Gd Tank Corps

Set Up:
w/i 3 A44.34 and/or w/i 3 A47.32:
1 Gd Army
 1 Gd Army HQ
 14-4-3 Gd Inf Div (117 Gd)
 7x 13-3-3 Inf Divs (24, 304, 322, 328, 336, 395, 389)
 5x 12-2-2 Inf Divs (148, 271 (less one step), 276, 316, 351)
 1, 12 Gd Tank Bn

3 Gd Tank Army
 3 Gd Tank Army HQ
 6 Gd Tank Corps
 9 Mech Corps
 91 Tank Bde
 11 Gd Tank Bn

w/i 4 A51.28 and/or w/i 4 A54.24:
18 Army
 18 Army HQ
 14-4-3 Gd Inf Div (68 Gd)
 6x 13-3-3 Inf Divs (71 (less one step), 107, 127, 211, 237, 253 (less one step))

1 Tank Army
 1 Tank Army HQ
 11 Gd Tank Corps
 31 Tank Corps (less two Tank Bdes)
 8 Gd Mech Corps
 29 Gd Tank Bn
 64 Gd Tank Bde

38 Army
    38 Army HQ
    13-3-3 Inf Div (305, 241)
    4x 12-2-2 Inf Divs (100, 135, 155 (less one step), 183)

w/i 5 B2.25 and/or w/i 5 B7.29:
40 Army
    40 Army HQ
    14-4-3 Gd Inf Div (42 Gd)
    4x 13-3-3 Inf Divs (74, 163, 180, 340)
    4x 12-2-2 Inf Divs (167, 198, 232, 240)

27 Army
    27 Army HQ
    6x 13-3-3 Inf Divs (38, 136, 317, 309, 206, 193)
    6x UR Bdes

Anywhere East of the Dnepr River:
47 Army
    47 Army HQ
    5x 13-3-3 Inf Divs (60, 76, 143, 175, 260)

Anywhere East of the Axis Frontline and South of the Dnepr:
52 Army
    52 Army HQ
    14-4-3 Gd Inf Div (62 Gd)
    3x 13-3-3 Inf Divs (254, 294, 373)
    12-4-3 Gd Abn Div (7 Gd)

4 Gd Army
    4 Gd Army HQ
    2x 14-4-3 Gd Inf Div (66 Gd, 69 Gd)
    2x 13-3-3 Inf Div (138, 375)
    12-4-3 Gd Abn Div (5 Gd)

53 Army
    53 Army HQ
    2x 14-4-3 Gd Inf Divs (14 Gd, 97 Gd)
    2x 13-3-3 Inf Divs (116, 299)
    2x 12-2-2 Inf Divs (214, 252)
    16 Arty Div
    5 Gd Mech Corps

5 Gd Army
    5 Gd Army HQ
    3x 14-4-3 Gd Inf Divs (13 Gd, 95 Gd, 110 Gd)
    2x 12-4-3 Gd Abn Divs (6 Gd, 9 Gd)
    12-2-2 Inf Div (111)
    96, 173 Tank Bde
    28, 57 Gd Tank Bn

7 Gd Army
    7 Gd Army HQ
    6x 14-4-3 Gd Inf Divs (36 Gd, 41 Gd, 72 Gd, 81 Gd, 93 Gd, 94 Gd)
    4x 13-3-3 Inf Divs (78, 50, 93, 409)
    12-4-3 Gd Abn Div (8 Gd)
    12-2-2 Inf Div (303)
    11 Arty Div
    27 Gd Tank Bde

5 Gd Tank Army
    5 Gd Tank Army HQ
    18 Tank Corps
    29 Tank Corps
    7 Mech Corps
    8 Mech Corps
    36 Gd Tank Bn

Anywhere on the Soviet side of the Frontline, no closer than 6 hexes to any Axis unit:
1 Ukrainian Front (Detached Units)
    4 Gd Tank Corps (less one Tank Bde)
    5 Gd Tank Corps (less one Tank Bde)
    7 Gd Tank Corps (less three Tank Bdes)
    3 Tank Corps (less one Tank Bde)
    14-4-3 Gd Inf Div (129 Gd less two steps)
    2x 13-3-3 (99 (less two steps), 350 (less two steps))
    3 Gd Rckt Div
    3 Arty Div
    17 Arty Div

Anywhere on the Soviet-side of the Frontline:
    7x Truck Points
    12x Wagon Points
    60 SPs
    2x Pontoon Units
    4x RR Units
    5x Level 1 Airbases
    3x Level 2 Airbases

Air Units: 4x La5, 2x Yak7b, 2x P39, 6x IL2m3, 2x IL4, 3x Pe2.

Scenario Victory:
Soviet control of the following cities determines victory:

Kirovograd (vicinity B23.06)
Uman (B2.11)
Vinnitsa (vicinity A44.20)
Novo Urainka (B15.04)

If the Soviet Player controls three or more of these by the game's end, they win. If the Soviet player controls one or fewer of these, the Axis Player wins. If the Soviet player holds two of these, it is a draw.

Scenario 2:
The Korsun Pocket

After the chaotic battles north of Uman and the bloody fight at Kirovograd, both sides paused to prepare for offensive action. The Soviets shifted forces to execute a double envelopment of the German 11th and 42nd Corps. Meanwhile the Germans massed heavy armored forces opposite the 1st Tank Army. Both sides are poised to attack as the scenario opens.

Map Area: Both
First Turn: 7
Last Turn: 13 (32 for campaign)
Game Length: 7 turns (26 for campaign)

Pre-Game Ground: Light Thaw

Axis Information:
German Gauge Railroads: All railroads west and south of the Soviet railheads.
German Rail Capacity: 12

Dead Pile:
    1x Pz Bn from 7, 16, 19 Pz Divs
    2x Pz Bns from 2 SS, 3 SS Pz Divs
    1-31 Pz Bn
    2-40, 2-52 Arty Bn

8th Army Collapse: none

Set Up:
59 Corps
    w/i 3 A30.33 and/or w/i 4 A33.28:
    59 Corps HQ
    7 Pz Div (less one Pz Bn)
    19 Pz Div (less one Pz Bn)
    2x 16-4-3 Inf Div (96, 291)
    236, 279 AG Bns
    2-64, 731, 800, 1-84 Arty Bns

48 Pz Corps
    w/i 4 A36.26 and/or w/i 4 A39.25:
    48 Pz Corps HQ
    2 SS Pz Div (less two Pz Bns)
    16-4-3 Inf Div (68 less two steps)
    2x 14-3-3 Inf Div (340 (less two steps), 371)
    509 Pz Bn
    243, 311 AG Bns
    2-65, 3-109, 637 Arty Bns

24 Pz Corps
    w/i 4 A43.23 and/or w/i 3 A46.21:
    24 Pz Corps HQ
    1 Pz Div
    18 Arty Div
    20 PG Div
    2x 14-3-3 Inf Div (168 (less one step), 208 (less two steps))
    672, 855 Arty Bns

46 Pz Corps
> **w/i 3 A51.18 and/or w/i 4 A47.20:**
> 46 Pz Corps HQ
> 1 SS Pz Div
> 15-5-3 Mountain Div (4)
> 15-5-3 Inf Div (101)
> 2x 16-4-3 Inf Div (1, 254)
> 210, 300 AG Bn

3 Pz Corps
> **w/i 3 A55.15 and/or w/i 2 A59.15:**
> 3 Pz Corps HQ
> 6 Pz Div
> 16 Pz Div (less one Pz Bn)
> 17 Pz Div
> 2-23, 503, 506 Pz Bns
> 249 AG Bn
> 54 Werfer Rgt

7 Corps
> **w/i 3 B4.15 and/or w/i 3 B6.15 (no unit can set up in B7.17):**
> 7 Corps HQ
> 2x 16-4-3 Inf Div (34, 75)
> 2x 14-3-3 Inf Div (82, 198)
> 3x Alert Bns
> 202, 261 AG Bns
> 2-62, 2-67 Arty Bns

42 Corps
> **w/i 5 B12.19:**
> 42 Corps HQ
> 16-4-3 Inf Div (B)
> 14-3-3 Inf Div (88)
> 6 Hedgehog Points
> 1x Alert Bn

11 Corps
> **w/i 3 B17.21 and/or w/i 3 B16.17 (no unit east of the Dnepr River):**
> 11 Corps HQ
> 5 SS Pz Div
> 16-4-3 Inf Div (57)
> 14-3-3 Inf Div (72)
> 167 Infantry Kampfgruppe
> 228 AG Bn
> 1-108 Arty Bn
> 6 Hedgehog Points

47 Pz Corps
> **w/i 3 B17.12 and/or w/i 4 B16.08:**
> 47 Pz Corps HQ
> 3 SS Pz Div (less two Pz Bns)
> 3 Pz Div
> 11 Pz Div
> 14 Pz Div
> 10 PG Div
> 5x 14-3-3 Inf Div (106, 282, 320, 367, 389)
> 8, 203, 905, 911 AG Bns
> 3-139, 3-140, 2-818, 3-818 Arty Bns
> 3 Hedgehog Points

52 Corps
> **w/i 4 B19.01 and/or w/i 2 B23.01:**
> 52 Corps HQ
> GD PG Div
> 13 Pz Div
> 16-4-3 Inf Div (A)
> 14-3-3 Inf Div (384)
> 2 FJ Kampfgruppe
> 286 AG Bns
> 2-54, 1-77, 735, 857 Arty Bns
> 52, 55 Werfer Rgts

Anywhere on the German-side of the Frontline:
> 2x Alert Bn
> 5x Truck Points
> 7x Wagon Points
> 2x RR units
> 35 SPs
> 8x Level 1 Airbases
> 1x Level 2 Airbase

Air Units: 2x Me109g, 1x Fw190a, 1x Fw190f, 2x He111, 1x Ju87d, 1x Hs129, 1x Ju52.

Soviet Information:
Soviet Gauge Railroads: All railroads east and north of the front line up to hexes A55.29, B2.26, B26.11, B23.06.
Soviet Rail Capacity: 20

Dead Pile:
> 2x Mech Bdes and 3x Tank units from each of the 7 and 8 Mech Corps
> 1x Inf Bde and 2x Tank Bdes from 4 Gd Tank Corps
> 2x Tank Bdes from 31 Tank Corps

Set Up:
West of A44.xx (inclusive, North of the Frontline:
60 Army
> 60 Army HQ
> 6 Gd Tank Corps
> 2x 13-3-3 Inf Divs (322, 336)
> 4x 12-2-2 Inf Divs (121, 141, 148, 351)

1 Gd Army
> 1 Gd Army HQ
> 6x 13-3-3 Inf Divs (30, 99 (less two steps), 127, 304, 328, 350)
> 3x 12-2-2 Inf Divs (271, 276, 316)
> 1 Gd Tank Bn
> 12 Gd Tank Bn

East of A44.xx (inclusive), West of A59.xx (inclusive), North of the Frontline, at or within 5 hexes of a German Unit:
18 Army
> 18 Army HQ
> 2x 14-4-3 Gd Inf Div (129 Gd, 117 Gd)
> 5x 13-3-3 Inf Divs (24, 71 (less two steps), 253 (less two steps), 317, 395 (less two steps))
> 12-2-2 Inf Divs (161)
> 17 Arty Div

3 Gd Tank Army
> 3 Gd Tank Army HQ
> 7 Gd Tank Corps
> 9 Mech Corps
> 3 Arty Div
> 11 Gd Tank Bn
> 91 Tank Bde

38 Army
> 38 Army HQ
> 14-4-3 Gd Inf Div (68 Gd)
> 7x 13-3-3 Inf Divs (107, 211, 237, 241, 305, 340, 389)
> 4x 12-2-2 Inf Divs (100, 135, 155, 183)
> 8 Gd Mech Corps
> 29 Gd Tank Bn.
> 11 Gd Tank Corps

w/i 3 A55.30:
2 Tank Army
> 2 Tank Army HQ
> 16 Tank Corps
> 3 Tank Corps
> 13 Gd Tank Bn
> 11 Gd Tank Bde

