B4.23:
Alert Bn (random)
17-2-2 Arty Rgt (617)
30-2-2 Werfer Rgt (1)
6-1-RR Arty (62)
1 SP

B5.23:
7th Corps HQ
4-4-7 AG Bn (209)

B5.24:
Alert Bn (random)

B5.25:
5-3-3 Inf KG (339)

B5.26:
16-4-3 Inf Div (208; -1 step)

B5.28:
14-3-3 Inf Div (327; -1 step)

B5.32:
10-2-2 Arty Bn (753)

B5.35:
42nd Corps HQ
8-2-2 Arty Bn (II-857)
2T

B6.12:
24th Pz Corps HQ
7 Pz Div (7 Mot Rgt) *(Player Note: this unit does not currently have a common trace with the rest of 7 Pz Div.)*
1 SP

B19.05:
7 Pz Div (7 Aufk Bn, II-25 Pz Bn, 6 PG Rgt, 42 PJ Bn, 78 Arty Rgt, Organic Truck (empty))

B6.15:
19 Pz Div (19 Arty Rgt, Organic Truck (empty))
8-2-2 Arty Bn (II-842)

B7.15:
19 Pz Div (74 PG Rgt)

B7.16:
19 Pz Div (73 Mot Rgt)

B7.18:
19 Pz Div (19 Aufk Bn)
Level 1 Hedgehog

B9.14:
19 Pz Div (19 PJ Bn)
Level 1 Hedgehog

B6.18:
16-4-3 Inf Div (88; -1 step)
Level 1 Hedgehog

B6.22:
16-4-3 Inf Div (75; -1 step)

B6.23:
15-2-3 Arty Rgt (70)
8-2-2 Arty Bn (II-77)

B6.24:
Alert Bn (random)
Level 1 Hedgehog

B6.29:
14-3-3 Inf Div (340)

B6.30:
14-3-3 Inf Div (183)

B6.31:
6-3-2 Sec Div (213)

B6.33:
16-4-3 Inf Div (217; -1 step)

B7.23:
16-4-3 Inf Div (68; -2 steps)

B7.24:
14-3-3 Inf Div (291; -1 step)

B7.34:
4-4-3 Brkdwn Rgt

B7.35:
16-4-3 Inf Div (82; -2 steps)

B9.13:
3-3-3 Inf KG (131)

B11.12:
4-4-7 AG Bn (239)
3-3-3 Inf KG (255)

B11.13:
16-4-3 Inf Div (34; -1 step)

B12.11:
14-3-3 Inf Div (72; -1 step)

B12.12:
16-4-3 Inf Div (57; -2 steps)

B13.13:
10 PG Div (10 PJ Bn, 10 Arty Rgt, Organic Truck (empty))

B13.14:
10 PG Div (20 Mot Rgt)

B14.12:
10 PG Div (41 Mot Rgt)

B14.13:
10 PG Div (110 Aufk Bn, 7 AG Bn)

B14.05:
8th Army HQ
(4)-2-3 Flak Bn (32)
6-1-RR Arty (69)
1T

B17.07:
3rd Pz Corps HQ
1 SP

B17.08:
Alert Bn (random)
8-2-2 Arty Bn (II-67, II-71)

B17.09; within 2 hexes:
11 Pz Div (11 Aufk Bn, II-15 Pz Bn, 61 PJ Bn, 80 Arty Rgt, Organic Truck (empty))
3-3-6 SP Arty Bn (911)

B17.10:
11 Pz Div (111 Mot Rgt)

B18.10:
11 Pz Div (110 PG Rgt)

B18.07:
Alert Bn (random)

B19.10:
3 Pz Div (3 PG Rgt, 394 Mot Rgt)

B20.08:
3 Pz Div (543 PJ Bn, 75 Arty Rgt, Organic Truck (empty))

B21.10:
3 Pz Div (3 Aufk Bn, II-6 Pz Bn)

B21.05:
8-2-2 Arty Bn (II-46)
(1)-1-1 Pontoon Grp (AGS)
Optional Pontoon Track Bridge marker

B21.09, within 2 hexes:
5 SS Pz Div (5 SS Aufk Bn, 1-5 SS Pz, 9 SS Mot Inf, 10 SS Mot Inf, Narwa SS Mot Bn, 5 SS PJ Bn, 5 SS Arty Rgt)

B22.05:
6 Pz Div (6 Aufk Bn, 114 PG Rgt, 76 Arty Rgt)

B23.06:
6 Pz Div (4 Mot Rgt)

B24.06:
6 Pz Div (II-11 Pz Bn, 41 PJ Bn)

D43.16:
23 Tank Corps (3 Tk Bde, 135 Tk Bde, 56 Mot Bde, 1443 SU Bn, 457 Mort Rgt, Organic Truck (full))

D42.13:
8-4-8 Gd Tk Bde (32)
(1)-0-1 Pontoon Bde (4)

D42.18:
4 Gd Mech Corps (13 Gd Mech Bde, 14 Gd Mech Bde, 15 Gd Mech Bde, 292 Gd SU Bn, 1828 SU Bn, Organic Truck (empty))

D42.22:
17th Air Army HQ Marker

D41.08:
4 Gd Cav Corps (9 Gd Cav Div, 30 Cav Div, 10 Gd Cav Div, 12 Gd Mort Rgt, Organic Truck (empty))

D41.11:
12-2-2 Inf Div (266)
120-2-2 Gd Katy Div (4)

D41.15:
13-3-3 Gd Inf Div (60; -1 step)
12-2-2 Inf Div (244)
28-1-1 Mort Bde (23)

D40.07:
4 Gd Cav Corps (1815 SU Bn)
84-1-2 Arty Div (7a, 7b)

D40.09:
12-2-2 Inf Div (259)
4-3-6 Tk Bn (224)

D40.10:
13-3-3 Gd Inf Div (61; -1 step)

D40.11:
12-2-2 Inf Div (243)

D40.12:
13-3-3 Gd Inf Div (59; -1 step)

D40.13:
12-2-2 Inf Div (333)
5-4-5 Gd Tk Bn (60)

D40.14:
12-2-2 Inf Div (203; -1 step)
4-4-3 Assault Eng Bde (44 Sp)

D40.15:
13-3-3 Gd Inf Div (47; -1 step)
7-3-6 Tk Bde (11)

D40.19:
8th Gd Army HQ
2-2-6 MC Rgt (53)
(3)-2-2 AT Bde (5)
(1)-0-1 Pontoon Bde (3 Ukr, 5)
1 SP

D40.21:
12-2-2 Gd Inf Div (88; -1 step)

D39.05:
5th Shock Army HQ
(5)-1-1 AA Div (23)
2 Truck Points
1 SP

D39.09:
13-3-3 Gd Inf Div (54; -1 step)
(4)-2-2 Gd AT Bde (5)

D39.16:
13-3-3 Gd Inf Div (27)
5-4-5 Gd Tk Bn (5)

D39.19:
13-3-3 Gd Inf Div (39, 57)
2-2-6 SU Bn (1891)
40-2-2 Gd Katy Bde (28)

D38.06:
2 Gd Mech Corps (4 Gd Mech Bde, 5 Gd Mech Bde, 6 Gd Mech Bde, 1543 SU Bn, Organic Truck (empty))
78-1-2 Arty Div (26)

D38.08:
13-3-3 Gd Inf Div (50; -1 step)

D38.16:
13-3-3 Gd Inf Div (35; -1 step)
4-3-6 Tk Bn (35)

D38.17:
12-2-2 Gd Inf Div (74, 82; one is -1 step)

D37.08:
13-3-3 Gd Inf Div (95)
3-4-3 Assault Eng Bde (63)

D37.18:
12-2-2 Inf Div (195, 353)
4-4-3 Assault Eng Bde (11)

D37.23:
12-2-2 Inf Div (152)

D36.06:
19 Tank Corps (101 Tk Bde, 202 Tk Bde, 26 Mot Bde, 1452 SU Bn, 1824 SU Bn, 179 Mort Rgt, Organic Truck (empty))
40-2-2 Gd Katy Bde (13)

D36.08:
12-2-2 Inf Div (130)
(3)-2-2 AT Bde (15)

D36.18:
13-3-3 Gd Inf Div (79)
4-3-6 Tk Bn (52)

D36.21:
46th Army HQ
(5)-1-1 AA Div (22)
1 SP

D35.08:
12-2-2 Inf Div (118)
(4)-2-2 Gd AT Bde (7)

D35.19:
14-4-3 Gd Inf Div (20; -1 step)
3-4-3 Assault Eng Bde (51)

D35.21:
13-3-3 Gd Inf Div (34, 40; one is -1 step)
84-1-2 Arty Div (9a)

D34.03:
28th Army HQ

D34.08:
13-3-3 Gd Inf Div (109)
4-4-8 Gd Tk Bn (22)

D34.19:
14-4-3 Gd Inf Div (4; -1 step)
4-3-6 Tk Bn (141)

D33.08:
12-2-2 Inf Div (301)
5-4-3 Assault Eng Bde (43 Sp)

D33.20:
12-2-2 Inf Div (236; -1 step)
11-1-1 Inf Div (394; -1 step)

D32.03:
8th Air Army HQ Marker
(5)-1-1 AA Div (18)
1 SP

D32.07:
12-2-2 Inf Div (230)
4-4-3 Assault Eng Bde (12)

D32.20:
13-3-3 Gd Inf Div (48; -1 step)
4-3-6 Tk Bn (212)

D32.23:
37th Army HQ
(5)-1-1 AA Div (35)
1 SP

A47.17:
9 Mech Corps (69 Mech Bde, 70 Mech Bde, 71 Mech Bde, 59 Gd Tk Bn, 1823 SU Bn, 616 Mort Rgt, Organic Truck (empty))

A47.23:
6 Gd Tank Corps (52 Gd Tk Bde, 22 Gd Inf Bde, 1442 SU Bn, 1835 SU Bn, 1893 SU Bn, 272 Gd Mort Rgt, Organic Truck (empty))

A46.16:
13-3-3 Inf Div (24; -1 step)

A46.17:
12-2-2 Gd Inf Div (129; -1 step)
4-4-3 Assault Eng Bde (4)

A46.20:
3rd Gd Tank Army HQ
7-3-6 Tk Bde (91)
2-2-6 MC Rgt (50)
66-1-2 Arty Div (3a, 3b)
1 Truck Point
3 SP

A46.26:
3-2-3 Cz Inf Bde (1)
Special Truck Extender

A45.18:
12-2-2 Inf Div (71, 317; both -1 step)

A45.19:
12-2-2 Inf Div (328)
(3)-2-2 AT Bde (22)

A45.20:
12-2-2 Inf Div (127, 304; both -1 step)

A45.27:
25 Tank Corps (111 Tk Bde, 175 Tk Bde, 20 Inf Bde, 41 SU Bn, 1829 SU Bn, 459 Mort Rgt, Organic Truck (empty))

A44.20:
7-3-6 Tk Bde (93)

A44.21:
1st Gd Army HQ
84-1-2 Arty Div (17a)
28-1-1 Mort Bde (12)
(5)-1-1 AA Div (16)
1 SP

A43.20:
12-2-2 Inf Div (276, 316; both -1 step)

A42.20:
12-2-2 Inf Div (336; -1 step)
3-3-6 SU Bn (1836)

A42.22:
60th Army HQ
12-2-2 Inf Div (271)
84-2-2 Gd Arty Div (1)
1 SP

A42.23:
12-2-2 Inf Div (280, 351; both -1 step)

A41.21:
13-3-3 Inf Div (30; -1 step)
4-4-3 Assault Eng Bde (9)

A41.26:
4-3-6 Tk Bn (59)

A41.33:
4-4-5 Flm Tk Bn (1890)
40-2-2 Gd Arty Bde (25H)

A40.21:
12-2-2 Inf Div (350)
3-4-3 Assault Eng Bde (59)

A40.26:
12-2-2 Inf Div (148; -1 step)

A39.22:
12-2-2 Inf Div (140)

A39.23:
12-2-2 Inf Div (8)
(4)-2-2 Gd AT Bde (8)

A39.26:
12-2-2 Inf Div (121; -1 step)

A39.31:
12-2-2 Inf Div (172)
7-3-6 Tk Bde (96)

A39.32:
13th Army HQ
(5)-1-1 AA Div (10)
1 SP

A38.23:
12-2-2 Inf Div (141; -1 step)

A38.24:
12-2-2 Inf Div (143)
3-4-3 Assault Eng Bde (42)

A38.25:
12-2-2 Inf Div (322; -1 step)

A38.30:
14-4-3 Gd Inf Div (6; -1 step)

A38.31:
12-2-2 Gd Inf Div (121)

A38.32:
12-2-2 Inf Div (181; -1 step)
4-4-3 Assault Eng Bde (7)

A38.33:
11-1-1 Inf Div (149)

A38.34:
12-2-2 Inf Div (112; -1 step)

Level-3 Air Bases: B2.24, B18.07, B20.29, B62.31, D43.15, B54.32, B59.09, D59.29. Also put 1T at each of the Level-3 bases.