1 Tank Army
> 1 Tank Army HQ
> 31 Tank Corps (less two Tank Bdes)
> 64 Gd Tank Bde

East of A59.xx (inclusive), West of the Dnepr River, at or within 6 of a German Unit:
40 Army
> 40 Army HQ
> 14-4-3 Mountain Div (58)
> 14-4-3 Gd Inf Div (42 Gd)
> 5x 13-3-3 Inf Divs (38, 74, 133, 163, 359)
> 12-4-3 Abn Div (2 Gd)
> 4x 12-2-2 Inf Divs (167, 198, 232, 240)
> 13 Arty Div
> 3 Gd Rckt Div

6 Tank Army
> 6 Tank Army HQ
> 5 Mech Corps
> 5 Gd Tank Corps (less Inf Bde below)
> **B7.17:** 6 Gd Mtr Inf Bde (5 Gd Tank Corps) (Yes, this is the correct hex and the unit is **not** marked Out of Supply)

27 Army
    27 Army HQ
    5x 13-3-3 Inf Divs (180, 193 (less two steps), 206, 309, 337)
    6x UR Bdes
    8 Hedgehog Points

East of the Dnepr River:
47 Army
    47 Army HQ
    5x 13-3-3 Inf Divs (60, 76, 143, 175, 260)
    5 Hedgehog Points

Anywhere South of the Dnepr River, East of the Frontline:
52 Army
    52 Army HQ
    3x 13-3-3 Inf Divs (254, 294, 373)
    5 Hedgehog Points

4 Gd Army
    4 Gd Army HQ
    2x 14-4-3 Gd Inf Divs (62 Gd, 69 Gd)
    2x 13-3-3 Inf Divs (136, 375)
    2x 12-4-3 Gd Abn Divs (5 Gd, 7 Gd)
    2x 12-2-2 Inf Divs (214, 252)
    11 Arty Div
    16 Arty Div
    5 Gd Cavalry Corps

53 Army
    53 Army HQ
    4x 14-4-3 Gd Inf Divs (14 Gd, 66 Gd, 95 Gd, 110 Gd)
    4x 13-3-3 Inf Divs (116, 138, 233, 299)
    12-2-2 Inf Divs (213)
    12-4-3 Gd Abn Divs (1 Gd)

5 Gd Tank Army
    5 Gd Tank Army HQ
    18 Tank Corps
    20 Tank Corps
    29 Tank Corps
    5 Gd Mech Corps
    96 Tank Bde
    173 Tank Bde
    36 Gd Tank Bn

5 Gd Army
    5 Gd Army HQ
    5x 14-4-3 Gd Inf Divs (13 Gd, 36 Gd, 72 Gd, 81 Gd, 97 Gd)
    3x 13-3-3 Inf Divs (50, 53, 409)
    3x 12-4-3 Gd Abn Divs (6 Gd, 8 Gd, 9 Gd)
    3x 12-2-2 Inf Divs (84, 111, 303)
    28 Gd Tank Bn
    57 Gd Tank Bn

7 Gd Army
    7 Gd Army HQ
    3x 14-4-3 Gd Inf Divs (41 Gd, 93 Gd, 94 Gd)
    2x 13-3-3 Inf Divs (78, 93)
    7 Mech Corps (less two Mech Bdes, less three Tank units)
    8 Mech Corps (less two Mech Bdes, less three Tank units)
    27 Gd Tank Bde

Any Hex of Kiew:
    4 Gd Tank Corps (less two Tank Bdes, less one Inf Bde)

Anywhere on the Soviet-side of the Frontline:
    7x Truck Points
    12x Wagon Points
    60 SPs
    2x Pontoon Units
    4x RR Units
    6x Level 1 Airbases
    4x Level 2 Airbases

Air Units: 4x La5, 2x Yak7b, 2x P39, 6x IL2m3, 2x IL4, 3x Pe2

Victory:

For **Campaign Victory** purposes, the Germans have expended 2 VPs on Alert Battalion rolls before this game began.

Scenario Victory is dependent on the Soviets achieving the following objectives:

    1) Clear the Dnepr River of German units
    2) Control Uman
    3) Control Shpola

If the Soviet player achieves all conditions, they win. If the Soviet player achieves only two conditions, the game is a draw. Any other result is a German victory.

Scenario 3: Relief of Korsun

In days, the Soviets closed their trap at Korsun. The Germans, rather than shifting their reserves to meet the new threat, attacked the Soviet center. After stopping the 1st Tank Army, the Germans shifted their attention to the Korsun Pocket. As the scenario opens, the Germans are moving their forces to relieve the pocket and the Soviets are ready to stop that effort while attempting to crush Korsun.

Map Area: Both
First Turn: 9
Last Turn: 13 (32 for campaign)
Game Length: 5 turns (24 for campaign)
Pre-Game Ground: Thaw

Axis Information:
German Gauge Railroads: All railroads west and south of the Soviet railheads.
German Rail Capacity: 12

Dead Pile:
    1x 14-3-3 Inf Div (367)
    1x Pz Bn from 7, 16, 19 Pz Divs
    2x Pz Bn from 2 SS, 3 SS Pz Divs
    167 Inf Kampfgruppe
    1-31 Pz Bn
    2-40, 2-52, 2-67 Arty Bns

8th Army Collapse: none

Set Up:
Fortress:
    A31.35: 1x Fort Unit

w/i 4 A29.32, w/i 4 A34.27 and/or w/i 4 A37.26:
59 Corps
    59 Corps HQ
    7 Pz Div (less one Pz Bn)
    2x 16-4-3 Inf Div (96, 291)
    236 AG Bn:
    2-64, 731 Arty Bns

48 Pz Corps
    48 Pz Corps HQ
    2 SS Pz Div (less two Pz Bns)
    19 Pz Div (less one Pz Bn)
    16-4-3 Inf Div (68 less two steps)
    2x 14-3-3 Inf Div (340 (less two steps), 371)
    509 Pz Bn
    243, 311 AG Bns
    2-65, 3-109, 637 Arty Bns

w/i 5 A44.20:
24 Pz Corps
    24 Pz Corps HQ
    20 PG Div
    2x 14-3-3 Inf Div (168 (less one step), 208 (less one step))
    279 AG Bn
    855 Arty Bn

w/i 4 A49.18 and/or w/i 5 A54.14:
46 Pz Corps
    46 Pz Corps HQ
    6 Pz Div
    15-5-3 Inf Div (101)
    15-5-3 Mountain Div (4)
    2x 16-4-3 Inf Div (1, 254)
    300 AG Bn
    800 Arty Bn

w/i 4 A60.13:
7 Corps
    7 Corps HQ
    16-4-3 Inf Div (75)
    14-3-3 Inf Div (82)
    202 AG Bn
    1-84 Arty Bn

w/i 3 B4.14 and/or w/i 4 A58.11:
3 Pz Corps
    3 Pz Corps HQ
    1 SS Pz Div
    1 Pz Div
    16 Pz Div (less one Pz Bn)
    17 Pz Div
    18 Arty Div
    16-4-3 Inf Div (34)
    14-3-3 Inf Div (198)
    2x Alert Bn
    2-23, 503, 506 Pz Bns
    210, 249, 261 AG Bns
    2-62, 672 Arty Bns
    1, 52, 54 Werfer Rgts

w/i 3 B15.20:
Group Stemmermann
    11 Corps HQ
    42 Corps HQ
    5 SS Pz Div
    3x 14-3-3 Inf Div (72, 88, 389)
    2x 16-4-3 Inf Div (B, 57)
    2x Alert Bn
    108 PG Rgt (14 Pz Div)
    228 AG Bn
    1-108 Arty Bn
    8 SPs

w/i 5 B12.07 and/or w/i 3 B18.09:
47 Pz Corps
    47 Pz Corps HQ
    3 Pz Div
    11 Pz Div
    13 Pz Div
    14 Pz Div (less 108 PG Rgt)
    24 Pz Div (subject to recall for two more turns)
    14-3-3 Inf Div (106 (less 2 steps), 320, 376)
    8, 203, 905, 911 AG Bns
    3-139, 3-140, 2-818, 3-818 Arty Bns
    55 Werfer Rgt

Group Schmidt
    10 PG Div
    14-3-3 Inf Div (282 less two steps)
    3 SS Pz Div (less two Pz Bns)

w/i 2 B19.04 and/or w/i 3 B21.01:
52 Corps
    52 Corps HQ
    GD PG Div
    16-4-3 Inf Div (A)
    14-3-3 Inf Div (384)
    2 FJ Kampfgruppe
    286 AG Bns
    2-54, 1-77, 735, 857 Arty Bns

Anywhere on the German-side of the Frontline:
(but not with Group Stemmermann)
    5x Truck Points
    7x Wagon Points
    2x RR Units
    30 SPs
    8x Level 1 Airbases
    1x Level 2 Airbase

Air Units: 2x Me109g, 1x Fw190a, 1x Fw190f, 2x He111, 1x Ju87d, 1x Hs129, 1x Ju52.

Soviet Information:
Soviet Gauge Railroads: All railroads east and north of the front line up to hexes A53.29, B4.25, B25.12, and B23.06
Soviet Rail Capacity: 20

Dead Pile:
    2x Mech Bdes and 3x Tank units each from 7 Mech Corps and 8 Mech Corps.
    1x Inf Bde and 2x Tank Bdes from 4 Gd Tank Corps.
    2x Tank Bdes each from 11 Gd Tank Corps and 13 Tank Corps.
    2x Mech Bdes from 8 Gd Mech Corps

Set Up:
North of the Frontline, West of A45.xx (inclusive):
60 Army
    60 Army HQ
    2x 13-3-3 Inf Div (322, 336)
    5x 12-2-2 Inf Divs (121, 141, 148, 198, 351)

1 Gd Army
    1 Gd Army HQ
    6x 13-3-3 Inf Div (30, 99 (less one step), 127, 304, 328, 350)
    3x 12-2-2 Inf Div (271, 276, 316)
    3 Arty Div
    1 Gd Tank Bn

North of the Frontline, East of A46.xx (inclusive), and West of A59.xx (inclusive):
18 Army
    18 Army HQ
    2x 14-4-3 Gd Inf Divs (129 Gd, 117 Gd)
    5x 13-3-3 Inf Div (24, 71 (less one step), 253 (less one step), 317, 395)
    12-2-2 Inf Div (161)
    17 Arty Div

3 Gd Tank Army
    3 Gd Tank Army HQ
    7 Gd Tank Corps
    6 Gd Tank Corps
    9 Mech Corps
    11 Gd Tank Bn
    91 Tank Bde

38 Army
    38 Army HQ
    14-4-3 Gd Inf Divs (68 Gd)
    7x 13-3-3 Inf Div (107, 211, 237, 241, 305, 340, 389)
    4x 12-2-2 Inf Divs (100, 135, 155, 183)

1 Tank Army
    1 Tank Army HQ
    8 Gd Mech Corps (less two Mech Bdes)
    11 Gd Tank Corps (less two Tank Bdes)
    31 Tank Corps (less two Tank Bdes)
    64 Gd Tank Bde

2 Tank Army
    2 Tank Army HQ.
    3 Tank Corps
    16 Tank Corps
    11 Gd Tank Bde
    13 Gd Tank Bn

On the Russian side of the Frontline, East of A60.xx (inclusive), West of the line connecting B11.15, B15.20, and B31.28 (inclusive), but not inside the Korsun Pocket perimeter:
40 Army
    40 Army HQ
    14-4-3 Gd Inf Divs (42 Gd)
    14-4-3 Mountain Div (58)
    5x 13-3-3 Inf Div (38, 74, 133, 163, 359)
    12-4-3 Gd Abn Div (2 Gd)
    3x 12-2-2 Inf Divs (167, 232, 240)
    29 Gd Tank Bn
    12 Gd Tank Bn

6 Tank Army
    6 Tank Army HQ.
    5 Gd Tank Corps
    5 Mech Corps
    5 Gd Cavalry Corps

27 Army
    27 Army HQ
    5x 13-3-3 Inf Div (180, 193 (less one step), 206, 309, 337)
    6x UR Bdes

On the Russian side of the Frontline, East of the line connecting B11.15, B15.20, and B31.28 (inclusive), but not inside the Korsun Pocket perimeter:
4 Gd Army
    4 Gd Army HQ
    3x 14-4-3 Gd Inf Divs (62 Gd, 66 Gd, 69 Gd)
    3x 13-3-3 Inf Div (138, 299, 375)
    4x 12-4-3 Gd Abn Div (1 Gd, 5 Gd, 6 Gd, 7 Gd)
    2x 12-2-2 Inf Divs (214, 252)