Level-2 Air Bases: A45.20, A48.24, A54.11, A55.16, A60.19, B6.23, B17.19, B33.30, D16.28, D30.34, D39.26, D44.04, D55.05.

Level-1 Air Bases: A50.34, B14.05, B17.29, B23.23, B24.17, B27.30, B32.16, B41.06, B43.20, D20.30, D29.04, D32.03, D39.05, D42.22, D47.33, D56.11, D56.18, D58.05.

Any Air Base:
9x Pe.2 (2 reduced)   6x IL.4 (2 reduced)
4x Li.2   8x Yak.9 *
1x La.5 Gd   1x Yak.9 Gd
1x Yak.7b

Any Air Base (2nd Air Army assigned to 1st Ukr Front):
6x IL.2 (2 reduced)
3x La.5   1x Yak.9
1x Yak.9 Gd   1x Yak.7b
1x Yak.7b Gd

Any Air Base (5th Air Army assigned to 2nd Ukr Front):
4x IL.2 *   2x La.5 *
1x La.5 Gd   1x Yak.7b Gd
1x Yak.9 Gd

Any Air Base (17th Air Army assigned to 3rd Ukr Front):
5x IL.2 (2 reduced)
2x La.5 *   1x Yak.7b *
1x Yak.9

Any Air Base (8th Air Army assigned to 4th Ukr Front):
4x IL.2 (3 reduced)
2x La.5   1x La.5 Gd
3x Yak.7b *   1x Yak.9

"*" = one unit begins reduced

Bridge Repaired Markers: D39.26, D44.24, D44.23, D43.16, D43.15 (both bridges)

Scenario 3:
Red Thunder (красный гром!)

General Information
First Turn: 8 Apr 44
Last Turn: 26 April 44
Total Game Length: 6 turns
First Player: Axis
Setup Order: Soviet first
Weather: Mud and Limited Flight on 8 Apr

Special Scenario Rules:
- Artillery Barrage markers are not used.
- Consider 8 Apr to be the fifth turn that both 1st Ukrainian and any one other Front (player's choice) are in Offensive Posture.
- Only Maps A and C are used. Soviet supply sources are where any type of road or railroad enters the east edge of these maps.
- Note there are just three Soviet Fronts in play. The 4th Ukrainian Front was focused on recapture of the Crimea, so is not deployed.
- The 8 Apr Turn is considered the first turn of Mud. Note that the game ends early if Mud is rolled for three consecutive turn, per 1.8.
- The Luftflotte 4 HQ is not present in this scenario. There are no Mission Hex Limits (2.2c) for the Axis player.
- Fortresses (2.4a) have been declared in Ternopol (A14.22), Chernovtsy (A13.05), Iasi (C26.20), and Odessa (C55.04).

Victory Conditions:
Use the Campaign Game Victory Conditions (5.0). The VP tally at scenario start is 4: the Soviets have captured Kiev (2 VP), Uman (2 VP) and Vinnitsa (2 VP), but lost VP for the Axis having units on the Dnepr north of Dnepropetrovsk on 1 Feb 1944 (1VP) and units near Nikopol on 1 Feb 1944 (1 VP).

Soviet Set-Up Information
Rail Cap: 8.5
Reserve Markers: 14 available
Barrage Markers: None
Reinforcements: Per Order of Arrival
Variable Repls: Per Repl Table

Dead Pile:
1 Gd Mech Corps (9 Gd Tk Bde, 2 Gd Mech Bde)
2 Gd Mech Corps (37 Gd Tk Bde, 4 Gd Mech Bde)
3 Gd Mech Corps (35 Gd Tk Bde, 1510 SU Bn)
4 Gd Mech Corps (36 Gd Tk Bde, 15 Gd Mech Bde)
5 Gd Mech Corps (24 Gd Tk Bde, 12 Gd Mech Bde)
7 Gd Mech Corps (24 Gd Mech Bde, 293 Gd SU Bn)
8 Gd Mech Corps (64 Gd Tk Bde, 20 Gd Mech Bde)
4 Gd Tank Corps (12 Gd Tk Bde, 1827 SU Bn)
5 Gd Tank Corps (21 Gd Tk Bde, 22 Gd Tk Bde)
6 Gd Tank Corps (51 Gd Tk Bde, 52 Gd Tk Bde)
7 Gd Tank Corps (54 Gd Tk Bde, 467 Mort Rgt)
10 Gd Tank Corps (62 Gd Tk Bde)
11 Gd Tank Corps (40 Gd Tk Bde, 44 Gd Tk Bde)
1 Mech Corps (19 Mech Bde)
5 Mech Corps (233 Tk Bde, 1228 SU Bn)
7 Mech Corps (16 Mech Bde, 41 Gds Tk Bde)
8 Mech Corps (67 Mech Bde, 1822 SU Bn)
9 Mech Corps (1823 SU Bn)
3 Tank Corps (50 Tk Bde, 103 Tk Bde)
10 Tank Corps (178 Tk Bde)
11 Tank Corps (20 Tk Bde, 65 Tk Bde)
16 Tank Corps (109 Tk Bde, 164 Tk Bde)
18 Tank Corps (110 Tk Bde, 181 Tk Bde)
20 Tank Corps (8 Gd Tk Bde, 80 Tk Bde)
23 Tank Corps (39 Tk Bde, 135 Tk Bde)
25 Tank Corps (111 Tk Bde, 162 Tk Bde)
29 Tank Corps (25 Tk Bde, 31 Tk Bde)
1 Gd Cav Corps (1 Gd Cav Div, Organic Truck)
4 Gd Cav Corps (10 Gd Cav Div)
5 Gd Cav Corps (63 Cav Div)
6 Gd Cav Corps (8 Cav Div)
4-3-6 Tk Bn (35, 43, 58, 224, 262)
4-3-5 SU Bn (1827, 1830)
7-3-6 Tk Bde (140, 173)
4-4-3 Assault Eng Bde (4)
5-4-3 Assault Eng Bde (43 Sp)
5-4-5 Gd Tk Bn (12, 60)
4-4-8 Gd Tk Bn (53)
3-3-6 SU Bn (1836)

2-2-6 SU Bn (999, 1201, 1202)
(5)-2-1 Gd UR Bde (1)
28-1-1 Mort Bde (9)
(3)-2-2 AT Bde (7, 33)
(5)-1-1 UR Bde (78)
2-1-rr RR Arty Bn (1 Ukr)
2x Yak.9 (independent)

Soviet Railheads:
Map A: A17.32, A19.21, A20.25, A22.02, A24.14.
Map C: C31.29, C45.27, C50.16, C58.11.
Rail paths between these hexes and Soviet supply sources are Soviet Gauge.
Wrong Gauge Markers: A19.32, A21.05, A24.13, A38.06, C41.35, C44.26.

RVGK 1 Box (Ready):
120-2-2 Gd Katy Div (3)
5-4-5 Gd Tk Bn (7)

RVGK 1 Box (Rebuilding):
1 Gd Mech Corps (1 Gd Mech Bde, 3 Gd Mech Bde, 1544 SU Bn, 1504 SU Bn, 116 Gd Arty Rgt, 267 Mort Rgt, Organic Truck (Empty))
10 Tank Corps (183 Tk Bde, 186 Tk Bde, 11 Mot Bde, 1450 SU Bn, 287 Mort Rgt, Organic Truck (Empty))
20 Tk Corps (155 Tk Bde, 7 Gd Mot Bde, 1834 SU Bn, 1895 SU Bn, 291 Mort Rgt, Organic Truck (empty))
5 Gd Cav Corps (11 Gd Cav Div, 12 Gd Cav Div, 9 Gd Mort Rgt, Organic Truck (empty))

RVGK 2 Box (Ready):
8 Gd Tank Corps (58 Gd Tk Bde, 59 Gd Tk Bde, 60 Gd Tk Bde, 28 Gd Inf Bde, 15 Gd Tk Bn, 269 Gd Mort Rgt, Organic Truck (Full))
7-3-6 Tk Bde (11, 129, 201)
4-3-6 Tk Bn (34)
5-4-5 Gd Tk Bn (57)
2-2-6 SU Bn (864)

RVGK 2 Box (Rebuilding):
3 Gd Mech Corps (7 Gd Mech Bde, 8 Gd Mech Bde, 9 Gd Mech Bde, 1831 SU Bn, 129 Mort Rgt, Organic Truck (Empty))
7 Gd Mech Corps (57 Gd Tk Bde, 25 Gd Mech Bde, 26 Gd Mech Bde, 468 Gd Mort Rgt, Organic Truck (Empty))
1 Mech Corps (219 Tk Bde, 35 Mech Bde, 37 Mech Bde, 294 Mort Rgt, Organic Truck (Empty))
14-4-3 Gd Inf Div (4, -2 steps)
13-3-3 Gd Inf Div (60, -2 steps)
11-1-1 Inf Div (394; -1 step)

C60.13:
3rd Ukr Front HQ (Posture TBD)
12-2-2 Inf Div (236, -1 step)

A09.15:
46 Pz Corps HQ
1 Pz Div (37 PJ Bn)

A09.16:
20 PG Div (120 Aufk Bn)

A10.13:
16 Pz Div (III-2 AG Co, 16 PJ Bn, 16 Aufk Bn)

A10.14:
2 Wagon Points

A10.15:
8-2-2 Arty Bn (II-62)
1 SP

A10.16:
3-3-6 SP Arty Bn (911)
20 PG Div (90 Mot Rgt)

A11.11:
16-4-3 Inf Div (68, 254; both -3 steps)

A11.12:
14-3-3 Inf Div (168, 291; both -2 steps)

A11.13:
15-4-3 Jg Div (101, -2 steps)

A11.14:
8-2-2 Arty Bn (II-842)
6-2-2 Arty Bn (611)

A11.15:
1 Pz Div (113 PG Rgt)

A11.16:
3-4-7 AG Bn (276)
4-4-3 Brkdwn Rgt

A12.10:
2-2-3 Inf Bn (Remnant)
3-3-3 Brkdwn Rgt

A12.11:
1 Pz Corps Kessel HQ
2T

A12.13:
3 Pz Corps HQ
8-2-2 Arty Bn (II-52)
1 SP

A12.14:
16-4-3 Inf Div (208; -2 steps)
1 Pz Div (1 Mot Rgt)

A12.15:
16-4-3 Inf Div (96; -2 steps)
1 Pz Div (II-1 Pz Bn)

A13.11:
3 SS Pz Div (5 SS Mot Rgt)

A13.12:
3 SS Pz Div (3 PJ Bn)
Alert Bn (random)

A13.13:
14-3-3 Inf Div (371; -2 steps)
7 Pz Div (42 PJ Bn)

A13.14:
16-4-3 Inf Div (1; -2 steps)
7 Pz Div (6 PG Rgt)

A13.05:
3-1-1 Rum Border Rgt (1)
7 Pz Div (7 Aufk Bn)
(5)-3-- Fort Rgt
Level 1 Hedgehog

Level-3 Air Base: A01.30. Place 1T at the Level-3 base.

Level-2 Air Bases A02.17, A14.22. Place 1T at the Level-2 base.

Level-1 Air Base: A03.21, A04.16, A06.29, A07.22, A08.19, A08.35.

Luftwaffe Air Units at any air bases:

3xBf.109G*	2xJu.88*
2xFw.190A*	2xJu.87D*
1xFw-190F	1xJu.87G (Rudel)
2xJu.52*	2xHe.111H*

(* indicates one step of the listed air units start the scenario on their reduced side.)

Axis Arrivals:
8 Apr 44
Any Army or Army Group HQ:
5-4-3 Jg Bde (8)
3-2-3 Kor Bn (585)
2 Hung Arm Div (2 Aufk Bn, 1-3 Pz Bn, 3 Mot Rgt)
6-1-2 Hung Arty Bn (6)

12 Apr 44
Any Army or Army Group HQ:
56 Pz Corps HQ
11-3-3 Inf Div (214)
(7)-4-3 PJ Bn (80)
7-2-2 Hung Inf Div (16)

Withdraw:
1 SS Pz Div (1 SS Aufk Bn, I-1 SS Pz Bn, II-1 SS Pz Bn, 1 SS Mot Rgt, 2 SS PG Rgt, SS Tiger Co, 1SS PJ Bn, 1 SS AG Bn, 1 SS Arty Rgt, Organic Truck)
2 SS Pz Div (3 SS Mot Rgt)

Lvov or west map edge within 10 hexes of Lvov:
58th Panzer Corps may enter if using Optional Rule 4.1 on or after this turn.

15 Apr 44
Any Army or Army Group HQ:
7-3-3 SS Inf KG (14)

Scenario 6: Rumanian Finish

General Information
First Turn: 8 Apr 44
Last Turn: 26 April 44
Total Game Length: 6 turns
First Player: Axis
Setup Order: Soviet first
Weather: Mud and Limited Flight on 8 Apr

Special Scenario Rules
- Artillery Barrage markers are not used.
- Consider 8 Apr to be the fifth turn that the 2nd and 3rd Ukrainian Fronts are in Offensive Posture.
- Only Map C is used.
- The Soviet Player is exempt from 3.5b RVGK Box Minimums in this scenario.
- The Luftflotte 4 HQ is not present in this scenario. There are no Mission Hex Limits (2.2d) for the Axis player.
- Random Events are not used in this scenario.
- The Soviet Player may base air units off-map, at two Level-3 Air Bases. It is 10 hexes from each base to the east edge of Map C. These off-map bases may refit aircraft for free. A player may place arriving SP in the off-map box for Air Transport missions. Air units in an off-map box do not have a Patrol Zone. These off-map bases are immune from axis air missions.
- Fortresses (2.4a) have been declared in Iasi (C26.20) and Odessa (C55.04).

Victory Conditions:
The Soviet player must cause a Rumanian Collapse (2.5b) to win. The Axis player must prevent this to win.

Soviet Set-Up Information
Rail Cap: 4
Reserve Markers: 7 available
Barrage Markers: None
Reinforcements: See below
Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value.
Supply Sources: Where any type of road or railroad enters the east edge of Map C.

Dead Pile:
1 Gd Mech Corps (9 Gd Tk Bde, 2 Gd Mech Bde)
2 Gd Mech Corps (37 Gd Tk Bde, 4 Gd Mech Bde)
4 Gd Mech Corps (36 Gd Tk Bde,.15 Gd Mech Bde)
5 Gd Mech Corps (24 Gd Tk Bde, 12 Gd Mech Bde)
5 Gd Tank Corps (21 Gd Tk Bde, 22 Gd Tk Bde)
7 Mech Corps (16 Mech Bde, 41 Gd Tk Bde)
8 Mech Corps (67 Mech Bde, 1822 SU Bn)
3 Tank Corps (50 Tk Bde, 103 Tk Bde)
10 Tank Corps (178 Tk Bde)
16 Tank Corps (109 Tk Bde, 164 Tk Bde)
18 Tank Corps (110 Tk Bde, 181 Tk Bde)
20 Tank Corps (8 Gd Tk Bde, 80 Tk Bde)
23 Tank Corps (39 Tk Bde, 135 Tk Bde)
29 Tank Corps (25 Tk Bde, 31 Tk Bde)
4 Gd Cav Corps (10 Gd Cav Div)
5 Gd Cav Corps (63 Cav Div)
4-3-6 Tk Bn (43)
4-4-8 Gd Tk Bn (53)
4-3-5 SU Bn (1827)
7-3-6 Tk Bde (173)
4-4-3 Assault Eng Bde (4)
5-4-5 Gd Tk Bn (60)
2-2-6 SU Bn (999, 1202)
28-1-1 Mort Bde (9)
(3)-2-2 AT Bde (7)
5-4-3 Assault Eng Bde (43 Sp)
Yak.9 (independent)

Soviet Railheads:
C31.29, C45.27, C50.16, C58.11.
Rail paths between these hexes and Soviet supply sources are Soviet Gauge.
Wrong Gauge Markers: C35.35, C41.35, C44.26.

RVGK 1 Box (Ready):
120-2-2 Gd Katy Div (3)
5-4-5 Gd Tk Bn (7)

RVGK 1 Box (Rebuilding):
1 Gd Mech Corps (1 Gd Mech Bde, 3 Gd Mech Bde, 1544 SU Bn, 1504 SU Bn, 116 Gd Mort Rgt, 267 Arty Rgt, Organic Truck (empty))
10 Tank Corps (183 Tk Bde, 186 Tk Bde, 11 Mot Bde, 1450 SU Bn, 287 Mort Rgt, Organic Truck (empty))
20 Tk Corps (155 Tk Bde, 7 Gd Mot Bde, 1834 SU Bn, 1895 SU Bn, 291 Mort Rgt, Organic Truck (empty))

5 Gd Cav Corps (11 Gd Cav Div, 12 Gd Cav Div, 9 Gd Mort Rgt, Organic Truck (empty))

C60.13:
3rd Ukr Front HQ (Offensive Posture)
12-2-2 Inf Div (236, -1 step)

C58.35:
RVGK 1 marker

C58.13:
46th Army HQ
12-2-2 Inf Div (266, 353; both -1 step)

C57.11:
6th Army HQ
(5)-1-1 AA Div (4)
4 Wagon Points
4 SP

C57.06:
12-2-2 Inf Div (243, 248; both -1 step)

C56.05:
13-3-3 Gd Inf Div (61; -1 step)
(3)-2-2 AT Bde (10)

C56.06:
84-1-2 Arty Div (9a)

C55.06:
12-2-2 Inf Div (244; -1 step)
4-3-6 Tk Bn (52)

C54.06:
12-2-2 Inf Div (320; -1 step)
4-4-3 Assault Eng Bde (8)

C54.09:
5th Shock Army HQ
(5)-1-1 AA Div (3)
84-1-2 Arty Div (9b)
2 Wagon Points
2 SP

C54.10:
2 Gd Mech Corps (5 Gd Mech Bde, 6 Gd Mech Bde, 1543 Gd SU Bn, Organic Truck (empty))

C54.12:
13-3-3 Gd Inf Div (34, 40; both -1 step)

C53.07:
12-2-2 Inf Div (295; -1 step)
5-4-5 Gd Tk Bn (5)

C52.06:
13-3-3 Gd Inf Div (49, 86; both -1 step)

C52.18:
17th Air Army HQ Marker

C51.06:
12-2-2 Inf Div (333; -1 step)
7-4-3 Gd Mot Bde (5)

C51.09:
23 Tk Corps (3 Tk Bde, 56 Mot Bde, 1443 SU Bn, 457 Mort Rgt, Organic Truck (empty))

C51.12:
4 Gd Cav Corps (9 Gd Cav Div, 30 Cav Div, 1815 SU Bn, 12 Gd Mort Rgt, Organic Truck (empty))

C51.14:
37th Army HQ
14-4-3 Gd Inf Div (15; -1 step)
4-3-6 Tk Bn (212)
(1)-0-1 Pontoon Bde (3 Ukr)
2 SP

C50.05:
13-3-3 Gd Inf Div (47, 109; both -1 step)

C50.07:
(3)-2-2 AT Bde (9)
28-1-1 Mort Bde (23)

C50.10:
8th Gd Army HQ
(5)-1-1 AA Div (35)
(1)-0-1 Pontoon Bde (4, 5)
40-2-2 Gd Katy Bde (29)
2 SP

C50.14:
4 Gd Mech Corps (13 Gd Mech Bde, 14 Gd Mech Bde, 1828 SU Bn, 292 Gd SU Bn, Organic Truck (empty))

C50.15:
12-2-2 Gd Inf Div (82; -1 step)
7-3-6 Tk Bde (96)

C50.16:
57th Army HQ
(5)-1-1 AA Div (22)
(1)-0- 3 Rail Repair Rgt (3 Ukr)
1 SP

C49.07:
13-3-3 Gd Inf Div (108; -1 step)
11-1-1 Inf Div (416; -1 step)

C49.08:
13-3-3 Gd Inf Div (35, 59; both -1 step)

C49.09:
12-2-2 Gd Inf Div (88; -1 step)

C49.19:
40-2-2 Gd Katy Bde (28)

C49.26:
7th Gd Army HQ
(5)-1-1 AA Div (5)
1 SP

C48.09:
13-3-3 Gd Inf Div (39, 79; both -1 step)

C48.10:
13-3-3 Gd Inf Div (57; -1 step)

C48.11:
2-3-6 Gd MC Rgt (3)
2-2-6 MC Rgt (53)

C48.12:
12-2-2 Gd Inf Div (74; -1 step)
4-4-3 Assault Eng Bde (44 Sp)

C48.13:
12-2-2 Inf Div (195, 203; both -1 step)
3-4-3 Assault Eng Bde (62)

C48.14:
13-3-3 Gd Inf Div (27; -1 step)
12-2-2 Inf Div (188; -1 step)

C48.15:
13-3-3 Gd Abn Div (10; -1 step)

C48.16:
14-4-3 Gd Inf Div (20; -1 step)
12-2-2 Gd Inf Div (92; -1 step)

C48.17:
13-3-3 Gd Inf Div (58; -1 step)
(3)-2-2 AT Bde (42)

C47.18:
12-2-2 Inf Div (228)

C46.18:
13-3-3 Gd Inf Div (28; -1 step)
12-2-2 Gd Inf Div (73; -1 step)

C46.20:
12-2-2 Inf Div (118, 230; both -1 step)
4-4-8 Gd Tk Bn (28)

C45.19:
12-2-2 Inf Div (223, 301; both -1 step)

C45.20:
11-1-1 Inf Div (409; -1 step)
8-4-8 Gd Tk Bde (27)

C44.19:
13-3-3 Inf Div (19; -1 step)
12-2-2 Inf Div (113; -1 step)

C43.20:
12-2-2 Inf Div (52, 93; both -1 step)

C42.20:
13-3-3 Gd Abn Div (8; -1 step)

C42.25:
(5)-1-1 UR Bde (54)

C41.21:
12-2-2 Gd Inf Div (72, 81; both -1 step)

C41.23:
78-1-2 Arty Div (11)

C41.24:
13-3-3 Inf Div (50; -1 step)

C41.25:
5th Gd Army HQ
(5)-1-1 AA Div (29)
Special Truck Extender
1 SP

C40.21:
13-3-3 Gd Inf Div (36; -1 step)