5 Gd Tank Army
    5 Gd Tank Army HQ.
    18 Tank Corps
    20 Tank Corps
    29 Tank Corps
    36 Gd Tank Bn
    96 Tank Bde
    173 Tank Bde

52 Army
    52 Army HQ
    4x 13-3-3 Inf Divs (175, 254, 294, 373)

47 Army
    47 Army HQ
    4x 13-3-3 Inf Divs (60, 76, 143, 260)

53 Army
    53 Army HQ
    3x 14-4-3 Gd Inf Divs (14 Gd, 95 Gd, 110 Gd)
    4x 13-3-3 Inf Div (116 (less one step), 136, 223 (less one step), 233)
    12-2-2 Inf Div (213)

5 Gd Army
    5 Gd Army HQ
    5x 14-4-3 Gd Inf Divs (13 Gd, 36 Gd, 72 Gd, 81 Gd, 97 Gd)
    3x 13-3-3 Inf Divs (50, 53, 409)
    2x 12-4-3 Abn Divs (8 Gd, 9 Gd)
    3x 12-2-2 Inf Divs (84, 111, 303)
    57 Gd Tank Bn
    28 Gd Tank Bn

7 Gd Army
    7 Gd Army HQ
    3x 14-4-3 Gd Inf Divs (41 Gd, 93 Gd, 94 Gd (less one step))
    2x 13-3-3 Inf Div (78, 93 (less one step))
    27 Gd Tank Bde

Anywhere on the Soviet-side of the Frontline:
    3 Gd Rckt Div
    4 Gd Tank Corps (less two Tank Bdes, less one Inf Bde)
    5 Gd Mech Corps
    7 Mech Corps (less two Mech Bdes, less three Tank Bdes)
    8 Mech Corps (less two Mech Bdes, less three Tank Bdes)
    11 Arty Div
    13 Arty Div
    16 Arty Div
    7x Truck Points
    12x Wagon Points
    30 SPs
    2x Pontoon Units
    4x RR Units
    6x Level 1 Airbases
    4x Level 2 Airbases

Victory:

For **Campaign Victory** purposes, the Germans have expended 2 VPs on Alert Battalion rolls before this game began.

Scenario Victory: If the Soviet player destroys 28 steps from Group Stemmermann, they win. If the Axis player can prevent the Soviet victory and extract (reestablish a land supply route and have the steps link up with the regular German lines—rule 3.6 cannot be used for the link up) 20 steps from the pocket, they win. Any other result is a draw.

Scenario 4: The German Collapse

By March, Army Group South was in deep trouble. They held a horribly exposed line. In late February, the Soviet 13 Army (operating north of the map) attacked toward Brody. A huge hole developed in the German line northwest of Shepetovka. Both sides, exhausted from the February fighting, rushed reinforcements north. The scenario opens with the Germans trying to move reinforcements north while the Soviets are poised to launch massive attacks both north and south.

Map Area: Both
First Turn: 18
Last Turn: 23 (32 campaign)
Game Length: 6 turns (15 turns for campaign)
Pre-Game Ground: Thaw

Axis Information:

German Gauge Railroads: All railroads west and south of the Soviet railheads.
German Rail Capacity: 12

Dead Pile:
    42 Corps HQ
    5 SS Pz Div (all)
    5x 14-3-3 Inf Divs (72, 88, 340, 367, 389)
    3x 16-4-3 Inf Div (B, 57, 68)
    1x Inf (or PG) Rgt from 14 Pz
    1x Pz Bn each from 6 Pz, 7 Pz, 16 Pz, 19 Pz
    1x Pz Bn and 1x Inf Rgt from 3 Pz
    2x Pz Bns each from 2 SS Pz, 3 SS Pz
    167 Inf Kampfgruppe
    2-52, 2-40, 1-108, 2-54, 735, 1-77 Arty Bns
    210, 286, 8 AG Bn
    1-31, 503, 2-23 Pz Bn
    11 Corps HQs

8th Army Collapse: none

Set Up:
w/i 3 A16.33, w/i 4 A19.29, w/i 5 A28.28, and/or w/i 5 A34.25:
48 Pz Corps
    48 Pz Corps HQ
    7 Pz Div (less one Pz Bn)
    311 AG Bn
    4x Alert Bn

59 Corps
    59 Corps HQ
    1 Pz Div
    2 SS Pz Div (less two Pz Bn)
    6 Pz Div (less one Pz Bn)
    19 Pz Div (less one Pz Bn)
    2x 16-4-3 Inf Div (96, 291)
    509 Pz Bn
    88, 616 PJ Bns
    276 AG Bn
    2-43, 2-65, 2-71, 1-84, 611, 731 Arty Bns

w/i 7 A40.21 and/or w/i 3 A47.21:
24 Pz Corps
    24 Pz Corps HQ
    20 PG Div
    3x 14-3-3 Inf Div (168, 208, 371)
    731 PJ Bn
    672, 855 Arty Bns

with either of the above two groups:
3 Pz Corps
    3 Pz Corps HQ
    1 SS Pz Div
    11 Pz Div
    17 Pz Div
    1, 54 57 Werfer Rgts
    249 AG Bn
    506 Pz Bn

w/i 6 A51.16:
46 Pz Corps
    46 Pz Corps HQ
    15-5-3 Inf Div (101)
    2x 16-4-3 Inf Div (1, 254)
    18 Arty Div
    300 AG Bns

w/i 4 A58.13 and/or w/i B4.13:
7 Corps
    7 Corps HQ
    16 Pz Div (less one Pz Bn)
    2x 16-4-3 Inf Div (34 (less one step), 75)
    15-5-3 Mountain Div (4 less one step)
    2x 14-3-3 Inf Div (82, 198 (less one step))
    2-62 Arty Bn
    202, 261 AG Bns

w/i 5 B9.11 and/or w/i 4 B14.08:
47 Pz Corps
    47 Pz Corps HQ
    13 Pz Div
    14 Pz Div (less one Inf Rgt)
    14-3-3 Inf Div (376)
    2 FJ Kampfgruppe
    2-818, 3-818 Arty Bns
    203, 911 AG Bns

40 Pz Corps
    40 Pz Corps HQ
    3 SS Pz Div (less 2 Pz Bns)
    3x 14-3-3 Inf Div (106 (less one step), 282 (less one step), 320)
    905 AG Bn

w/i 3 B18.05 and/or w/i 3 B21.01:
52 Corps
    52 Corps HQ
    3 Pz Div (less one Pz Bn, less one Inf Rgt)
    GD PG Div
    10 PG Div
    16-4-3 Inf Div (A)
    14-3-3 Inf Div (384)
    55 Werfer Rgt

Anywhere on the German-side of the Frontline:
    228, 236, 243, 279 AG Bns
    2-64, 3-109, 3-139, 3-140, 637, 800, 857 Arty Bns
    52 Werfer Rgt
    5x Truck Points
    7x Wagon Points
    2x RR Units
    25 SPs
    8x Level 1 Airbases
    1x Level 2 Airbase

Air Units: 3x Me109g, 1x Fw190a, 1x Fw190f, 2x He111, 1x Ju87d, 1x Hs129, 2x Ju52.

Soviet Information:
Soviet Gauge Railroads: All railroads east and north of the front line up to hexes A44.30, A53.23, A62.26, B16.14, A48.25, B16.16, B23.06
Soviet Rail Capacity: 20

Dead Pile:
2x 12-2-2 Inf Divs (198, 214).
2x 13-3-3 Inf Divs (193, 253).
2x Mech Bdes and 3x Tank units each from 5 Gd Mech Corps, 7 Mech Corps and 8 Mech Corps.
1x Inf Bde and 1x Tank Bde each from 4 Gd Tank Corps and 31 Tank Corps

Units Exited to Fulfill Flank Reinforcements:
    47 Army HQ
    4x 13-3-3 Inf Divs (60, 76, 143, 175)
    1x 12-2-2 Inf Div (111)

Set Up:
Any hex of Kiew:
    4 Gd Tank Corps (less one Inf Bde, less one Tank Bde)
    31 Tank Corps (less one Inf Bde, less one Tank Bde)
    5 Gd Mech Corps (less two Mech Bdes, less three Tank units)

West of A33.xx (inclusive) and North of the Frontline:
60 Army
    60 Army HQ
    14-4-3 Gd Inf Div (70 Gd)
    8x 13-3-3 Inf Divs (8, 107, 246, 287, 322, 336, 350, 389 (less one step))
    2x 12-2-2 Inf Divs (148, 351)
    12 Gd Tank Bn

4 Gd Tank Army
    4 Gd Tank Army HQ
    10 Gd Tank Corps
    6 Gd Mech Corps
    93 Tank Bde
    29 Gd Tank Bn
    58 Gd Tank Bn

3 Gd Tank Army
    3 Gd Tank Army HQ
    6 Gd Tank Corps
    7 Gd Tank Corps
    9 Mech Corps
    11 Gd Tank Bn
    91 Tank Bde

North of the Frontline, East of A33.xx (inclusive), West of A49.xx (inclusive);
1 Gd Army
    1 Gd Army HQ
    6x 13-3-3 Inf Divs (30, 99, 127, 304, 309, 328)
    3x 12-2-2 Inf Divs (121, 141, 226)
    1 Gd Tank Bn

18 Army
    18 Army HQ
    2x 14-4-3 Gd Inf Divs (117 Gd, 129 Gd)
    4x 13-3-3 Inf Divs (24, 71, 317, 395)
    4x 12-2-2 Inf Divs (161, 271, 276, 316)

47 Independent Corps
    4x 13-3-3 Inf Divs (38, 53, 180, 337)

North of the Frontline, East of A49.xx (inclusive), West of B9.xx (inclusive):
38 Army
    38 Army HQ
    14-4-3 Gd Inf Divs (68 Gd)
    5x 13-3-3 Inf Divs (211, 237, 241, 305, 359 (less two steps))
    4x 12-2-2 Inf Divs (100, 135, 155, 183)

1 Tank Army
    1 Tank Army HQ
    11 Gd Tank Corps
    8 Gd Mech Corps
    64 Gd Tank Bde

40 Army
    40 Army HQ
    14-4-3 Gd Inf Divs (42 Gd)
    14-4-3 Mountain Div (58 less two steps)
    4x 13-3-3 Inf Divs (74, 136, 163, 340)
    3x 12-2-2 Inf Divs (167, 232, 240)

27 Army
    27 Army HQ
    2x 14-4-3 Gd Inf Divs (93 Gd, 94 Gd)
    4x 13-3-3 Inf Divs (50, 78, 206, 375)
    12-2-2 Inf Div (84)
    16 Arty Div

2 Tank Army
    2 Tank Army HQ
    3 Tank Corps
    16 Tank Corps
    11 Gd, 13 Gd Tank Bn

w/i 4 B11.22:
5 Gd Tank Army
    5 Gd Tank Army HQ
    18 Tank Corps
    20 Tank Corps
    29 Tank Corps
    36 Gd Tank Bn.