C40.24:
12-2-2 Inf Div (297; -1 step)

C39.21:
13-3-3 Gd Inf Div (95; -1 step)
12-2-2 Gd Inf Div (97; -1 step)

C39.25:
13-3-3 Inf Div (53; -1 step)

C38.21:
14-4-3 Gd Inf Div (13; -1 step)

C37.22:
13-3-3 Gd Abn Div (9; -1 step)
12-2-2 Inf Div (214; -1 step)

C37.23:
40-2-2 Gd Katy Bde (8)

C36.21:
14-4-3 Gd Inf Div (14; -1 step)
(3)-2-2 AT Bde (6)

C35.22:
12-2-2 Gd Inf Div (89; -1 step)
(3)-2-2 AT Bde (11)

C35.24:
8 Mech Corps (66 Mech Bde, 68 Mech Bde, 69 Tk Bde, 116 Tk Bde, 114 SU Bn, 615 Mort Rgt, Organic Truck (empty))

C35.28:
7 Mech Corps (63 Mech Bde, 64 Mech Bde, 1821 SU Bn, 1440 SU Bn, 614 Mort Rgt, Organic Truck (empty))

C34.22:
13-3-3 Gd Inf Div (25; -1 step)
4-4-3 Assault Eng Bde (11)

C33.23:
11-1-1 Inf Div (299; -1 step)

C32.22:
12-2-2 Inf Div (111; -1 step)

C32.27:
84-1-2 Arty Div (13a)

C31.22:
12-2-2 Inf Div (213, 375; both -1 step)

C31.25:
12-2-2 Gd Inf Div (94; -1 step)

C31.27:
53rd Army HQ
(5)-1-1 AA Div (30)
1 SP

C31.28:
12-2-2 Inf Div (337; -1 step)

C31.29:
(1)-0-3 Rail Repair Rgt (2 Ukr)

C31.31:
5-1-rr RR Arty Rgt (2 Ukr)

C30.22:
13-3-3 Gd Inf Div (110; -1 step)
4-4-3 Assault Eng Bde (6)

C30.27:
84-1-2 Arty Div (13b)

C29.22:
14-4-3 Gd Abn Div (1; -1 step)
4-3-6 Tk Bn (38)

C29.27:
26-1-2 Arty Bde (27)

C29.31:
(1)-0-1 Pontoon Bde (2 Ukr)
Optional Pontoon Track Bridge marker

C29.35:
2nd Ukr Front HQ (Offensive Posture)
(1)-0-3 Rail Repair Rgt (RVGK 2)

C28.21:
12-2-2 Gd Inf Div (80; -1 step)
(3)-2-2 AT Bde (34)

C28.26:
13-3-3 Gd Inf Div (93; -1 step)

C28.30:
(1)-0-1 Pontoon Bde (1)
3 Truck Points

C27.21:
12-2-2 Gd Inf Div (78; -1 step)
4-4-3 Assault Eng Bde (5)

C27.25:
12-2-2 Inf Div (202, 206; both -1 step)
Special Truck Extender

C27.26:
27 Army HQ
13-3-3 Gd Abn Div (3, in move mode)
(5)-1-1 AA Div (11)

C26.21:
13-3-3 Inf Div (6; -1 step)

C26.23:
84-1-2 Arty Div (16a)

C26.25:
12-2-2 Inf Div (78; -1 step)
2-2-6 SU Bn (1892)

C26.26:
12-2-2 Inf Div (180; -1 step)

C25.21:
13-3-3 Gd Inf Div (69; -1 step)

C25.30:
5th Gd Tank Army HQ
(5)-1-1 AA Div (6)
2 SP

C24.20:
12-2-2 Inf Div (84; -1 step)

C24.21:
84-1-2 Arty Div (16b)

C24.23:
2nd Tank Army HQ
3-3-6 SU Bn (754, 1219)
(5)-1-1 AA Div (26)
2 SP

C24.26:
18 Tank Corps (170 Tk Bde, 32 Mot Bde, 1543 SU Bn, 292 Mort Rgt, Organic Truck (empty))

C24.29:
2-3-6 Gd MC Rgt (1)

C23.20:
12-2-2 Inf Div (233; -1 step)

C23.26:
5th Air Army HQ Marker
16 Tk Corps (107 Tk Bde, 15 Mot Bde, 1441 SU Bn, 1239 SU Bn, 226 Mort Rgt, Organic Truck (empty))

C23.29:
5 Gd Mech Corps (10 Gd Mech Bde, 11 Gd Mech Bde, 104 Gd SU Bn, 1529 SU Bn, 285 Mort Rgt, Organic Truck (empty))

C22.20:
13-3-3 Gd Abn Div (7; -1 step)

C22.21:
4th Gd Army HQ
(5)-1-1 AA Div (27)

C22.22:
3 Tk Corps (51 Tk Bde, 57 Mot Bde, 1818 SU Bn, 1540 SU Bn, 234 Mort Rgt, Organic Truck (empty))

C22.23:
8-4-8 Gd Tk Bde (11)

C22.26:
5-4-5 Gd Tk Bn (13)

C21.27:
12-2-2 Inf Div (116; -1 step)

C21.30:
29 Tk Corps (32 Tk Bde, 53 Mot Bde, 1549 SU Bn, 1446 SU Bn, 271 Mort Rgt, Organic Truck (empty))

C20.21:
12-2-2 Inf Div (294; -1 step)

C20.24:
12-2-2 Inf Div (373; -1 step)

C20.30:
30-1-2 Arty Bde (97H, 98H)

C20.31:
52nd Army HQ
(5)-1-1 AA Div (38)
1 SP

C20.32:
5 Gd Tank Corps (20 Gd Tk Bde, 6 Gd Mot Bde, 48 Gd Tk Bn, 1462 SU Bn, 1458 SU Bn, 454 Mort Rgt, Organic Truck (empty))

C19.22:
13-3-3 Gd Abn Div (6; -1 step)

C19.30:
12-2-2 Inf Div (303; -1 step)
(3)-2-2 AT Bde (2)

C19.32:
12-2-2 Inf Div (74; -1 step)
3-4-3 Assault Eng Bde (60)

C19.33:
5 Mech Corps (2 Mech Bde, 9 Mech Bde, 45 Mech Bde, 745 SU Bn, 1827 SU Bn, 458 Mort Rgt, Organic Truck (empty))

C18.23:
13-3-3 Gd Inf Div (41; -1 step)

C18.24:
13-3-3 Gd Inf Div (62; -1 step)

C18.29:
12-2-2 Inf Div (254; -1 step)
4-4-3 Assault Eng Bde (14)

C18.30:
12-2-2 Inf Div (252; -1 step)
4-3-6 Tk Bn (25)

C18.31:
13-3-3 Inf Div (31; -1 step)

C18.32:
13-3-3 Gd Inf Div (42; -1 step)
5-4-3 Assault Eng Bde (27 Sp)

C18.33:
13-3-3 Inf Div (38; -1 step)
12-2-2 Inf Div (133; -1 step)

C17.34:
13-3-3 Inf Div (163; -1 step)
12-2-2 Inf Div (232; -1 step)

C17.35:
40th Army HQ
13-3-3 Gd Abn Div (4; -1 step)
12-2-2 Inf Div (240; -1 step)
(3)-2-2 AT Bde (24)

C21.35:
6th Tank Army HQ
12-2-2 Inf Div (259; -1 step)
(5)-1-1 AA Div (9)
4-3-6 Tk Bn (156)
40-2-2 Gd Katy Bde (27)
2 SP

Level-3 Air Base: C58.35: Place 1T at this base. Do not place 1T in the Soviet off-map air bases.
Level-2 Air Bases: C37.32, C42.35, C49.26, C60.13, C62.25.

Any Air Base:
4x Pe.2 (2 are reduced)
3x IL.4   2x Li-2
4x Yak.9 (1 is reduced)
1x Yak.9 Gd (reduced)
1x Yak.7b

Any Air Base (5th Air Army assigned to 2nd Ukr Front):
2x IL.2
1x La.5   1x La.5 Gd
1x Yak.7b Gd (reduced)

Any Air Base (17th Air Army assigned to 3rd Ukr Front):
5x IL.2 (2 are reduced)
2x La.5   1x Yak.7b
1x Yak.9

Soviet Arrivals:
8 Apr 44
Any Front HQ:
(3)-2-2 AT Bde (19)
4-4-3 Assault Eng Bde (16 Sp)
4 Gd Cav Corps (128 Tk Bn, 134 Tk Bn, 151 Tk Bn)

12 Apr 44
Any Front HQ:
5th Gd Cav Corps (60 Tk Bn, 71 Tk Bn, 1896 SU Bn)
(3)-2-2 AT Bde (35)
Reserve Marker

15 Apr 44
Any Front HQ:
4-3-6 Tk Bn (119)

19 Apr 44
Any Front HQ:
4-4-5 Gd SU Bn (398)
3-3-6 SU Bn (1449)

22 Apr 44
Any Front HQ:
5 Mech Corps (697 SU Bn)

Axis Set-Up Information
Rail Cap: 5
Reserve Markers: 4 available
Kessel HQs: 1 available (4 Pz Corps)
KG Markers: Vorman and Breith available
Fortress Units: 2 German and 1 Rum available
Reinforcements: See below
Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value.
Supply Sources: Per 2.1a, Map C only.

Dead Pile:
2-2-3 Erz Bn (258)
2-2-4 Bicycle Bn (Bach)
3-2-4 Cossack Cav Rgt (454)
3-3-3 Inf KG (131, 255)
12-3-3 Inf Div (147 T)
16-4-3 Inf Div (57, 62, 88, 112, 161, 223)
14-3-3 Inf Div (123, 293, 328, 389)
5-2-2 Sec Div (444)
54 Corps HQ
UKR Corps HQ
4-4-7 AG Bn (210, 280, 300, 322)
6-1-R Railroad Arty (62, 72)
8-2-2 Arty Bn (I-27, II-77, II-857)
10-2-2 Arty Bn (731)
12-2-3 Arty Rgt (800)
30-2-2 Werfer Rgt (54)
(4)-2-3 Flak Bn (32)
GD PG Div (I Pz Bn, II Pz Bn, Gren PG Rgt, Organic Truck)
3 Pz Div (I-6 Pz Bn, 543 PJ Bn, 75 Arty Rgt, Organic Truck)
8 Pz Div (8 Aufk Bn)
11 Pz Div (61 PJ Bn)
13 Pz Div (66 PG Rgt, Haack Pz Bn, 13 PJ Bn, 93 Mot Rgt, 13 Arty Rgt, Organic Truck)
14 Pz Div (II-36 Pz Bn, 103 PG Rgt, 4 Arty Rgt, Organic Truck)
23 Pz Div (I-23 Pz Bn, 126 Mot Rgt, 128 PJ Bn, Organic Truck)
24 Pz Div (III-24 AG Bn, 89 Arty Rgt, Organic Truck)
10 PG Div (41 Mot Rgt, 10 Arty Rgt, Organic Truck)
16 PG Div (116 Pz Bn, 156 Mot Rgt, 60 Mot Rgt, 228 PJ Bn, 146 Arty Rgt, Organic Truck)
18 Arty Div (88 Mot Rgt)
3 SS Pz Div (II-3 SS Pz Bn)
2-4-3 SS Inf KG (Schul)
30-2-2 SS Werfer Rgt (101)
6-3-3 SS Mot Rgt (Wall)
4-5-5 Pz (Tiger) Co (1/506)
3-5-5 Pz (Tiger) Co (2/506, 3/506)
4-5-5 Pz (Tiger) Co (1/507)
3-5-5 Pz (Tiger) Co (2/509)
2 Truck Points
Bf.109G
Ju.87D
Ju.88
He.111H
Ju.52

Rumanian Dead Pile:
1 Rum Ju.88
3-1-1 Border Rgt (2, 3, 4, 5)

Alert Pool (some will be placed on map):
2x 2-3-3 Mot Alert Bn
6x 2-2-2 Alert Bn
4x 2-3-3 Alert Bn

C11.33:
Alert Bn (random)
Level 1 Hedgehog

C09.30:
7th Corps HQ
2T

C14.31:
2-2-3 Inf Bn (Remnant)

C13.27:
Alert Bn (random)
Level 1 Hedgehog

C15.23:
4-4-7 AG Bn (261)
Alert Bn(random)

C15.22:
4-4-7 AG Bn (301)
18 Arty Div (88 SP Arty Bn)

C16.20:
24 Pz Div (24 Aufk Bn)
16 PG Div (116 Aufk Bn)

C16.19:
24 Pz Div (21 Mot Rgt)

C15.13:
4-2-2 Rum Inf Bde (14)

C16.14:
Alert Bn (random)
Level 1 Hedgehog
1T

C16.15:
57th Pz Corps HQ
2 SP
2 Truck Points

C17.18:
GD PG Div (Arty Rgt)

C17.19:
24 Pz Div (26 PG Rgt, II-24 Pz Bn)

C18.18:
GD PG Div (Fus Mot Rgt, Tiger Co)

C18.19:
GD PG Div (Rec Aufk Bn, AG Bn)

C20.18:
8 Pz Div (I-8 AG Co)
3-3-3 Rum Brkdwn Rgt

C21.19:
7-2-2 Rum Inf Div (8; -1 step)

C22.17:
6th Rum Corps HQ
2T

C22.18:
8-3-3 Rum Inf Div (1 Gd)

C23.19:
8-3-3 Rum Inf Div (6)

C24.19:
6-2-4 Rum Cav Div (8)

C25.13:
8th Army HQ

C25.20:
6-1-2 Rum Inf Div (3 Res)
3-2-2 Rum Brkdwn Rgt

C26.19:
1st Rum Corps HQ
1 Rum Pz Div (1 Rum Pz Bn, 1 Rum
Mot Rgt, 2 Rum Mot Rgt)
1 SP

C26.20:
6-1-2 Rum Sec Div (4)
(5)-3-- Fort Rgt
Level 1 Hedgehog

C27.20:
(9)-2-3 Flak Rgt (III-17 Flak)

C28.20:
7-2-2 Rum Inf Div (20; -1 step)

C28.19:
3-3-6 SP Arty Bn (905)

C29.21:
8-2-3 Rum Mtn Div (18; -1 step)

C29.20:
8-1-1 Rum Arty Bn (3 Grp)

C30.21:
8-3-3 Rum Inf Div (13)

C31.21:
16-4-3 Inf Div (79; -2 steps)

C32.21:
14-3-3 Inf Div (376; -2 steps)

C32.20:
10-2-2 Arty Bn (732)

C33.22:
14-3-3 Inf Div (355; -2 steps)

C33.20:
23 Pz Div (II-23 Pz Bn, 102 Arty Rgt)

C34.03:
3rd Rum Army HQ

C34.18:
4th Corps HQ
2T

C34.21:
23 Pz Div (23 Aufk Bn, 128 Mot Rgt)

C35.21:
14-3-3 Inf Div (370; -2 steps)

C36.20:
6-2-4 Rum Cav Div (5)

C36.19:
8-2-2 Arty Bn (I-84)

C37.16:
2 Wagon Points
1 SP

C37.18:
47th Pz Corps HQ
1 SP

C37.21:
16-4-3 Inf Div (106; -3 steps)

C38.20:
11 Pz Div (II-15 Pz Bn, 110 PG Rgt)

C38.19:
11 Pz Div (80 Arty Rgt)

C38.15:
6th Army HQ
3 SS Pz Div (3 SS Aufk Bn, 3 SS Pio
Bn, 6 SS Arty Rgt)

C39.15:
30-2-2 Werfer Rgt (52)

C39.16:
3 SS Pz Div (SS Tiger Co, 6 SS PG Rgt)

C39.20:
10 PG Div (110 Aufk Bn, 10 PJ Bn)
8-2-3 Rum Mtn Div (4; -1 step)

C40.20:
10 PG Div (7 AG Bn, 20 Mot Rgt)

C41.20:
3 Pz Div (3 Aufk Bn, 394 Mot Rgt)

C41.18:
3 Pz Div (3 PG Rgt)

C42.18:
8-2-2 Arty Bn (II-71)

C42.19:
3 Pz Div (II-6 Pz Bn)
3-3-3 Brkdwn Rgt

C43.19:
16-4-3 Inf Div (198; -2 steps)

C43.17:
17th Corps HQ

C43.12:
30th Corps HQ
1 SP

C43.11:
8-2-2 Slovak Inf Div (1; -1 step)

C43.10:
40th Pz Corps HQ
2 Wagon Points
2 SP

C44.07:
13 Pz Div (13 Aufk Bn, II-4 Pz Bn)

C44.10:
16-4-3 Inf Div (9; -2 steps)

C44.11:
14 Pz Div (Langkt Pz Bn, 4 Pio Bn)

C44.15:
52nd Corps HQ
Alert Bn (random)
1 SP

C44.18:
18-5-3 LW FJ Div (2; -2 steps)

C45.18:
4-5-3 LW FJ Rgt (Brkdwn)
Alert Bn (random)

C45.17:
8-2-2 Arty Bn (II-818)

C45.16:
16-4-3 Inf Div (17; -2 steps)

C45.12:
14 Pz Div (14 Aufk Bn, 108 Mot Rgt)

C46.06:
29th Corps HQ
1 SP

C46.17:
5-3-3 Inf KG (294, 320)

C47.17:
15-4-3 Mtn Div (4; -1 step)

C47.16:
4-4-7 AG Bn (278)

2-2-3 Inf Bn (Remnant)

C47.15:
16-4-3 Inf Div (258; -2 steps)

C47.14:
15-4-3 Jg Div (97; -2 steps)

C47.13:
16-4-3 Inf Div (15; -1 step)

C47.12:
15-4-3 Mtn Div (3; -1 step)

C47.11:
16-4-3 Inf Div (257; -2 steps)

C47.10:
14-3-3 Inf Div (384; -2 steps)

C47.09:
12-3-3 Inf Div (153 T; -1 step)

C47.08:
14-3-3 Inf Div (125; -1 step)
4-4-7 AG Bn (243)

C47.05:
4 Rum Corps HQ

C48.07:
14-3-3 Inf Div (335; -2 steps)

C48.06:
14-3-3 Inf Div (76; -1 step)

C48.05:
7-2-2 Rum Inf Div (21)

C49.06:
5-2-2 Rum Inf Bde (15)

C49.05:
12-2-2 LW Div (15 Fld; -1 step)
5-1-1 Rum Sec Bde (Danu)

C51.05:
14-3-3 Inf Div (304; -2 steps)

C52.05:
14-3-3 Inf Div (306; -2 steps)

C52.04:
4-4-7 AG Bn (259)
10-2-2 Arty Bn (101)

C52.01:
44th Corps HQ
1 SP

C53.06:
14-3-3 Inf Div (302; -2 steps)
7-2-2 Rum Inf Div (4; -1 step)

C54.05:
3-2-2 Rum Inf Rgt (4-24)
Alert Bn (random)

C55.04:
3rd Rum Corps HQ
(5)-3-- Fort Rgt
8-1-1 Rum Arty Bde (4 Grp)
Level 1 Hedgehog

C55.05:
(5)-3-- Fort Rgt
2-3-3 Kriegsmarine Bn (62)
Level 1 Hedgehog

Level-3 Air Bases: C54.03.
Place 1T at this Level-3 base.

Level-2 Air Bases: C18.03, C38.15.
Place 1T at each of the Level-2 bases.

Level-1 Air Bases: C13.10, C16.14,
C17.07, C28.12, C49.02, C54.05.

Luftwaffe Air Units at any air bases:
1xFw.190A   2xJu.87D*
1xHs.129*   1xBf.110*
1xFw-190F*   1xJu.52
2xHe.111H*   2xJu.88*
2xBf.109G*
1xBf.109G (Hartmann)

Rumanian Air Units at C49.02:
Rum IAR.81*   Rum Bf.109*
(* indicates one step of the listed air
units start the scenario on their reduced
side.)

Axis Arrivals:
8 Apr 44
Any Army or Army Group HQ:
8-2-2 Arty Bn (II-43)

15 Apr 44
Any Army or Army Group HQ:
4 Rum Army HQ

19 Apr 44
Any Army or Army Group HQ:
7 Rum Corps HQ

22 Apr 44
Any Army or Army Group HQ:
2 Rum Corps HQ
8-3-3 Rum Inf Div (5)
7-2-2 Rum Inf Div (7, 9)

26 Apr 44
Any Army or Army Group HQ:
8-2-4 Rum Cav Div (1)
4-2-3 Rum Mtn Bde (103)

Scenario 7: Hube's Pocket

The original Hube's Pocket OCS game, published in 1995, covered the 1st and 2nd Ukrainian Front offensives from January to April 1944. This scenario covers the Hube's Pocket battle which took place late March to mid-April 1944.

General Information
First Turn: 22 Mar 44
Last Turn: 15 Apr 44
Total Game Length: 8 turns
First Player: Soviet
Setup Order: Axis first
Weather: Freeze and Limited Flight on 22 Mar 44

Special Scenario Rules
- Use Map A only. No units may move north of the xx.25 hex row (inclusive) or south of the Dnestr River (major river running from A2.21 to A34.01).
- The 1st and 2nd Ukrainian Fronts are both in Offensive Posture throughout this scenario.
- Neither side receives SP on Turn 1, as it is already on the map.
- The German 1 Pz A HQ may relocate once (only) during the Axis Movement Phase. Just pick it up and place it in another detrainable hex in the play area as if it moved by rail.
- The Soviet player should strive to place the Front Boundary marker approximately midway along the Soviet front lines. Each Front has 8 multi-unit formations, which must remain within their Front boundaries.
- Random Events are not used in this scenario.
- Tarnopol (A14.22) has been declared a Fortress.

Victory Conditions:
The Axis player scores 1 VP for every 4 Axis combat units (or RE if a multi-step unit) beginning the scenario east of the 19.xx hex row that are on-map west of the Strypa River (A9.14 to A9.25) at game end. There are 76 to start with. 10 + VP = Major Victory, 7+ VP = Minor Victory, 5+ = Draw, <5 = Soviet Victory. The Axis player receives 3 VP for occupying Tarnopol (A14.22) at game end. Subtract 1 VP if the Axis 4 Pz A HQ is destroyed.

Soviet Set-Up Information
Rail Cap: None
Reserve Markers: 6 available

Barrage Markers: None
Reinforcements: See below
Soviet Variable Reinforcements: 6 SP per turn, split between the two Front HQ markers as desired. There are no Replacements at all. RVGK boxes and markers are not used in this scenario.
Dead Pile: None
Supply Sources: Any Road or Rail hex on east map edge or north map edge east of the front lines.)

Soviet Railheads:
A20.25, A29.23, A41.15, A42.01, A42.11, A49.04.
Rail paths between these hexes and Soviet supply sources are Soviet Gauge.
Wrong Gauge Markers: A29.22, A41.16, A44.13, A45.13, A49.05.