6 Tank Army
    6 Tank Army HQ
    5 Gd Tank Corps
    5 Mech Corps

North of the Frontline, East of B9.xx (inclusive):
52 Army
    52 Army HQ
    14-4-3 Gd Inf Div (62 Gd)
    3x 13-3-3 Inf Divs (254, 294, 373)
    12-4-3 Gd Abn Div (7 Gd)
    11 Arty Div
    96 Tank Bde

4 Gd Army
    4 Gd Army HQ
    5x 14-4-3 Gd Inf Div (25 Gd, 41 Gd, 66 Gd, 69 Gd, 110 Gd (less one step))
    13-3-3 Inf Div (260 less one step)
    4x 12-4-3 Gd Abn Div (1 Gd, 2 Gd, 5 Gd, 6 Gd)
    1 Gd Arty Div
    173 Tank Bde

53 Army
    53 Army HQ
    5x 13-3-3 Inf Divs (19, 116, 138, 223, 233)
    12-2-2 Inf Div (213)
    6x UR Bdes

5 Gd Army
    5 Gd Army HQ
    4x 14-4-3 Gd Inf Divs (14 Gd, 13 Gd, 95 Gd, 97 Gd)
    13-3-3 Inf Div (299)
    12-2-2 Inf Div (252)
    12-4-3 Gd Abn Div (9 Gd)
    28 Gd Tank Bn
    57 Gd Tank Bn

7 Gd Army
    7 Gd Army HQ
    7 Mech Corps (less two Mech Bdes, less three Tank units)
    8 Mech Corps (less two Mech Bdes, less three Tank units)
    3x 14-4-3 Gd Inf Divs (36 Gd, 72 Gd, 81 Gd)
    3x 13-3-3 Inf Div (93 (less two steps), 133 (less two steps), 409)
    12-4-3 Gd Abn Div (8 Gd)
    12-2-2 Inf Div (303)
    27 Gd Tank Bde

with any of the above:
    3 Gd Rckt Div
    5 Gd Cavalry Corps
    3 Arty Div
    7 Arty Div
    13 Arty Div
    17 Arty Div
    4x Truck Points
    6x Wagon Points
    40 SPs
    2x Pontoon Units
    4x RR Units
    6x Level 1 Airbases
    4x Level 2 Airbases

Air Units: 2x Yak9, 4x La5, 2x Yak7b, 2x P39, 8x IL2m3, 2x IL4, 4x Pe2

Victory:

For **Campaign Victory** purposes, the Germans have expended 4 VPs on Alert Battalion rolls before this game began.

Scenario Victory: Victory depends on Soviet control of the following:

Uman (B2.11)
Balti (A54.10)
Vinnitsa (Vicinity A44.20)
Beltsy (A35.01)
Chernovtsy (vicinity A15.10)
Stanislov (A3.31)
Ternopol (A14.28)
Proskurov (vicinity A28.24)

If the Soviet player controls six or more of these, they win. If the Soviet player controls four or fewer, the Axis wins. If the Soviet player controls exactly five, it is a draw.

Scenario 5: The Moving Pocket

By the end of March, the German efforts to maintain the integrity of Army Group South had failed. 8th and 6th Armies were in retreat into Rumania and 1st Panzer Army was being surrounded on the north bank of the Dnestr River. The 2nd Ukrainian Front flooded into Rumania and drove across the Dnestr from its bridgehead at Yampol. The 1st Ukrainian Front had created a huge gap between 1st and 4th Panzer Army and drove south across the Dnestr toward Chernovtsy.

Map Area: Map A (only)
First Turn: 24
Last Turn: 32 (both scenario and campaign)
Game Length: 9 turns
Pre-Game Ground: Light Thaw

Axis Information:

German Gauge Railroads: All railroads west of hexrow A8.xx.
German Rail Capacity: 12

Dead Pile:
    11 Corps HQ
    42 Corps HQ
    5 SS Pz Div
    7x 14-3-3 Inf Divs (72, 88, 106, 340, 367, 376, 389)
    2x 16-4-3 Inf Divs (B, 57)
    1x Inf (or PG) Rgt each from 1 SS Pz, 5 SS Pz, 3 Pz, 7 Pz, 14 Pz
    1x Pz Bn each from 1 Pz, 6 Pz, 16 Pz, 19 Pz
    2x Pz Bns each from 1 SS Pz, 2 SS Pz, 3 SS Pz, 7 Pz
    167 Inf Kampfgruppe

2-40, 2-52, 1-54, 2-64, 2-67, 1-77, 2-108, 3-139, 3-140, 637, 731, 735, 800, 857 Arty Bns

8, 210, 228, 236, 243, 279, 286, 905 AG Bns

52, 57 Werfer Rgts

2-23, 1-31, 503, 506 Pz Bns

2x RR Units

8th Army Collapse:

7, 40 Pz, 47 Pz, 52 Corps HQs

3 SS, 3, 13, 14 Pz Divs

10, GD PG Div

1x 15-5-3 Mountain Div (4)

2x 16-4-3 Inf Divs (A, 34)

4x 14-3-3 Inf Divs (198, 282, 320, 384)

2 FJ Kampfgruppe

2-62, 2-818, 3-818 Arty Bns

55 Werfer Rgt

202, 203, 261, 911 AG Bns

Set Up:

Hun 7 Corps

w/i 6 A3.29 and west of the Dnestr River (remember 3.11)

7 Hun HQ

5x 10-2-2 Hun Inf Divs (9, 18, 19, 21, 201)

w/i 3 A8.28:

48 Pz Corps

48 Pz Corps HQ

2x 14-3-3 Inf Div (357, 359)

1-26 Pz Bn

311 AG Bn

2-109 Arty Bn

1x Alert Bn

Fortresses:

Ternpol (A14.28): 1x Fort Unit, 2x Alert Bns , Level 2 Hedgehog, 1 SP

Proskurov (A28.24, A29.24): 1x Fort Unit per hex

Gorodok (A24.21): 1x Fort Unit

w/i 3 A22.20, w/i 4 A28.21, w/i 5 A29.17 (but not west of the Dnestr River):

Group Maus

1 SS Pz Div (less two Pz Bns, less one Inf Rgt)

7 Pz Div (less two Pz Bns, less one Inf Rgt)

16-4-3 Inf Div (68 less three steps)

59 Corps

59 Corps HQ

1 Pz Div (less one Pz Bn)

6 Pz Div (less one Pz Bn)

19 Pz Div (less one Pz Bn)

11 Pz Div

2x 16-4-3 Inf Div (96, 291)

280 AG Bn

2-65, 1-84, 611 Arty Bns

54 Werfer Rgt

24 Pz Corps

24 Pz Corps HQ

16 Pz Div (less one Pz Bn)

20 PG Div

2x 14-3-3 Inf Div (208, 371)

731 PJ Bn

249, 300 AG Bns

2-43, 672, 855 Arty Bns

1 Werfer Rgt

3 Pz Corps

3 Pz Corps HQ

2 SS Pz Div (less two Pz Bns)

17 Pz Div

15-5-3 Inf Div (101 less two steps)

14-3-3 Inf Div (168 less three steps)

509 Pz Bn

88, 616 PJ Bns

276, 301 AG Bns

3-109, 2-71 Arty Bns

46 Pz Corps

46 Pz Corps HQ

2x 16-4-3 Inf Div (1, 254)

14-3-3 Inf Div (82)

18 Arty Div

Anywhere South of the Dnestr River and West of A31.xx (inclusive):

16-4-3 Inf Div (75)

With any Axis set up:

4 Hedgehog Points

5x Truck Points

7x Wagon Points

25 SPs

4x Level 1 Airbases

1x Level 2 Airbase

Air Units: 3x Me109g, 1x Fw190a, 2x Fw190f, 2x He111, 1x Ju87d, 1x Hs129, 2x Ju52.

Soviet Information:

Soviet Gauge Railroads: All railroads east and north of the front line up to hexes A62.13, A53.23, A36.33, A45.21.

Soviet Rail Capacity: 20

Dead Pile:

2x 12-2-2 Inf Divs (198, 214).

2x 13-3-3 Inf Divs (193, 253).

2x Mech Bdes and 3x Tank units each from 5 Gd Mech Corps, 7 Mech Corps and 8 Mech Corps.

1x Inf Bde and 1x Tank Bde each from 31 Tank Corps and 4 Gd Tank Corps.

Units Exited to Fulfill Flank Reinforcements:

47 Army HQ

4x 13-3-3 Inf Divs (60, 76, 143, 175)

12-2-2 Inf Div (111)

Units Exited to pursue 8th Army:

4 Gd, 5 Gd, 7 Gd, 52, 53, 5 Gd Tank HQs

3x 12-2-3 Inf Divs (213, 252, 303)

13x 13-3-3 Inf Divs (19, 93, 116, 133, 138, 223, 233, 254, 260, 294, 299, 373, 409)

14x 14-4-3 Gd Inf Divs (13 Gd, 14 Gd, 25 Gd, 36 Gd, 41 Gd, 62 Gd, 66 Gd, 69 Gd, 72 Gd, 81 Gd, 94 Gd, 95 Gd, 97 Gd, 110 Gd)

7x 12-4-3 Gd Abn Divs (1 Gd, 2 Gd, 5 Gd, 6 Gd, 7 Gd, 8 Gd, 9 Gd)

4 Gd, 18, 20, 29, 31 Tank Corps

5 Gd, 7, 8 Mech Corps

5 Gd Cavalry Corps

1 Gd, 11, 16 Arty Divs

36, 28, 57 Gd Tank Bns

96, 27 Gd, 173 Tank Bdes

6x UR Bdes

2x RR Units

Set Up:

All Soviet units set up—

North of the Dnestr River: East of A12.xx (inclusive) OR

South of the Dnestr River: East of A30.xx (inclusive)

In either case, no Soviet unit can set up inside a Axis-held perimeter.

60 Army

60 Army HQ

14-4-3 Gd Inf Div (70 Gd)

8x 13-3-3 Inf Div (8, 107, 246, 287, 322, 336, 350, 389)

3x 12-2-2 Inf Divs (148, 226, 351)

12 Gd Tank Bn

47 Independent Corps

4x 13-3-3 Inf Div (38, 53, 180, 337)

1 Tank Army

1 Tank Army HQ

8 Gd Mech Corps

11 Gd Tank Corps

64 Gd Tank Bde

4 Gd Tank Army

4 Gd Tank Army HQ

6 Gd Mech Corps

10 Gd Tank Corps

93 Tank Bde

29 Gd Tank Bn

58 Gd Tank Bn

3 Gd Tank Army
    3 Gd Tank Army HQ
    6 Gd Tank Corps
    7 Gd Tank Corps
    9 Mech Corps
    91 Tank Bde
    11 Gd Tank Bn

1 Gd Army
    1 Gd Army HQ
    2x 12-2-2 Inf Divs (121, 141)
    6x 13-3-3 Inf Div (30, 99, 127, 304
(less two steps), 309, 328)
    1 Gd Tank Bn

18 Army
    18 Army HQ
    2x 14-4-3 Gd Inf Divs (117 Gd, 129
Gd)
    4x 13-3-3 Inf Div (24, 71, 317, 395)
    4x 12-2-2 Inf Divs (161, 271, 276, 316)

38 Army
    38 Army HQ
    14-4-3 Gd Inf Div (68 Gd)
    5x 13-3-3 Inf Div (211, 237, 241, 305,
359 (less two steps))
    4x 12-2-2 Inf Divs (100, 135, 155, 183)

40 Army
    40 Army HQ
    14-4-3 Gd Inf Div (42 Gd)
    14-4-3 Mountain Div (58 less two
steps)
    4x 13-3-3 Inf Div (74, 136, 163, 340)
    3x 12-2-2 Inf Divs (167, 232, 240)

6 Tank Army
    6 Tank Army HQ
    5 Gd Tank Corps
    5 Mech Corps

27 Army
    27 Army HQ
    14-4-3 Gd Inf Div (93 Gd)
    4x 13-3-3 Inf Divs (50, 78, 206, 375)
    12-2-2 Inf Div (84)

2 Tank Army
    2 Tank Army HQ
    3 Tank Corps
    16 Tank Corps
    11 Gd Tank Bde
    13 Gd Tank Bn

Frontal Assets:
    3 Arty Div
    3 Gd Rckt Div
    7 Arty Div
    13 Arty Div
    17 Arty Div
    4x Truck Points
    6x Wagon Points
    2x RR units
    2x Pontoon units
    17 SPs
    8x Level 1 Airbases
    4x Level 2 Airbases

Air Units: 2x Yak9, 4x La5, 2x Yak7b, 2x P39, 8x IL2m3, 2x IL4, 4x Pe2.

Scenario Victory: If the Soviet player destroys 20 Axis units (in addition to those already in the dead pile), he wins. If the Axis player can prevent the Soviet victory and extract (reestablish a land supply route and link the units up with the regular German lines) 30 combat units from Hube's Pocket (59, 3 Pz, 24 Pz and 46 Pz Corps), he wins. Any other result is a draw.

Historical Notes

The battles depicted in *Hube's Pocket* were the culmination of the liberation of Ukraine. The campaign that started after Kursk ended here. The Russians struggled forward at the end of a long supply line. The Germans struggled against insane leadership that ignored the advice of Frederick the Great. Hitler attempted to hold everything, and ended up holding nothing.