A36.01:
12-2-2 Inf Div (254, -1 step)

A42.01:
12-2-2 Inf Div (294; -1 step)
3-3-6 SU Bn (1219)

A43.02:
13-3-3 Inf Div (31; -1 step)

A43.03:
12-2-2 Inf Div (252, 303; both -1 step)

A43.12:
2nd Ukr Front HQ

A46.02:
30-1-2 Arty Bde (97H, 98H)

A44.04:
12-2-2 Inf Div (373; -1 step)

A44.03:
5th Gd Tank Army HQ
(5)-1-1 AA Div (6)
2-3-6 Gd MC Rgt (1)
3 SP

A44.07:
12-2-2 Inf Div (116; -1 step)
4-3-6 Tk Bn (156)

A45.07:
52nd Army HQ
(5)-1-1 AA Div (38)
(3)-2-2 AT Bde (2)

A42.03:
29 Tank Corps (32 Tk Bde, 53 Mot Bde, 1549 SU Bn, 1446 SU Bn, 271 Mort Rgt, Organic Truck (empty))

A42.04:
5 Gd Mech Corps (10 Gd Mech Bde, 11 Gd Mech Bde, 104 Gd SU Bn, 1529 SU Bn, 285 Mort Rgt, Organic Truck (empty))
4-4-8 Gd Tk Bn (53)

A41.05:
18 Tank Corps (170 Tk Bde, 181 Tk Bde, 32 Mot Bde, 1543 SU Bn, 292 Mort Rgt, Organic Truck (empty))

A40.04:
5th Air Army HQ Marker

A40.05:
2 Tank Army HQ
8-4-8 Gd Tk Bde (11)
10 SP

A34.02:
12-2-2 Inf Div (202, 206; both -1 step)

A34.03:
13-3-3 Gd Abn Div (3; -1 step)
2-2-6 SU Bn (713)

A34.04:
13-3-3 Gd Inf Div (93; -1 step)
2-2-6 SU Bn (1892)

A35.04:
84-1-2 Arty Div (13a, 13b)
26-1-2 Arty Bde (27)

A35.05:
12-2-2 Inf Div (180, 337; both -1 step)

A35.06:
12-2-2 Inf Div (78; -1 step)

A35.07:
13-3-3 Gd Inf Div (42; -1 step)

A36.07:
13-3-3 Gd Abn Div (4; -1 step)

A36.04:
5 Gd Cav Corps (12 Gd Cav Div, 63 Cav Div, 9 Gds Mort Rgt, Organic Truck (empty))

A37.05:
3 Tank Corps (50 Tk Bde, 51 Tk Bde, 57 Mot Bde, 1540 SU Bde, 234 Mort Rgt, Organic Truck (empty))

A39.05:
16 Tank Corps (107 Tk Bde, 164 Tk Bde, 15 Mot Bde, 1239 SU Bn, 226 Mort Rgt, Organic Truck (empty))

A37.08:
5 Mech Corps (9 Mech Bde, 45 Mech Bde, 233 Tk Bde, 745 SU Bn)

A39.07:
40th Army HQ
2-2-6 SU Bn (1898)
(3)-2-2 AT Bde (24)
(5)-1-1 AA Div (9)

A38.07:
6th Tank Army HQ
27th Army HQ
4-4-3 Assault Eng Bde (6)
4-3-6 Tk Bn (39)
3 SP

A37.10:
12-2-2 Inf Div (133; -1 step)

A38.08:
5 Gd Tank Corps (21 Gd Tk Bde, 22 Gd Tk Bde, 6 Gd Mot Bde, 48 Gd Tk Bn, 1458 SU Bn, 454 Mort Rgt, Organic Truck (full))

A38.10:
12-2-2 Inf Div (121; -1 step)
5-4-5 Gd Tk Bn (57)

A38.11:
12-2-2 Inf Div (74; -1 step)
4-4-3 Assault Eng Bde (14)

A38.12:
12-2-2 Inf Div (232; -1 step)

A37.13:
13-3-3 Inf Div (38; -1 step)

A37.14:
12-2-2 Inf Div (240, 297; both -1 step)

A41.12:
38th Army HQ
1 SP

A42.11:
(5)-1-1 AA Div (21)

A38.16:
12-2-2 Inf Div (100, 151; both -1 step)

A38.17:
18th Army HQ
12-2-2 Gd Inf Div (129; -1 step)
1 SP

A36.14:
12-2-2 Inf Div (237; -1 step)

A35.15:
13-3-3 Gd Inf Div (70; -1 step)
5-4-5 Gd Tk Bn (29)

A34.15:
12-2-2 Inf Div (241; -1 step)

A33.16:
12-2-2 Inf Div (211; -1 step)
2-2-6 SU Bn (1899)

A32.16:
12-2-2 Inf Div (143; -1 step)

A32.17:
12-2-2 Inf Div (317; -1 step)

A31.18:
12-2-2 Inf Div (161; -1 step)

A31.21:
1st Gd Army HQ
1 SP

A30.18:
12-2-2 Inf Div (147; -1 step)

A29.19:
12-2-2 Inf Div (309; -1 step)

A29.20:
7-3-6 Tk Bde (93)
5-4-5 Gd Tk Bn (1)

A28.18:
13-3-3 Gd Inf Div (68; -1 step)
5-4-5 Gd Tk Bn (58)

A28.26:
1st Ukr Front HQ (Offensive Posture, positioned outside the play area to be on rail line)

A27.19:
12-2-2 Inf Div (226; -1 step)

A26.18:
12-2-2 Inf Div (280; -1 step)

A27.22:
7-3-6 Tk Bde (91)
6-2-6 SU Bde (6)

A26.21:
6 Gd Tank Corps (51 Gd Tk Bde, 53 Gd Tk Bde, 22 Gd Mot Bde, 1835 SU Bn, 272 Gd Mort Rgt)

A26.22:
9 Mech Corps (70 Mech Bde, 71 Mech Bde, 1823 SU Bn, 616 Mort Rgt)

A24.24:
2nd Air Army HQ Marker

A25.22:
7 Gd Tank Corps (54 Gd Tk Bde, 55 Gd Tk Bde, 23 Gd Mot Bde, 1894 SU Bn, 467 Gd Mort Rgt, Organic Truck (empty))

A25.19:
12-2-2 Inf Div (167; -1 step)
(4)-2-2 Gd AT Bde (9)

A24.18:
12-2-2 Inf Div (127; -1 step)
(3)-2-2 AT Bde (33)

A24.21:
12-2-2 Inf Div (304; -1 step)

A24.22:
13-3-3 Gd Abn Div (2; -1 step)

A24.23:
1st Tank Army HQ
(5)-1-1 AA Div (8)
2 SP

A23.24:
11 Gd Tank Corps (40 Gd Tk Bde, 44 Gd Tk Bde, 27 Gd Mot Bde, 270 Gd Mort Rgt, Organic Truck (empty))

A23.19:
12-2-2 Inf Div (148; -1 step)

A23.20:
84-2-2 Gd Arty Div (1)

A22.18:
12-2-2 Inf Div (322; -1 step)
(4)-2-2 Gd AT Bde (8)

A22.21:
4th Tank Army HQ
6 Gd Mech Corps (16 Gd Mech Bde, 17 Gd Mech Bde, 49 Mech Bde, 1 Gd SU Bn, 52 Gd Arty Rgt, 240 Mort Rgt)
10 SP

A22.23:
8 Gd Mech Corps (19 Gd Mech Bde, 21 Gd Mech Bde, 64 Gd Tk Bde, 265 Gd Mort Rgt, Organic Truck (empty))

A21.21:
10th Gd Tank Corps (61 Gd Tk Bde, 62 Gd Tk Bde, 29 Gd Mot Bde, 356 Gd SU Bn, 299 Gd Mort Rgt)

A20.19:
12-2-2 Inf Div (8; -1 step)

A20.20:
2-2-6 SU Bn (1812)
3-3-6 SU Bn (1820)

A20.25:
60th Army HQ
(4)-2-2 Gd AT Bde (7)
1 SP

A18.20:
12-2-2 Inf Div (336; -1 step)
4-3-6 Tk Bn (59)

A17.21:
12-2-2 Inf Div (359; -1 step)

A17.24:
4 Gd Tank Corps (13 Gd Tk Bde, 3 Gd
Mot Bde, 1827 SU Bn, 1451 SU Bn, 264
Mort Rgt, Organic Truck (empty))

A16.21:
12-2-2 Inf Div (107; -1 step)

A16.23:
120-2-2 Gd Katy Div (3)

A15.22:
12-2-2 Inf Div (140; -1 step)

A15.23:
12-2-2 Inf Div (246; -1 step)

A14.23:
12-2-2 Inf Div (135; -1 step)

A14.24:
12-2-2 Inf Div (302; -1 step)
2-2-6 SU Bn (1889)

Level-3 Air Bases: A42.11, A45.20,
A58.01. Place 1T at each of the Level-3
bases.

Level-2 Air Bases: A42.01, A48.24,
A54.11, A55.03, A55.16, A60.19.

Any Air Base (Independent):
3x Pe.2   2x IL.4

**Any Air Base (2nd Air Army
assigned to 1st Ukr Front):**
6x IL.2   3x La.5
1x Yak.9 Gd   1x Yak.7b Gd

**Any Air Base (5th Air Army assigned
to 2nd Ukr Front):**
3x IL.2   2x La.5
1x La.5 Gd   1x Yak.7b Gd

Soviet Reinforcements (Appear at any
Road or Rail hex that is either on east
edge of Map A or on the xx.25 hex row
east of the front lines. If you can't agree
whether a hex is "east of the front lines"
then it isn't a valid entry hex.)

5 Apr 44
6 Gd Cav Corps (8 Gd Cav Div, 13 Gd
Cav Div, 136 Tk Bn, 154 Tk Bn, 250 Tk
Bn, 11 Gd Mort Rgt, Organic Truck
(full))

Axis Set-Up Information
Rail Cap: None
Reserve Markers: 7 available
Reinforcements: See below
German Variable Reinforcements: 9
SP per turn and 1 Pax and 1 Alert unit
per turn. Two SP appear at the 4 Pz A
HQ location, the remainder at either
A1.22 or A1.24.
KG Markers: Breith available.
Dead Pile: None
Supply Sources: A33.03, A21.07,
A11.11, A7.16, A4.18, A1.22 and A1.24.

**Alert Pool (some will be placed on
map):**
  2x 2-3-3 Mot Alert Bn
  6x 2-2-2 Alert Bn
  4x 2-3-3 Alert Bn

A33.03:
4-4-3 Brkdwn Rgt

A32.03:
18 Arty Div (88 Mot Rgt, 388 Arty Rgt)

A32.04:
16-4-3 Inf Div (82; -2 steps)
18 Arty Div (88 SP Arty Bn)

A32.05:
46th Pz Corps HQ
2 Wagons
1 SP

A33.05:
16-4-3 Inf Div (75; -2 steps)

A34.05:
4-4-3 Brkdwn Rgt

A34.06:
16-4-3 Inf Div (254; -2 steps)

A34.07:
4-4-3 Brkdwn Rgt

A34.08:
16-4-3 Inf Div (1; -2 steps)

A34.09:
6-5-8 Pz Bn (2/Bake)
3-3-3 Brkdwn Rgt

A28.08:
3-5-5 Tiger Co (2/506)
Alert Bn (random)
5 Trucks
5 SP

A27.09:
KG Hube Marker
3-5-5 Tiger Co (3/506)
Alert Bn (random)
9 Wagons
8 SP

A35.10:
11 Pz Div (11 Aufk Bn, 110 PG Rgt, 61
PJ Bn)

A36.10:
15-4-3 Jg Div (101; -1 step)

A37.11:
16-4-3 Inf Div (208; -2 steps)

A37.12:
14-3-3 Inf Div (371; -2 steps)

A34.11:
24th Pz Corps HQ
30-2-2 Werfer Rgt (52)
6-2-2 Arty Bn (611)
2 SP

A35.12:
2 SS Pz Div (3 SS Mot Rgt)
3-4-7 AG Bn (276)

A36.12:
4-4-3 Brkdwn Rgt

A36.13:
14-3-3 Inf Div (168; -2 steps)

A35.14:
4-4-3 Brkdwn Rgt

A34.14:
14-3-3 Inf Div (291; -2 steps)

A33.14:
8-2-2 Arty Bn (II-46)

A33.15:
20 PG Div (120 Aufk Bn)
4-4-3 Brkdwn Rgt

A32.15:
16-4-3 Inf Div (96; -2 steps)

A31.15:
1 Pz Corps Kessel HQ
2 SP

A31.16:
20 PG Div (90 Mot Rgt, 5 AG Bn)

A31.17:
16 Pz Div (II-2 Pz Bn, 16 Arty Rgt)

A30.17:
16 Pz Div (16 Aufk Bn, 79 Mot Rgt)

A29.18:
1 Pz Div (1 Mot Rgt, 37 PJ Bn)

A28.17:
1 Pz Div (II-1 Pz Bn)

A27.17:
3rd Pz Corps HQ
3-5-5 Tiger Co (3/509)
20 PG Div (20 Arty Rgt)
8-2-2 Arty Bn (II-109)
2 SP

A27.18:
19 Pz Div (73 Mot Rgt, 19 PJ Bn)

A20.08:
2x Alert Bn (random)
10 SP

A25.15:
17 Pz Div (27 Aufk Bn, 40 PG Rgt)

A26.17:
25 Pz Div (25 Krd MC Bn, 147 Mot Rgt)

A25.16:
6 Pz Div (II-11 Pz Bn)

A25.18:
6 Pz Div (6 Aufk Bn, 114 PG Rgt)

A24.17:
1 SS Pz Div (SS Tiger Co)
2-3-3 Mot Alert Bn

A22.15:
1 SS Pz Div (1 SS Aufk Bn, 2 SS PG Rgt)

A23.18:
7 Pz Div (7 Aufk Bn, 78 Arty Rgt)

A22.17:
7 Pz Div (6 PG Rgt)

A21.09:
1st Pz Army HQ
Alert Bn (random)

A21.18:
7 Pz Div (I-25 Pz Bn)

A13.15:
Alert Bn (random)

A17.18:
4-5-5 Tiger Co (1/506)
Alert Bn (random)

A17.20:
16-4-3 Inf Div (68; -2 steps)

A16.20:
4-4-3 Brkdwn Rgt
(9)-2-3 Flak Rgt (III-10)

A13.18:
15-4-3 Jg Div (100)
3-3-6 SP Arty Bn (905)

A14.19:
48th Pz Corps HQ
(4)-2-3 Flak Bn (32)
12-2-3 Arty Rgt (767)
2 SP

A15.21:
14-3-3 Inf Div (359; -2 steps)

A14.21:
5-3-4 Cav Rgt (1 Sud)
3-3-3 Brkdwn Rgt

A14.22:
(5)-3-- Fort Rgt
Alert Bn (random)
1 SP
Level 1 Hedgehog

A13.22:
3-3-3 Inf Rgt (Konig)
1 SP

A13.23:
3-3-3 Brkdwn Rgt

A11.22:
4-5-8 Pz Bn (Friebe)

A13.24:
14-3-3 Inf Div (367; -2 steps)

A13.25:
2-2-4 Bicycle Bn (Pruet)
Alert Bn (random)

A7.22:
4th Pz Army HQ
3-2-3 Pol Rgt (1)

A1.30:
Luftflotte 4 HQ (on its 0 side)

Level-3 Air Bases: A01.30, A27.17.

Level 2 Air Bases: A02.17, A14.22, A20.08.

Level-1 Air Base: A07.22.

Play Note: *The Air Bases at A01.30 and A02.17 are out of the play area, but treat as normal Air Bases for Patrol Zone, Interception and all other Air Missions. Air Units in these two bases refit for free. The Luftflotte 4 HQ may not move.*

Luftwaffe Planes at any air bases:
1x Fw.190A   1x Bf.109G
2x Fw.190F   1x Ju.87D
1x Ju.87G (Rudel) 1x Ju.88
1x He.111H

Reinforcements (Appear at either A1.22 or A1.24)

26 Mar 44
4-4-7 AG Bn (301)
4-5-5 Tiger Co (1/507)
3-5-5 Tiger Co (2/507, 3/507)

5 Apr 44
2 SS Pz Corps HQ
9 SS Pz Div (9 SS Aufk Bn, I-9 SS Pz Bn, II-9 SS Pz Bn, 19 SS Mot Rgt, 20 SS PG Rgt, 9 SS Arty Rgt, Organic Truck (full))
10 SS Pz Div (10 SS Aufk Bn, I-10 SS Pz Bn, II-10 SS Pz Bn, 21 SS PG Rgt, 22 SS Mot Rgt, 10 SS Arty Rgt, Organic Truck (full))
7-4-4 PJ Bn (653)
(7)-4-3 PJ Bn (731)
2 Trucks
2 SP

Variable:
Roll a die to see how many AR5 Eq arrive at any Army HQ.
1-2 = one
3-4 = two
5-6 = three

8 Apr 44
5-4-3 Jg Bde (8)
3-2-3 Kor Rgt (585)
8-2-2 Arty Bn (II-43)

12 Apr 44
(7)-4-3 PJ Bn (80)

Withdraw:
1SS Pz Div (all units)
2SS Pz Div (3 SS Mot Rgt)

Korsun Pocket: Scorpions in a Bottle

The Korsun Pocket battle is relatively small by OCS standards, but it captures a lot of TTW's action in a microcosm. You have Soviet breakthroughs and encirclements, desperate Axis relief efforts, Hitler's micro-management, all in the middle of a Russian winter. This is a good learning scenario.

General Information
First Turn: 26 Jan 44
Last Turn: 19 Feb 44
Total Game Length: 8 turns
First Player: Soviet
Setup Order: Axis first
Weather: Freeze and Limited Flight. Ground conditions are automatically Freeze during the first two turns. Starting with the Feb 1 turn, roll on the table printed on the scenario map. Thaw weather will occur exactly once during the scenario. All turns after the Thaw are automatically Freeze. If the Thaw occurs on 19 Feb the game ends immediately (the Feb 19 turn is not played).

Special Scenario Rules
- Use the enclosed mini-map.
- Initiative is handled a little differently in this scenario. The Soviet player has the initiative on Turn 1. During the initiative determination phase, of turn 2 he has the option of either paying 1 SP and retaining the initiative (as if he had won the initiative roll) or rolling for initiative normally. The SP must be removed from an on-map dump. Repeat this each turn. If initiative is rolled for normally and won by the Axis player on any turn, the process shifts to the Axis. On each subsequent turn the Axis player may pay 1 SP and retain the initiative or roll normally. If, on any turn after the turn when the Axis wins the initiative roll, the Axis player declines to pay 1 SP to retain it, then initiative is rolled for normally that turn and all subsequent turns. (This process reflects the shift in initiative over the course of the Korsun battle.)
- Neither side receives SP or Variable Reinforcements on Turn 1 (26 Jan).
- Front HQ are not used. Consider all Soviet units to belong to Fronts which are in Offensive Posture throughout this scenario (1st and 2nd Ukrainian Fronts).

- SP appear at the Supply Sources listed for each side.
- Rail lines are Soviet gauge from s22.13 to s21.13 and s21.09. All other rail lines on the map are German gauge.
- Soviet 2nd Air Army (1st Ukrainian Front) air units may only conduct missions west of the s8.xx hex column (inclusive). Soviet 5th Air Army (2nd Ukrainian Front) air units may only conduct missions east of the s9.xx hex column (inclusive). Soviet Independent air units may conduct missions anywhere on the map.
- Both sides may base air units off-map. These off-map boxes may refit aircraft for free, and air units may reach any part of the scenario map (but do not gain a Short-Range Barrage Modifier (OCS 14.7c)). A player may place arriving SP in the off-map box for Air Transport missions, which qualify for doubled capacity per 14.9e. Air units in an off-map box do not have a Patrol Zone.
- Breakout (OCS 12.8e) is not allowed in this scenario.
- The Soviet player has two available artillery Barrage markers (one per Front). They may only be used on Turn 1. See 3.4.
- Random Events are not used in this scenario, except Common Event 41-42 (Re-Roll Counter). The Soviet Player has the Re-Roll Counter at game start.
- Units may not enter enemy map-edge supply source hexes (however, they may be barraged).
- (Optional) Players can secretly bid to choose sides. Players bid from 0 to a maximum of 4 VPs (using e.g. a SP or step loss marker hidden under their hand). If there is a winner, they choose their preferred side and adjust the initial VP marker in their opponent's favor, by an amount equal to the difference between the two bids. If both players bid the same amount, determine sides randomly with no VP adjustment.

Victory Conditions:
- If players use the optional bidding system described in the Scenario Special Rules add that VP penalty.
- The Soviet player scores 1 VP for every Axis **step** eliminated while out of Trace supply at the moment of their loss. This includes units lost for any reason (attrition, barrage or combat whether attacking or

defending). The Soviets score 1 VP for the last step of a German 16-4-3 Infantry Division which creates a Remnant and score another VP should that Remnant be eliminated while out of Trace.
- Beginning with the 1 Feb turn, right after the weather phase, the Soviet player is penalized 1 VP for each German combat step that is adjacent to the Dnepr River (the Major River running from s15.17 to s22.08). The maximum penalty is 4 VP and can be earned each non-Thaw turn.
- The Re-Roll counter provides 1 VP to whichever player possesses it at game end.
- Each side has a mobile formation available as an optional reinforcement for a 5 VP penalty the moment any unit from the formation is brought into play.
- Sudden death: If the VP tally goes below -4 or above +19 at any moment on the Feb 1 turn or later, the game ends immediately with a major victory for the German or Soviet player, respectively.

If no sudden death victory has been achieved, the game ends at the conclusion of the 19 Feb turn, and victory is assessed as follows:

Score:	Result:
-4 to 0	German major victory
1 to 4	German minor victory
5 to 10	Draw
11 to 14	Soviet minor victory
15 to 19	Soviet major victory

Play Balance
Powerful forces battling in a confined area means this scenario can tilt against a player very quickly (hence the "Scorpions in a Bottle" title). If your game play seems to favor one side or the other, allow the perceived weaker side to bring on its optional reinforcement for no VP penalty.

Soviet Set-Up Information
Rail Cap: None
Reserve Markers: 6 available
Barrage Markers: Two (1st Ukrainian and 2nd Ukrainian)
Reinforcements: See below
Variable Repls: Soviet Variable Reinforcements are based on 2d6 (2-5 = 5 SP, 6-8 = 6 SP and 9-12 = 7 SP) per turn. There are no replacements at all. RVGK boxes and markers are not used in this scenario.
Dead Pile: None

Supply Sources: Road or Rail hexes from s1.14 clockwise around to s20.01.