The Race to the Dnepr

In July 1943, two powerful armies met at Kursk. In less than two weeks, both had ground themselves into a bloody pile of dead soldiers and mangled armor. The Germans achieved nothing more than the destruction of their own Panzer forces. The Russians, achieved a victory over the Germans without the assistance of "General Winter."

In August, the Soviets opened their counter-attack. Belgorad fell almost immediately. The Germans reacted quickly to the new offensive. In three weeks, Kharkov fell. However, a relatively intact, thin line was maintained. By month's end, the Soviet attack appeared to be waning. This relief was short lived.

By September, STAVKA had decided that Ukraine would be the fall campaign's goal. Reserves were committed and on 4 September, the offensive began. The Soviet armor punched through the German sieve with relative ease and rushed west. After a week passed, Hitler finally grasped the obvious and allowed a withdrawal.

The next two weeks saw a continuous series of crises as both armies surged toward the Dnepr. Not all of the German problems were created by the Soviets. Von Kluge (commander, Army Group Center) delayed sending reinforcements south. Hitler insisted on not only holding—but reinforcing—the Zaporozhye bridgehead. Finally, all of the units of Army Group South had to cross over the Dnepr, while simultaneously manning the new line and delaying the Soviets.

The climax came on September 24. One of the many small bridgeheads the Soviets had captured was at the great bend in the Dnepr River south of Kiev. At dusk that day, the Soviets launched a massive airborne attack to enlarge this penetration. The Germans had already been assembling a force to counter-attack the bridgehead. Many of the initial Soviet attacks landed on top of the assembling troops and were destroyed.

By the end of September the race ended. The Soviets crossed the river on the run and established several bridgeheads. Most of the German formations had finished crossing over to the west bank and were building a line. Both exhausted sides paused before the next phase.

The Battle for the Dnepr Line

By the middle of October, the Soviets had renewed their offensives. Their first target was the Zaporozhye bridgehead on the far right of Army Group South. Third Ukrainian Front opened the offensive on October 10. The city fell and the bridgehead was evacuated four days later.

In the meantime, Army Group A was being crushed under the attacks of the 4th Ukrainian Front at Melitopol, which fell October 23. By the end of the month, the German southern wing was in full retreat. The Crimea and the 17th Army were cut off.

The 2nd Ukrainian Front offensive opened on October 15. The Soviets broke the German lines and rushed to Krivoi Rog—the main rail and supply hub for the 8th Army.

Manstein, desperate to maintain a front, proposed pulling back to the Bug River and preparing a counter-attack. Hitler insisted on holding the Dnepr. However, he also released substantial reinforcements from OKW reserves for Army Group South.

By October 25, Konev's armor had reached the outskirts of Krivoi Rog. Manstein ordered a counter-attack. Over the course of the next two days, the Soviet spearhead was smashed. The crisis on the southern wing was temporarily over, but the Soviets had cleared a large section of the Dnepr.

The Soviets won the Battle for the Dnepr River.

The Battle for Kiev

Throughout October, Vatutin's 1st Ukrainian Front had been futilely attempting to breakout of its bridgehead at Kanev, south of Kiev. The terrain and tenacious German resistance proved too much for the Soviets.

By November, the battle shifted north of Kiev. After viscious fighting, the Soviets achieved their breakthrough at Lutezh and Yasnogorodka. By November 5, Kiev was liberated.

First Ukrainian Front fanned out from Kiev, heading west and south, advancing against minimal resistance as German reinforcements reached the front. Fastov fell on November 7, while Soviet spearheads continued toward Korosten.

By the middle of November, Manstein had finally assembled forces adequate for a counter-attack. 48 Panzer Corps struck in the Zhitomir area. The Soviets halted their advance in response. Zhitomir was recaptured on November 19 and on the 24th, 59 Corps had retaken Korosten.

December saw more Soviet attacks and German counter-attacks by the Germans. By the middle of the month, the front had again stabilized. However, the Germans held less than 50 miles of the Dnepr River.

Beyond Kiev

On Christmas Eve, 1st Ukrainian Front renewed the offensive. First Guard and 1st Tank Armies attacked toward Berdichev. The next day, all of Vatutin's forces advanced. The entire line from Korosten to Zhitomir was under attack.

On Christmas day, Manstein once again asked to be allowed to withdraw his threatened right. He desperately needed troops to cover his line. Hitler forbid it, accusing Manstein of losing his nerve. Army Group South once again faced possible destruction.

By year's end, 4th Panzer Army found itself in desperate shape. The Soviet offensive had gouged two great holes in the line north of Zhitomir and north of Uman. Luckily for the Germans, the Soviet attacks were directed at destroying the formations rather than exploiting the holes in the lines.

Manstein, on his own authority, moved 1st Panzer Army, along with 3rd Panzer Corps to Uman and shifted 46th Panzer Corps to Vinnitsa. All units sent to save the army group were attached to these units.

On January 4, 1944, Manstein again went to Hitler to argue for the withdrawal from the Dnepr and was refused permission. Army Group South would face three massive battles of encirclement before its lines would once again be marginally secure.

Kirovograd

While 1st Ukrainian Front was shoving 4th Panzer Army west, 2nd Ukrainian Front was relatively quiet. Preparations for a massive attack on the German lines near Kirovograd had been underway for several weeks.

On January 5, 2nd Ukrainian Front opened its offensive. The initial attacks easily broke through the thin German lines. By the afternoon, Konev had unleashed his tanks and they drove deep into German territory north of Kirovograd. The southern wing of the Soviet pincer closed the next day. Kirovograd was surrounded.

Hitler, true to form, ordered Kirovograd to be held at all costs. No troops were permitted to retreat, and the troops in Kirovograd were ordered to fight to the last man and bullet. The specter of Stalingrad was again making an appearance.

The Germans were fortunate that communications into the besieged city were cut. Third Panzer Division didn't get the "stand to the last" order. On the night of the 6th, the division lunged out of the city, attacking north. By morning they were through the Soviet ring with minimal losses. The Germans now had a strong force north of the city and Panzer Division Grossdeutschland was moving up from the south.

By the 8th, the situation was becoming clear to the Germans. Both Soviet Fronts were driving hard for Uman, 1st Ukrainian from the north and 2nd Ukrainian from the east. If the Soviets could not be stopped, the mass of German troops defending Hitler's salient on the Dnepr would be surrounded.

The next week saw extremely heavy fighting. The newly arriving units from 1st Panzer Army not only succeeded in plugging the gap in the line north of Uman, but bloodily repulsed 40th Army. In the south, the Germans stubbornly delayed the Soviet spearheads, while the Panzer Divisions on the flanks hit back at the base of the breakthrough. The Soviets captured Kirovograd and drove several miles west along a broad front. However, the brilliant delaying actions and sharp counter-attacks had cost the Soviets, especially the mechanized forces, dearly.

Korsun

The middle of January saw a lull in the fighting. The weather turned the ground into a quagmire as the temperature hovered around freezing. The Soviets were short of supplies and needed to incorporate replacements into their depleted units. The Germans were, as usual, in a desperate state. 4th and 1st Panzer Armies held a nearly east-west line from the Pripet Marshes to Uman. The line then bulged north and east to Kanev. Here 8th Army held the line running southeast along the Dnepr River to Cherkassy, where it turned south to Kirovograd. The huge bulge in the line at Korsun was a truly tempting target for the Soviets.

On January 25, the battle began again. The 2nd Ukrainian Front attacked on a narrow front south of Shpola. By the end of the day, 4 Guards Army had scored a solid breakthrough and Konev's tanks were pouring through the hole. The next day, 1st Ukrainian Front opened its attack on the opposite side of the bulge. Similar results were achieved and Vatutin released the newly activated 6th Tank Army, to close the pincer. Within three days, the Soviets succeeded in completing the encirclement. The 11th and 42nd Corps were caught in the trap.

The Germans faced a dilemma. During the lull in the fighting in January, strong reserves were concentrated northwest of Uman. They had planned to use this force to attack and destroy the depleted 1st Tank Army. However, the encircled forces at Korsun needed to be rescued. Manstein decided that the attack would go forward as planned. After dispatching the 1st Tank Army, these forces would wheel east and launch into the encircling forces. This attack would be combined with an attack from the south. These attacks were intended to encircle the Soviets while relieving the Germans at Korsun.

All started well for the Germans. The attacks on 1st Tank Army were more than successful. In addition to destroying large portions of the Soviet's forces, several formations were drawn to this battle, away from the encirclement at Korsun.

During the first week of February, the Germans shifted their attention to the beleaguered troops at Korsun. Manstein's luck was about to run out. Just as the move started, a late winter thaw came, turning the field into a sea of mud. The regrouping moves took longer and consumed more fuel than expected—but this was only the beginning.

Hitler began to interfere with the battle again. The 24th Panzer Division was to be the heart of the striking force for the southern attack. It had labored long and hard through the mud to get to its jump off point for the upcoming battle. A crisis was developing in Army Group A to the south. Hitler insisted on recalling the division there. Manstein and the commanders of Army Group A protested. Hitler would hear none of it, and the division was on the mud-drenched road again. Manstein had lost his right hook. In the end, 24th Panzer was unable to reach either crisis.

Manstein still had to relieve the pocket and he still had a strong left hook. The attack opened on February 4, with savage fighting. Vatutin reacted swiftly to the relief attack, concentrating two tank armies against the Germans. In the meantime, Konev was attacking the encircled Germans. Although supplies in the pocket were relatively plentiful and the airlift fairly successful, the Germans in the pocket were taking heavy losses. Their perimeter shrank.

By February 16, the final crisis was reached. The relief force could no longer make any headway against the solid Soviet resistance. The pocket was less than 10 miles on a side and 5 miles still separated it from its relief. Manstein, on his own initiative, ordered the encircled Germans to break out.

Stemmermann, commander of the encircled forces, had concentrated Corps Detachment B, 72nd Infantry and 5 SS Wiking Divisions on the attack front. The initial stages of the breakout went well. A snow storm covered the initial attack. However, as the encircled forces emerged into the open, within sight of the final barrier to their escape, the Russians attacked. The breakout quickly degenerated into a rout. Discipline among the Germans evaporated. Men abandoned their equipment in the race to freedom. Thousands were ridden down by the Soviet cavalry and tanks, including General Stemmermann himself.

No solid numbers are available on the losses the Germans suffered in the encirclements. The most likely number is 10-12,000 men of the initial encircled force of 55,000. Even with the men who escaped, little equipment remained. The men survived, but the fighting divisions were lost.

Hube's Pocket

By the end of February, both sides were exhausted. The only major attacks occurred on the extreme northern flank. Here, the Germans were being steadily driven back. By March, the front extended in a straight line from Shepetovka in the north to Kirovograd in the south. The German's only critical problem was a gaping hole in the line north of Shepetovka. Manstein expected the Soviets to attack south, unhinging any possible defense on the Bug, Dnestr or Prut rivers.

The Soviets were dealt a serious blow on February 29. Vatutin had been touring the front and his Ukrainian partisans attacked his column, mortally wounding him. He died two weeks later. The Soviets had lost one of its most capable commanders. Zhukov, who to this point had been attempting to coordinate the attacks of the two fronts, was placed in command of the 1st Ukranian Front.

After the Korsun battles, both sides redistributed their forces. Because of the gap to the north, both sides quickly became embroiled in a race to concentrate forces there. While Manstein moved his battered forces, Zhukov and Konev received massive reinforcements from STAVKA reserves—five Soviet Tank Armies were now concentrated in their fronts.

On March 4, 1st Ukrainian Front drove out of its positions east of Shepetovka. Simultaneously, 2nd Ukrainian Front launched its attack north of Uman. In two days, Zhukov's armies had obliterated nearly 100 miles of the front, while Konev's tanks completely smashed half of 8th Army.

Manstein ordered his reserves to meet the threat in the north. The remnants of 48th Panzer Corps held a thin line west of Ternopol and were reinforced by some fresh, albeit green, infantry. Manstein's fire brigade, 3rd Panzer Corps, was rushed to Proskurov. After several days of hard fighting, the Germans stopped Zhukov's attacks.

The right wing of 1st Panzer Army was resting in Vinnitsa and south along the Bug River. This line ended abruptly 50 miles from the city. Contact with 8th Army was not possible as it retreated south into Rumania. There was a yawning hole in the German line west of Uman, and Konev's tanks poured through.