Breakdown Pool (only these are available):
  2x Gd 3-4-3 Brkdwn Rgt
  2x Gd 3-3-3 Brkdwn Rgt
  2x 3-3-3 Brkdwn Rgt
  2x 3-2-2 Brkdwn Rgt

s1.14:
40th Army HQ
(5)-1-1 AA Div (9)
2 SP

s1.11:
12-2-2 Inf Div (58)

s2.16:
5 Gd Tank Corps (20 Gd Tk Bde, 22 Gd Tk Bde, 6 Gd Inf Bde, 48 Gd Tk Bn, 1458 SU Bn, 1462 SU Bn, 454 Mort Rgt, Organic Truck (full))

s2.14:
120-2-2 Gd Katy Div (3)

s2.11:
12-2-2 Inf Div (232, 340; one is -1 step)

s3.16:
6th Tank Army HQ
84-2-2 Gd Arty Div (1)
28-1-2 Arty Bde (33)
1 SP

s3.12:
13-3-3 Inf Div (38)

s4.15:
5 Mech Corps (233 Tk Bde, 2 Mech Bde, 45 Mech Bde, 745 SU Bn, 1827 SU Bn, 1228 SU Bn, 458 Mort Rgt, Organic Truck (full))

s4.13:
13-3-3 Inf Div (163; -1 step)
2-2-6 SU Bn (1889)

s4.12:
13-3-3 Gd Inf Div (42)

s5.16:
27th Army HQ
2-2-6 SU Bn (1892)
2 Truck Points
9 SP

s5.14:
12-2-2 Inf Div (74; -1 step)
(3)-2-2 AT Bde (28)

s6.14:
12-2-2 Inf Div (240; -1 step)

s7.15:
12-2-2 Inf Div (206)

s8.15:
12-2-2 Inf Div (359)
2-2-6 SU Bn (713)

s9.15:
12-2-2 Inf Div (180)

s10.15:
12-2-2 Inf Div (136; -1 step)

s11.16:
12-2-2 Inf Div (337; -1 step)

s12.16:
12-2-2 Inf Div (167; -1 step)

s13.17:
(5)-1-1 UR Bde (159)

s17.15:
12-2-2 Inf Div (254; -1 step)

s18.01:
12-2-2 Inf Div (116)
5-4-5 Gd Tk Bn (57)

s18.02:
12-2-2 Inf Div (233)

s18.03
12-2-2 Inf Div (213, 252; one is -1 step)

s18.04
11-1-1 Inf Div (299)
(3)-2-2 AT Bde (6)

s18.05:
13-3-3 Inf Div (31; -1 step)
12-2-2 Inf Div (375)

s18.06:
12-2-2 Inf Div (138; -1 step)

s18.07:
14-4-3 Gd Inf Div (14; -1 step)
Level-1 Air Base

s18.08:
13-3-3 Gd Inf Div (25; -1 step)
7-3-6 Tk Bde (173)

s18.10:
13-3-3 Gd Inf Div (62; -1 step)

s18.11:
13-3-3 Gd Abn Div (7)

s18.12:
12-2-2 Inf Div (373)

s18.13:
12-2-2 Inf Div (294)

s19.03:
12-2-2 Gd Inf Div (78)

s19.05:
84-1-2 Arty Div (16a, 16b)

s19.07:
13-3-3 Gd Inf Div (66, 69; one is -1 step)
4-4-3 Assault Eng Bde (14)

s20.03:
29 Tank Corps (25 Tk Bde, 32 Tk Bde, 53 Mot Bde, 1446 SU Bn, 1549 SU Bn, 271 Mort Rgt, Organic Truck (full))

s20.04:
18 Tank Corps (110 Tk Bde, 170 Tk Bde, 32 Inf Bde, 1543 SU Bn, 292 Mort Rgt, Organic Truck (full))

s21.04:
4th Gd Army HQ
4-4-8 Gd Tk Bn (53)
(5)-1-1 AA Div (27)
3 Truck Points
10 SP

s21.09:
Railhead Marker

s21.10:
52nd Army HQ
(5)-1-1 AA Div (38)
3 SP

s21.13:
Railhead Marker

s22.03:
5th Gd Tank Army HQ
2-3-6 Gd MC Rgt (1)
(5)-1-1 AA Div (6)

Any Air Base:
3x Pe.2*   2x IL.4*
1x Li.2   3x Yak.9 *

Any Air Base (2nd Air Army assigned to 1st Ukr Front):
2x IL.2   1x La.5
1x Yak.9 Gd

Any Air Base or s18.07 (5th Air Army assigned to 2nd Ukr Front):
2x IL.2   1x La.5
1x La.5 Gd

"*" = one unit begins reduced

Arrivals:
26 Jan 44
s1.12:
12-2-2 Inf Div (133)

s22.02:
53rd Army HQ
14-4-3 Gd Abn Div (1)
2 SP

29 Jan 44
s20.01:
20 Tank Corps (80 Tk Bde, 155 Tk Bde, 7 Gd Mot Bde, 1834 SU Bn, 1895 SU Bn, 291 Mort Rgt, Organic Truck (empty))
12-2-2 Inf Div (214; -1 step)

s1.12:
13-3-3 Gd Abn Div (4)

s22.11:
13-3-3 Gd Abn Div (6, -1 step)
12-2-2 Gd Inf Div (89, 94)

1 Feb 44
s5.17:
(5)-1-1 UR Bde (54)

s22.02:
12-2-2 Inf Div (78, 84 one of which is-1 step)
(3)-2-2 AT Bde (11)

Available for 5 VP on or after 29 Jan 44
s22.09:
5 Gd Cav Corps (11 Gd Cav Div, 12 Gd Cav Div, 63 Cav Div, 9 Gd Mort Rgt, Organic Truck (empty)
12-2-2 Gd Inf Div (80, -1 step)
8-4-8 Gd Tank Bde (27)
(3)-2-2 AT Bde (2, 31)

5 Feb 44
s2.16:
2nd Tank Army HQ
3 Tank Corps (50 Tk Bde, 51 Tk Bde, 57 Mot Bde, 1540 SU Bn, 1818 SU Bn, 234 Mort Rgt)
11 Tank Corps (20 Tank Bde, 36 Tank Bde, 12 Mot Bde)
16 Tank Corps (107 Tk Bde, 15 Mot Bde, 1239 SU Bn, 1441 SU Bn, 226 Mort Rgt, Organic Truck (empty))
12-2-2 Inf Div (183)
(3)-2-2 AT Bde (32)

s22.11:
13-3-3 Gd Inf Div (41, -1 step)
12-2-2 Inf Div (303)

15 Feb 44
s2.16:
5-4-5 Gd Tk Bn (58)

Axis Set-Up Information
Rail Cap: None
Reserve Markers: 6 available
Reinforcements: See below **Variable Repls:** 1 Pax and 1 Alert unit per turn. SP are based on two dice (2-3 = 4 SP, 4-10 = 5 SP and 11-12 = 6 SP) per turn.
Kessel HQs: 4 Pz Corps available, 1 Pz Corps is on the map.
KG Markers: Hube and Breith available.
Remnants Available: 2
Supply Sources: s1.03, s1.06, s7.01, s15.01.

Breakdown Pool (available in addition to those on map at start):
   3x 4-4-3 Brkdwn Rgt
   1x 3-3-3 Brkdwn Rgt

Alert Pool (some will be placed on map):
   1x 2-3-3 Mot Alert Bn
   3x 2-2-2 Alert Bn
   2x 2-3-3 Alert Bn

Dead Pile:
   14 Pz Div (4 Pio Bn)
   3-3-3 Inf KG (255)

s1.09:
4-4-7 AG Bn (277)

s1.10:
16-4-3 Inf Div (75; -2 steps)

s2.09:
17 Pz Div (63 Mot Rgt)

s2.10:
4-4-3 Brkdwn Rgt

s3.10:
1st Pz Corps Kessel HQ
2T

s3.11:
4-4-3 Brkdwn Rgt

s4.11:
16-4-3 Inf Div (198; -2 steps)

s5.12:
4-4-7 AG Bn (239)

s5.13:
16-4-3 Inf Div (34; -2 steps)

s6.13:
4-4-3 Brkdwn Rgt

s7.14:
4-4-3 Brkdwn Rgt

s8.11:
7th Corps HQ
17-2-2 Arty Rgt (617)
1 SP

s8.14:
4-4-3 Brkdwn Rgt

s9.14:
16-4-3 Inf Div (88; -3 steps)

s10.14:
4-4-3 Brkdwn Rgt

s11.14:
3-3-3 Brkdwn Rgt

s12.12:
5 SS Pz Div (5 SS AG Co)
8-2-2 Arty Bn (I-84)

s12.14:
2-2-2 Alert Bn

s13.05:
11th Corps HQ
14 Pz Div (14 Aufk Bn, Langkt Pz Bn, 103 PG Rgt, 108 Mot Rgt, 4 Arty Rgt, Organic Truck (full))

s13.11:
42nd Corps HQ
2-3-3 Mot Alert Bn
1 SP
Level 2 Air Base

s13.15:
3-3-3 Brkdwn Rgt

s14.15:
3-3-3 Brkdwn Rgt

s15.01:
47th Pz Corps HQ
(4)-2-3 Flak Bn (32)
8-2-2 Arty Bn (II-818, II-857)
4 SP

s15.02:
3 Pz Div (3 Aufk Bn, 3 PG Rgt, 75 Arty Rgt)

s15.03:
3 Pz Div (II-6 Pz Bn, 394 Mot Rgt)

s15.07:
16-4-3 Inf Div (112; -2 steps)
8-2-2 Arty Bn (108, II-842)

s15.13:
5 SS Pz Div (Narwa SS Mot Bn, 5 SS Arty Rgt)

s15.15:
6-3-3 SS Inf Rgt (Wall)

s16.10:
5 SS Pz Div (10 SS Mot Rgt)
12-2-3 Arty Rgt (800)

s16.14:
5 SS Pz Div (9 SS Mot Rgt)

s17.01:
14-3-3 Inf Div (282; -1 step)

s17.02:
5-3-3 Inf KG (320)

s17.03:
16-4-3 Inf Div (106; -2 steps)

s17.04:
11 Pz Div (110 PG Rgt, 61 PJ Bn, 80 Arty Rgt)

s17.05:
11 Pz Div (11 Aufk Bn, 111 Mot Rgt)

s17.06:
4-4-7 AG Bn (228, 261)

s17.07:
14-3-3 Inf Div (389; -1 step)

s17.08:
14-3-3 Inf Div (72; -1 step)

s17.09:
16-4-3 Inf Div (167; -3 steps)

s17.10:
16-4-3 (57; -2 steps)

s17.12:
5 SS Pz Div (5 SS PJ Bn)

s17.13:
5 SS Pz Div (5 SS Aufk Bn)

With any German ground unit:
Draw 2 random Alert Bn

Luftwaffe Planes at any air bases:
1x Fw.190A   2x Bf.109G
1x Ju.87D   1x Ju.88
1x He.111H   1x Ju.52

Arrivals:
29 Jan 44
s15.01:
14-3-3 Inf Div (376; -2 steps)
12-2-3 Arty Rgt (767)

1 Feb 44
s15.01:
13 Pz Div (Haack Pz Bn)

s1.03, s1.06, or s7.01:
3rd Pz Corps HQ
16 Pz Div (16 Aufk Bn, I-2 Pz Bn, 64 PG Rgt, 79 Mot Rgt, III-2 AG Co, 16 PJ Bn, 16 Arty Rgt)
17 Pz Div (27 Aufk Bn, II-39 Pz Bn, 40 PG Rgt, 27 PJ Bn)
6-5-8 Pz Bn (Bake)
6-5-5 Pz (Tiger) Bn (Bake)
16-4-3 Inf Div (82, -2 steps)
30-2-2 Werfer Rgt (54)
2 SP

5 Feb 44
s1.03, s1.06, or s7.01:
1Pz Div (113 PG Rgt, 73 Arty Rgt)
1 SS Pz Div (I-I SS Pz Bn)

s15.01:
13 Pz Div (13 Aufk Bn, 66 PG Rgt)

Available for 5 VP on or after 5 Feb,
s15.01:
24 Pz Div (24 Aufk Bn, 21 Mot Rgt, 26 PG Rgt, III-24 AG Bn, 89 Arty Rgt, Organic Truck (full))

8 Feb 44
s1.03, s1.06, or s7.01:
1 Pz Div (1 Aufk Bn, II-1 Pz Bn, 1 Mot Rgt, 37 PJ Bn, Organic Truck (full))
1 SS Pz Div (1 SS Aufk Bn, 1 SS Mot Rgt, 2 SS PG Rgt, SS Tiger Co, 1 SS AG Bn, 1 SS Arty Rgt, Organic Truck (full))

12 Feb 44
s15.01:
13 Pz Div (93 Mot Rgt, 13 PJ Bn, 13 Arty Rgt)
10 PG Div (110 Aufk Bn, 20 Mot Rgt, 41 Mot Rgt, 7 AG Bn, 10 PJ Bn, 10 Arty Rgt, Organic Truck (full))