The Soviet spearheads reached the Dnestr River on March 18, capturing Yampol and Nogilev-Podol'skiy. They did not pause, but improvised a crossing and jumped the river on the fly.

In the north, constant pressure had finally caused a German collapse. On March 23 contact between 4th and 1st Panzer Army was broken. 1st, 4th and 3rd Guard Tank Armies had shattered the lines between Ternopol and Proskurov. Remnants of German panzer divisions attempted to stem the tide at Gusyatin and Gorodok, but were swamped in the Soviet tidal wave. Both wings of 1st Panzer Army were crushed.

By the end of March 25, 1st Panzer Army was surrounded. Hemmed between Konev's tanks, the Dnestr River, a solid wall of Soviet Infantry, and Zhukov's onrushing armies, over 20 divisions were surrounded. In the meantime, 4th Panzer Armies right flank was hanging in air south of Ternopol. The crisis which Manstein fought to prevent finally came.

General Hube, commanding 1st Panzer Army, wanted to move south over the Dnestr and into Rumania. However, this would leave a gap between Stanislov and the Carpathian Mountains. Hungarian forces covered this gap, but they would be inadequate to stop the Soviet juggernaut. Manstein decided on a daring option: 1st Panzer would breakout west and wheel back to cover 4th Panzer's right flank.

Manstein took the plan to Hitler along with a series of major withdrawals to be executed if the southern wing was to be salvaged. Initially, Hitler would hear none of it, and both men apparently became very angry. Nothing was resolved. Hitler later approved Manstein's plan for the breakout.

On March 28, Hube executed the plan. This operation was different from others as Hube had no intention of trying to hold his eastern (rearward) lines. As the breakout forces attacked west, the rearguard would follow and the pocket would gradually move west. The force would cross five major rivers and contend with three Soviet tank armies.

The first obstacle for 1st Panzer Army was the Zbruch River. A bridgehead north of Skala was captured by March 29. Russian units at Kamenets-Podol'skiy, a key road junction on the German retreat route, held firm. Hube bypassed it by the end of the month. Lead elements of the breakout force then reached and established a bridgehead over the Seret River south of Chortkuv. The Germans drove next for the Chortkuv-Buchach road. The 2nd SS Panzer Corps began to arrive in 4th Panzer Army's area and was immediately thrown into an attack toward Buchach.

The Soviets reacted on April 5 by launching concerted attacks against the breakthrough forces. All attacks were stopped. Hube's spearheads had reached Strypa River and met elements of 10 SS Panzer Division and 6th Panzer Division at Buchach—the First Panzer Army was saved. 1st Panzer was then able to wheel south and secure its lines on the Strypa River.

The last casualty from Hube's Pocket was Field Marshal Manstein. He had lost the battle with his evil master. Manstein had apparently pushed Hitler too far in his demands to save Hube's army. On March 30, Manstein was ordered to see Hitler. At this meeting, Manstein was awarded Swords for his Knight's Cross and was relieved of command.

The final tragedy for Army Group South was at Ternopol. During the collapse at the end of March, Hitler ordered Ternopol to be held at all cost. A scratch force of 4000 men was trapped in the city. After the successful rescue of 1st Panzer Army, the 2nd SS Panzer Corps moved to relieve the garrison. The Soviets

were determined to crush this group and pressed home its attacks. By April 15, the pocket had collapsed as the relieving force was unable to reach it. Fewer than 100 men escaped.

Conclusions

In the end, Germany lost the Ukraine and its fighting forces were greatly depleted. Many historians have argued incorrectly that it was a victory for the Germans to survive these battles. The Germans could have fought these battles with much greater skill and daring. The power in the German army was still very substantial in January 1944. Its men and material were wasted in the maniacal demands of Hitler to hold every useless piece of ground. The German army was surely defeated here.

To the Soviets' credit, they had truly come of age as a modern and effective fighting force. Zhukov, Konev and Vatutin had proved to be as skilled as any of their German counterparts. The Soviet soldiers showed drive and daring in the attack and their relentless pressure on the Germans assured victory.

Further Reading

There are several excellent books that deal, at least in part, with this topic. The following selections offer interesting reading.

Soviet Military Deception in the Second World War by David Glantz. This (and any other of the dozen or so major works by Col. Glantz) is an absolute must read for any student of the Eastern Front. This particular volume discusses the success that the Red Army had with fooling German intelligence services on the operational level. The book goes a long way to dispel the long held western belief that the Red Army was something less than a skilled adversary.

German Defense Tactics Against Russian Breakthroughs, DA Pamphlet No. 20-233 by the US Army. This hard to find study is well worth the effort to get. It does a credible job of discussing several situations, among them the 2 SS Panzer Corps' counter attack and the Battle of Kirovograd.

Operations of Encircled Forces, German Experience in Russia, DA Pamphlet No. 20-234 by the US Army. This is another of those hard to find books. It covers the battles at Korsun and the encirclement of 1st Panzer Army, as well as the Klin Pocket and Velikye Luki.

Stalingrad to Berlin: The German Defeat in the East by Earl Ziemke. This is a good general reference which has an excellent discussion of the topics covered in the game.

The Road to Berlin by John Erickson. An excellent general reference which has some discussion of the period. This volume (and it's companion volume *The Road to Stalingrad*) are somewhat unique in that the writing is from the Soviet perspective.

Scorched Earth, Hitler's War on Russia by Paul Carell. This book offers some unique perspectives of fighting on the Eastern Front and has a good section on the battle. The book has a strong German bias, but offers much to the reader.

Lost Victories by Field Marshal Erich von Manstein. This is the definitive book dealing with inner workings between Army Group South and OKH during this battle. Read it with a grain of salt—old Field Marshals practice CYA, too.

Russo-German War: Winter-Spring 1944 by W. Victor Madeja. A good set of books dealing with warfare on the Eastern Front and has a lavish collection of maps. The section on Hube's Pocket is particularly good.

Designer's Notes

Dean once told me that every wargamer has at least one topic that fascinates them and if he could just get them to put it into a design, he'd never have to worry about getting a good game subject again. **Hube's Pocket** is that game for me. I've been fascinated with this period of World War II evr since that quaint ziplock package containing Jack Radey's classic **Korsun Pocket** came to my house those many years ago. Mr. Radey followed up this game with **Kirovograd** and **Kanev**, but none of these conveyed the sweeping campaign as a whole.

Then along came the *Operational Combat Series.* After playing **Guderian's Blitzkrieg**, I was convinced that this was the one system that could convey the character of those hard fought battles in the spring of 1944. As luck would have it, the company had a seminar at GenCon/Origins that year (1992) and they asked the crowd what topics they'd like to see. Like an eager pup, I jumped up and said, "You gotta do the western Ukraine in the OCS. Put it all together from Korsun till the spring thaw. It'll be great."

Dean reacted by offering me the chance to design it. After four years of circling collate tables, folding game boxes, cussing shrink wrappers and doing all the other necessities (like research) to get published, the game was finally done.

This game covers the battles in the western Ukraine during the period from January to April 1944. The topic has been generally ignored by western historians, many of whom seem to think that after Kursk, the western Allies landed in France, fought the Battle of the Bulge, and then everybody met on the Elbe. The notion

that the German Army was defeated at Kursk cannot be argued with, but it was not destroyed, either. A great deal more hard fighting was in store for all of the allies and it would be a discredit to those who fought in the last two years of the war to claim that Germany had already been defeated.

These battles were a series of encirclements, each increasing in scale, scope, and destructive intensity. Each began with a Soviet double envelopment, but each obtained a different German reaction. At Kirovograd, the Germans successfully blocked the encirclement and withdrew in good order. At Korsun, they attempted to break into the pocket. Hube was forced to execute a "moving pocket" to regain his freedom of action. Both players will be constantly tested in these most difficult of operational challenges.

Research on any aspect of the Eastern Front is at best difficult. The work done here was no exception. Many sources, including primary achive sources, were counterdictory. Where conflict existed between sources, I chose the best way I could.

The Map: The base map for this project came from the Defence Mapping Agencies 1:500,000 scale Tactical Pilotage Charts (TPC). These are excellent maps of reasonable accuracy. However, they are contemporary sources, with modern roads, railroads, and place names. Where possible, German archive maps were used to validate various features. In addition, several secondary sources were also used.

German OB: The primary source for the German OB was the original source documents of the 4th Panzer, 1 Panzer and 8th Armies. For those with access to the National Archive Microfilm library and the patience to weed through dozens of rolls of film, this material is readily available. The primary sources were verified using Georg Tessin's *Verbande und Truppen der deutschen Wermacht und Waffen-SS im Zweiten Weltkrieg 1939-1945*.

A few comments on the German OB are in order. First, taken literally, it's quite a mess. The OB presented in this game has been somewhat sanitized to reflect how units were operating, rather than reflect the idiosyncracies of the actual OB. Several of the divisions, particularly the Panzer divisions, were patched together from various remnants but operated as a unit. For example, there are two infantry division labeled A and B. Technically, these units were classified as "Corps Groups," but were, in reality, remnants of battered divisions under a single divisional staff.

Russian OB: The Russian OB came from several sources, among them Poirier and Conner's *The Red Army Order of Battle*, Charles Sharp's superb *Soviet Order of Battle World War II*, David Glantz's *Soviet Military Deception in the Second World War*, and German maps and reports from the National Archive Microfilm records. Mr. Sharp's OBs are the single most valuable source on this topic that exist in the English language.

The most aggravating of the sources for this work was the German records. As Col. Glantz points out repeatedly in the book noted above, German intelligence gathering, especially when Soviet masking operations were underway, left quite a bit to be desired. The notes on unit compositions were used to determine action ratings of the infantry divisions.

One note on the Soviet Mech and Tank Corps is in order. These units usually had a small number of mortars, rocket launchers and a recon battalion (actually a reinforced company by western standards). I chose not to include these units in the game as being insignificant at this scale. Also, there is typically an "Anti-tank Battalion" counter in each of these Corps. This is an amalgamation of several SU regiments. Each "regiment" had only 21 AFVs at full strength and did not justify its own counter. However, taken as a group, they were more than justified. The Red Army mixed and matched these units as needed and these units were numerous and strong enough (especially the SU-122 and SU-152 units) to be included.

Finally, one unit type was intentionally left out of the OB and that was the Soviet Motorcycle Regiments. These units were typically a mixed bag of motorcycle infantry, armored cars, and sometimes light tanks. These units, unlike their German counterparts, were used almost exclusively for local reconnaissance and screening operations and rarely expected to engage in serious combat. Because of this, they were excluded from the OB and reflected in the Action Ratings of the mechanized units instead.

Soviet Player Notes

The Red Army has come of age. The mob of the early days has been supplemented by experience and production to create a reasonably well-organized, modern and effective army. The only remaining major problem is logistics. One of the most difficult and frustrating problems for the Soviet player will be getting the gas and bullets to the front.

Although the Red Army is starting to resemble the quality of the Wermacht, it will still be difficult to launch the "off-the-cuff" attacks à la **Guderian's Blitzkrieg** because

the differential in quality is not as great as in that earlier action. Care should be taken to set up the offensive. A massive and crushing attack will be much harder for the German to react to than a series of small actions.

Strategically, the Soviet player needs to do quite a lot to win this game. Care should be taken to insure that the axis of the offensives is what you want because moving lines of supply is very difficult due to the shortage of transportation.

Players should be wary of sweeping deep exploitation. Throughout the Great Patriotic War, Soviet doctrine continually called for pursuit of the "deep battle." This doctrine called for penetration of the enemy front and deep exploitation. Until this campaign, when this was achieved, it usually resulted in failure—unsupported deep units were readily mopped up by German reserve formations. After some of these disasters, the Soviets began to seek smaller solutions. This battle saw the reemergence of the deep battle and even then it was unsuccessful with the breakout of Hube's army.

Operationally, one of the biggest advantages of the Red Army is its size. The line the German is attempting to hold is very extended and the Red Army can cover this line far more easily. By keeping the front as long as possible, the German player will have a very difficult time massing any sizable reserve to counter attack with. However, if they are allowed to consolidate a shortened, solid line (the Bug River is particularly attractive to the German), and mass a couple of reserve Panzer Divisions, they can do some grievous damage to your army.

Tactically, the Red Army has a number of good units which historically were used to stiffen the initial assaults. Units that are particularly important for assaults are the Guard Airborne Divisions (good strength, good action rating and small size) and the Guard (Breakthrough) Tank Regiments (great action rating). Although few in number, they will probably play a large part in the battle.

Axis Player Notes

Probably the best advice that can be given to the German player comes from Douglas Adams' *Hitchhiker's Guide to the Galaxy* — "DON'T PANIC." The situation at the beginning of each of the scenarios looks pretty grim (in the case of Scenario 5, really grim). However, the real power of the German army at this late stage in the war is its ability to react quickly. The panzer forces are in relatively good shape and if you can put two or three of these fine divisions together, they can cause the Russians some real damage.

The basic problem for the German is running a mobile defence. If you try to defend

everything (as was done historically), it's highly likely that an aggressive Red Army will play havoc with your army. The battle at Kirovograd was an excellent example of how the mobile defence could work. Hold the shoulders of the Soviet breakthroughs, constrain the enemy to a narrow breakthrough, delay the deep penetrations with minimal forces and counterattack with vigor against the flanks of the breakthrough. Of course, this is all easier said than done.

The other difficult dilemma for the Germans is when to withdraw. There are several good river lines to defend, the Bug River in particular. However, a wholesale flight to the rear would probably not work over time as too much ground (and victory points) is given up too quickly. The German has to make the Red Army pay for every inch of ground.

One other consideration for the German is the deep battle. If the Soviet player has not left reserves to counter a major attack, the Germans do have enough resources to make that one bold drive deep into the enemy's rear. If the opportunity is available, you have the tools to do it. There is little that is more devastating (and embarrasing) for the Russians than Tigers driving around in downtown Kiev.

Counter Manifest
Soviet Army

12-0 Army HQs: 3 Gd Tk, 4 Gd Tk, 5 Gd Tk, 1 Tk, 2 Tk, 6 Tk

10-0 Army HQs: 1 Gd, 4 Gd, 5 Gd, 7 Gd, 18, 27, 38, 40, 47, 52, 53, 60

14-4-3 Inf Divs: 13 Gd, 14 Gd, 25 Gd, 36 Gd, 41 Gd, 42 Gd, 62 Gd, 66 Gd, 68 Gd, 69 Gd, 70 Gd, 72 Gd, 81 Gd, 93 Gd, 94 Gd, 95 Gd, 97 Gd, 110 Gd, 117 Gd, 129 Gd

12-4-3 Abn Div: 1 Gd, 2 Gd, 5 Gd, 6 Gd, 7 Gd, 8 Gd, 9 Gd

13-3-3 Inf Div: 8, 19, 24, 30, 38, 50, 53, 60, 71, 74, 76, 78, 93, 99, 107, 116, 127, 133, 136, 138, 143, 163, 175, 180, 193, 206, 211, 223, 233, 237, 241, 246, 253, 254, 260, 287, 294, 299, 304, 305, 309, 317, 322, 328, 337, 340, 350, 373, 375, 395, 409, 359, 389, 336

12-2-2 Inf Div: 84, 100, 111, 121, 135, 141, 148, 155, 161, 167, 183, 198, 213, 214, 226, 232, 240, 252, 271, 276, 303, 316, 351

14-4-3 Mtn Div: 58

(3)-1-3 RR Bde: 1 UF, 1 UF, 2 UF, 2 UF

(1)-0-0 Pontoon Bde: 1 UF, 2 UF

4-3-6 Tk Bde: 91, 93, 96, 173

5-4-6 Tk Bde: 11 Gd, 27 Gd, 84 Gd

4-5-5 Tk Bn: 1 Gd, 11 Gd, 12 Gd, 13 Gd, 28 Gd, 29 Gd, 36 Gd, 57 Gd, 58 Gd

(8)-3-1 UR Bde: x6

• **4 Gd Tk Corps**
   12 Tk Bde
   13 Tk Bde
   14 Tk Bde
   3 Mtr Inf Bde

• 5 Gd Tk Corps
20 Tk Bde
21 Tk Bde
22 Tk Bde
5 AT Bn
6 Mtr Inf Bde

• 6 Gd Tk Corps
51 Tk Bde
52 Tk Bde
53 Tk Bde
6 AT Bn
22 Mtr Inf Bde

• 7 Gd Tk Corps
54 Tk Bde
55 Tk Bde
56 Tk Bde
7 AT Bn
23 Mtr Inf Bde

• 10 Gd Tk Corps
61 Tk Bde
62 Tk Bde
63 Tk Bde
29 Mtr Inf Bde

• 11 Gd Tk Corps
40 Tk Bde
44 Tk Bde
45 Tk Bde
27 Mtr Inf Bde

• 5 Gd Mech Corps
10 Mech Bde
11 Mech Bde
12 Mech Bde
24 Tk Bde
51 Tk Bn
54 Tk Bn
55 Tk Bn

• 6 Gd Mech Corps
16 Mech Bde
17 Mech Bde
49 Mech Bde
28 Tk Bn
29 Tk Bn
126 Tk Bn
127 Tk Bn

• 8 Gd Mech Corps
19 Mech Bde
20 Mech Bde
21 Mech Bde
1 Tk Bde
67 Tk Bn
68 Tk Bn
69 Tk Bn
8 AT Bn

• 5 Gd Cav Corps
11 Cav Bde
12 Cav Bde
63 Cav Bde
60 Tk Bn
64 Tk Bn
71 Tk Bn
119 Tk Bn

• 1 Gd Arty Div
3 Lgt Arty Bde
1 Arty Bde
2 Hvy Arty Bde
313 Katy Rgt

• 3 Gd Rocket Arty Div
18 Katy Bde
19 Katy Bde
85 Arty Bde
312 Katy Rgt

• 3 Tk Corps
50 Tk Bde
51 Tk Bde
103 Tk Bde
3 AT Bn
57 Mtr Inf Bde

• 16 Tk Corps
107 Tk Bde
109 Tk Bde
164 Tk Bde
15 Mtr Inf Bde

• 18 Tk Corps
110 Tk Bde
170 Tk Bde
181 Tk Bde
18 AT Bn
32 Mtr Inf Bde

• 20 Tk Corps
8 Gd Tk Bde
80 Tk Bde
155 Tk Bde
20 AT Bn
7 Gd Mtr Inf Bde

• 29 Tk Corps
25 Tk Bde
31 Tk Bde
32 Tk Bde
29 AT Bn
53 Mtr Inf Bde

• 31 Tk Corps
100 Tk Bde
237 Tk Bde
242 Tk Bde
31 AT Bn
65 Mtr Inf Bde

• 5 Mech Corps
2 Mech Bde
9 Mech Bde
45 Mech Bde
233 Tk Bde
252 Tk Bn
54 Tk Bn
46 Tk Bn
156 Tk Bn
5 AT Bn

• 7 Mech Corps
16 Mech Bde
63 Mech Bde
64 Mech Bde
41 Gd Tk Bde
58 Tk Bn
84 Tk Bn
177 Tk Bn
237 Tk Bn
240 Tk Bn
7 AT Bn

• 8 Mech Bde
66 Mech Bde
67 Mech Bde
68 Mech Bde
116 Tk Bde
41 Tk Bn
69 Tk Bn
83 Tk Bn
139 Tk Bn

• 9 Mech Corps
69 Mech Bde
70 Mech Bde
71 Mech Bde
59 Tk Bde
53 Tk Bn
47 Gd Tk Bn
74 Tk Bn
9 AT Bn

• 3 Arty Div
7 Mortar Bde
15 Lt Arty Bde
5 Arty Bde
1 H Arty Bde
116 H Arty Bde

• 7 Arty Div
3 Mortar Bde
9 Gds Arty Bde
11 Lt Arty Bde
17 Arty Bde
25 H Arty Bde
105 H Arty Bde

• 11 Arty Div
31 Lt Arty Bde
45 Arty Bde
40 H Arty Bde

• 13 Arty Div
16 Mortar Bde
48 Arty Bde
34 Lt Arty Bde
43 H Arty Bde
88 H Arty Bde
91 H Arty Bde
101 H Arty Bde

• 16 Arty Div
49 Lt Arty Bde
36 Arty Bde
52 H Arty Bde
90 H Arty Bde
109 H Arty Bde
14 Mortar Bde

• 17 Arty Div
22 Mortar Bde
37 Lt Arty Bde
39 Arty Bde
50 H Arty Bde
92 H Arty Bde
108 H Arty Bde

Axis Army— German Troops

12-0 Corps HQ: 2 SS
10-0 Corps HQs: 3 Pz, 24 Pz, 40 Pz, 46 Pz, 47 Pz, 48 Pz
8-0 Corps HQs: 7, 11, 42, 52, 59
16-4-3 Inf Divs: A, B, 1, 34, 57, 68, 75, 96, 254, 291
14-3-3 Inf Divs: 72, 82, 88, 106, 168, 198, 208, 282, 320, 340, 357, 358, 367, 371, 376, 384, 389
13-4-3 Inf Div: 100
15-5-3 Inf Div: 101
15-5-3 Mtn Div: 4
6-4-3 Inf KG: 167
9-5-3 FJ KG: 2 FJ
(1)-2-3 RR Rgt: x2
(5)-3-0 Fort Bn: x16
2-3-3 Alert Bn: x29
5-4-7 AG Bn: 8, 202, 203, 210, 228, 249, 261, 276, 280, 286, 300, 301, 236, 243, 279, 311, 905, 911
6-5-8 Pz Bn: 2-23, 1-26, 1-31
8-5-5 Pz Bn: 503, 506, 509
(9)-5-7 PJ Bn: 88
(5)-5-7 PJ Bn: 616, 731
9-5-4 PJ Bn: 653
4-1-3 Arty Bn: 2-40, 2-54, 2-62, 2-64, 2-65, 1-77, 1-108, 2-109, 3-139, 3-140, 611, 2-818, 3-818, 855
9-1-3 Arty Bn: 1-84, 3-109, 637, 672, 735, 857
6-1-3 Arty Bn: 2-43, 2-52, 2-67, 731, 800
9-3-3 Arm Arty Bn: 2-71
48-1-0 Werfer Rgt: 1, 52, 54, 55
36-1-0 Werfer Rgt: 57

• 1 SS Pz Div
1 Pz Recon Bn
1-1 Pz Bn
2-1 Pz Bn
1 AG Bn
1 PG Rgt
2 PG Rgt
1 Arty Rgt
1x Organic Truck

• 2 SS Pz Div
2 Pz Recon Bn
1-2 Pz Bn
2-2 Pz Bn
3 PG Rgt
4 PG Rgt
2 Arty Rgt
1x Organic Truck

• **3 SS Pz Div**
3 Pz Recon Bn
1-3 Pz Bn
2-3 Pz Bn
5 PG Rgt
6 PG Rgt
3 Arty Rgt
1x Organic Truck

• **5 SS Pz Div**
5 Pz Recon Bn
1-5 Pz Bn
2-5 Pz Bn
Wall PG Bde
9 PG Rgt
10 PG Rgt
5 Arty Rgt
1x Organic Truck

• **9 SS Pz Div**
9 Pz Recon Bn
1-9 Pz Bn
2-9 Pz Bn
19 PG Rgt
20 PG Rgt
9 Arty Rgt
1x Organic Truck

• **10 SS Pz Div**
10 Pz Recon Bn
1-10 Pz Bn
2-10 Pz Bn
21 PG Rgt
22 PG Rgt
10 Arty Rgt
1x Organic Truck

• **1 Pz Div**
1 Pz Recon Bn
1-1 Pz Bn
2-1 Pz Bn
113 PG Rgt
1 Mtr Inf Rgt
73 Arty Rgt
1x Organic Truck

• **3 Pz Div**
3 Pz Recon Bn
1-6 Pz Bn
2-6 Pz Bn

394 PG Rgt
3 Inf Rgt
75 Arty Rgt
1x Organic Truck

• **6 Pz Div**
6 Pz Recon Bn
1-11 Pz Bn
2-11 Pz Bn
114 PG Rgt
4 Mtr Inf Rgt
76 Arty Rgt
1x Organic Truck

• **7 Pz Div**
7 Pz Recon Bn
1-25 Pz Bn
2-25 Pz Bn
7 PG Rgt
6 Mtr Inf Rgt
78 Arty Rgt
1x Organic Truck

• **11 Pz Div**
11 Pz Recon Bn
1-15 Pz Bn
2-15 Pz Bn
111 PG Rgt
110 Mtr Inf Rgt
119 Arty Rgt
1x Organic Truck

• **13 Pz Div**
13 Pz Recon Bn
1-4 Pz Bn
2-4 Pz Bn
66 PG Rgt
93 Mtr Inf Rgt
13 Arty Rgt
1x Organic Truck

• **14 Pz Div**
14 Pz Recon Bn
1-36 Pz Bn
2-36 Pz Bn
103 PG Rgt
108 Mtr Inf Rgt
4 Arty Rgt
1x Organic Truck

• **16 Pz Div**
16 Pz Recon Bn
1-2 Pz Bn
2-2 Pz Bn
3-2 AG Bn
79 PG Rgt
64 Mtr Inf Rgt
16 Arty Rgt
1x Organic Truck

• **17 Pz Div**
17 Pz Recon Bn
1-39 Pz Bn
63 PG Rgt
40 Mtr Inf Rgt
27 Arty Rgt
1x Organic Truck

• **19 Pz Div**
19 Pz Recon Bn
1-27 Pz Bn
2-27 Pz Bn
74 PG Rgt
73 Mtr Inf Rgt
19 Arty Rgt
1x Organic Truck

• **24 Pz Div**
24 Pz Recon Bn
1-24 Pz Bn
2-24 Pz Bn
3-24 AG Bn
26 PG Rgt
21 Mtr Inf Rgt
89 Arty Rgt
1x Organic Truck

• **Grossdeutschland PG Div**
GD Pz Recon Bn
1-GD Pz Bn
2-GD Pz Bn
3-GD Pz Bn
GD AG Bn
Gren Mtr Inf Rgt
Füs Mtr Inf Rgt
GD Arty Rgt
1x Organic Truck

• **10 PG Div**
110 Pz Recon Bn
7 Pz Bn
20 Mtr Inf Rgt
41 Mtr Inf Rgt
10 Arty Rgt
1x Organic Truck

• **20 PG Div**
120 Pz Recon Bn
8 Pz Bn
76 Mtr Inf Rgt
90 Mtr Inf Rgt
20 Arty Rgt
1x Organic Truck

• **18 Arty Div**
18 PG Rgt
88 Arty Rgt
288 Arty Rgt
388 Arty Rgt

Axis Army— Hungarian Troops

6-0 Corps HQ: 7 Hun
10-2-2 Inf Divs: 9, 18, 19, 21, 201

Abbreviations:

Abn—Airborne
AG—Assault Gun
Arm—Armor
Arty or Art—Artillery
Bde—Brigade
Bn—Battalion
Cav—Cavalry
Div—Division
FJ—Fallschirmjäger
Füs—Füsilier
Gd—Guard
GD—Grossdeutschland
Gren—Grenadier
Hun—Hungarian
Hvy or H—Heavy
Inf—Infantry
Katy—Katyusha
KG—Kampfgruppe
Lgt or Lt—Light
Mech (or M)—Mechanized
Mtn—Mountain
Mtr—Motorized
PG—Panzergrenadier
Pz—Panzer
Rgt—Regiment
RR—Railroad
Tk—Tank
UF—Ukrainian Front
UR—Area Defense Unit
Wall—Walloon
Werfer—Nebelwerfer

Weather Table

	Game Turn			Last Turn Ground					
	1-12	**13-27**	**28-32**	**HF**	**F**	**LF**	**LT**	**T**	**Mud**
Cold, Clear	11..12	11..12	11	HF	HF	F	LF	LT	T
Cold, Cloudy	13..14	13	12	HF	HF	F	LF	LT	T
Blizzard	15..16	14	13	HF	HF	F	LF	LT	T
Cool, Clear	21..32	15..25	14..21	F	F	LF	LF	LT	T
Cool, Cloudy	33..41	26..33	22..24	F	F	LF	LF	LT	T
Snow	42..46	34..36	25..26	F	F	LF	LF	LT	T
Warm, Clear	51..54	41..46	31..33	F	LF	LT	T	T	Mud
Warm, Cloudy	55..61	51..54	34..42	F	LF	LT	T	T	Mud
Rain	62..63	55..61	43..46	F	LF	LT	T	T	Mud
Hot, Clear	64	62..63	51..55	F	LF	LT	T	Mud	End
Hot, Cloudy	65	64..65	56..63	F	LF	LT	T	Mud	End
Storm	66	66	64..66	F	LF	LT	T	Mud	End

Abbreviations:
HF: Hard Freeze
F: Freeze
LF: Light Freeze
LT: Light Thaw
T: Thaw
End: Game Over

Example, it is turn 14 and the Ground last turn was Light Freeze (LF). The roll for weather is 51, resulting in Warm, Cloudy weather. The Ground becomes Light Thaw (LT). A die is rolled for air operations. The roll is a 3, resulting in airbase-to-airbase operations only.

Ground Effects Chart

	Hard Freeze	Freeze	Light Freeze	Light Thaw	Thaw	Mud
Roads	-	-	-	(1)	(2)	(3)
Minor River	Frozen	Frozen	-	-	-	-
Major River	Frozen	-	-	-	-	-
Swamp	Frozen	-	-	-	-	-

-: No Effect
(1) Use Muddy Secondary Road terrain costs.
(2) Use Soupy Secondary Road terrain costs.
(3) Use Soupy Seconday Road plus all **Truck MP** movement allowances are halved and Air units at Level 1 air bases must become inactive and cannot refit until a non-Mud turn. Air base construction is not allowed (to include improving existing air bases). Hedgehogs can be constructed (or improved) normally.\

Air Effects Chart

Clear: Normal air operations.
Cloudy: Roll one die, on a 1-3 only airbase to airbase operations are allowed, otherwise no effect (air operations are normal).
Snow or Rain: Roll one die, on a 4-6, only airbase to airbase operations are allowed, otherwise, no air operations are allowed except the refitting and active status of air units at their bases.
Blizzard, Storm: No air operations are allowed except the refitting and active status of air units at their bases.

Common Rebuild Table

(Ignore Mountain, Airborne, and Motorization Designations)

Infantry-type Units
Infantry Div Step	2x Pax
Inf Bde	2x Pax
Mech or PG Bde	2x Pax, 1x Eq
PG Rgt	2x Pax, 1x Eq
Inf Rgt	2x Pax
Inf KG	2x Pax
Fort Bn	2x Pax
Alert Bn	1x Pax
UR Bde	2x Pax

Armor, Cavalry and Anti-Armor-type Units
Tk Bde	2x Eq
Pz or Tk Bn	1x Eq
AG Bn	1x Eq
Cav Bde	2x Pax, 1x Eq
AT Bn	1x Eq
PJ Bn	1x Eq
Pz Recon Bn	1x Pax. 1x Eq

Artillery Type Units
Arty Bde	2x Pax, 2x Eq
Arty Rgt	2x Pax, 1x Eq
Arty Bn	1x Eq
Katy Bde	2x Pax, 3x Eq
Katy or Werfer Rgt	2x Pax, 2x Eq
Mortar Bde	2x Eq

Rear Area, Support-type Units
HQ	3x Pax, 2x Eq, 1 Truck Point
RR Bde	4x Pax, 2x Eq
RR Rgt	3x Pax, 2x Eq
Pontoon Bde	1x Pax, 1x Eq

Axis Order of Arrival

Turn	Units
1	**South**: GD PG Div **West**: 15-5-3 Inf Div (101), 14-3-3 Inf Div (371)
2	**West**: 16-4-3 Inf Div (96), 20 PG Div, 3-140 Arty Bn
3	**South**: 16-4-3 Inf Div (A), 52 Corps HQ **West**: 16-4-3 Inf Div (254)
4	**South**: 55 Werfer Rgt **West**: 59 Corps HQ, 16-4-3 Inf Div (291), 731 Arty Bn
5	**South**: 2-62 Arty Bn
6	**West**: 2-23, 503 Pz Bns, 202, 210, 300 AG Bns
7	**South**: 14-3-3 Inf Div (376), 24 Pz Div (see 3.7) **West**: 1 Werfer Rgt
9	**West**: 57 Werfer Rgt **Air**: 1x Ju52, 1x Me109g
14	**South**: 40 Pz Corps HQ
17	**West**: 2-43, 2-71, 611 Arty Bns, 276 AG Bn, 88, 616, 731 PJ Bns, 1-26 Pz Bn
19	**West**: 14-3-3 Inf Divs (357, 359), 2-109 Arty Bn **Air**: 2x Ju52, 1x He111, 1x Fw190f
20	**West**: 280, 301 AG Bns, 7 Hun Corps HQ, 10-2-2 Hun Inf Div (18, 21)
21	**West**: 10-2-2 Hun Inf Div (201, 19)
22	**West**: 10-2-2 Hun Inf Div (9)
26	**West**: 2 SS Corps HQ, 9 SS Pz Div, 10 SS Pz Div, 13-4-3 Inf Div (100), 653 PJ Bn

Soviet Order of Arrival

Turn	Units
1	14-4-3 Mountain Div (58), 13-3-3 Inf Div (30, 359)
2	12-2-2 Inf Divs (84, 161), 13-3-3 Inf Div (337), 12-4-3 Abn Div (2 Gd)
3	13-3-3 Inf Divs (53, 133), 12-4-3 Abn Div (1 Gd)
4	12-2-2 Inf Divs (121, 213), 13-3-3 Inf Div (233), 13 Arty Div
5	12-2-2 Inf Div (141), 5 Gd Cavalry Corps, 5 Mech Corps, 6 Tank Army HQ
6	16 Tank Corps, 20 Tank Corps, 2 Tank Army HQ, 13 Gd Tank Bn, 11 Gd Tank Bde
9	2x Yak9, 2x IL2m3
11	58 Gd Tank Bn
13	13-3-3 Inf Divs (19, 223), 14-4-3 Gd Inf Div (25 Gd)
14	13-3-3 Inf Div (8), 12-2-2 Inf Div (226)
15	1 Gd Arty Div, 13-3-3 Inf Div (246), 14-4-3 Gd Inf Div (70 Gd), 60 Army HQ
16	7 Arty Div, 13-3-3 Inf Div (287), 4 Gd Tank Army HQ, 93 Tank Bde, 6 Gd Mech Corps, 10 Gd Tank Corps
17	1x Pe2, 1x IL2m3

Hube's Pocket Terrain Effects on Combat (Special Modifiers)

Type	Combat Line	Armor	Mech	Other
Open	Open	[x2]	[x2]	x1
Forest	Close	x1/2	x1	x1
Woods	Close	x1	x1	x1
Swamp	Very Close	x1/2	x1/2	x1
Frozen Swamp	Close	x1/2	[x1/2]	x1
Major City	Extremely Close	x1/3	[x1/2]	x1
Minor City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Major River	ot	[x1/4]	[x1/3]	[x1/2]
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Major River	ot	[x1/2]	[x1/2]	[x1/2]
Frozen Minor River	ot	[x1/2]	x1	x1
Mountain	Very Close	x1/3*	[x1/2]*	x1
Rough	Close	[x1/2]	[x1/2]	x1
Low Hills	Close	x1	x1	x1
Multi-Track Railroad	ot			
Single-Track Railroad	ot			
Secondary Road	ot		use other terrain for these...	
Muddy Secondary Road	ot			
Soupy Secondary Road	ot			

*Road Only

Hube's Pocket Terrain Effects on Movement

Type	Track	Truck	Leg	Notes:
Open	1	1	1	
Forest	3	4	2	
Woods	2	3	1	
Swamp	p	p	3	
Frozen Swamp	5	6	3	
Major City	3	2	1	Negate if using a road
Minor City	2	1	1	Negate if using a road
Village		no effect		
Major River	p	p	All	
Minor River	+3	+5	+1	
Frozen Major River	+4	+6	+2	
Frozen Minor River	+2	+3	—	
Mountain	p	p	all	Can't Overrun into
Rough	3	5	2	
Low Hills	1	2	1	
Multi-Track Railroad	1	1	1	
Single-Track Railroad	1	1	1	
Secondary Road	1/2	1/2	1/2	
Muddy Secondary Road	1/2	1	1/2	
Soupy Secondary Road	1	1	1	

The Gamers