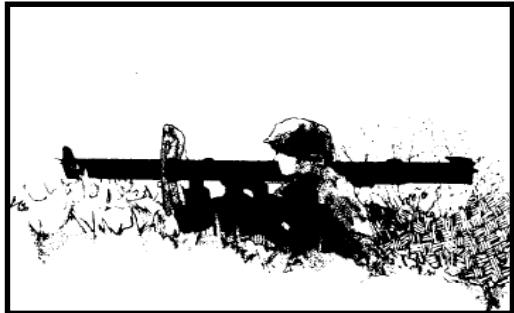


ATS COI 15 HUBE'S POCKET – ATS Conversion 10/24/2011



Near BUCHACH, Southern RUSSIA, 6 April 1944: The March Russian offensive to drive the Germans back to the Carpathian Mountains had been successful. Partially due to Hitler's "stand fast" order, many large German formations were encircled. Among them was the entire First Panzer Army of General Hube. Determined not to be part of another Stalingrad debacle, Hube and Manstein planned a daring breakout. Avoiding the favorable terrain to the south, Hube drove west across forested hills. The terrain was more difficult, and hence was less likely to be the move the Russians would expect. Elements of the elite 2nd SS Panzer Corps would drive eastward to aid in the breakout with a linkup expected in the vicinity of Buchach. The westward thrust caught Zhukov by surprise and he desperately threw anything available in the path of Hube's panzers. His first blocking force, a gaggle from the 1st Tank Army, was swept aside by the 10th SS Panzer Division, now little more than a kampfgruppe. Hube, with his 200,000 men, was able to pull out and escape the trap—this time.



Elements of 10th SS Panzer Division: enter on Turn 1 along the west edge of boards 2/5 (SSR 3):

	648	119	118	MMG MG42	LMG MG42	LMG MG34	LAT Psk	LAT Pf	LAT ATM
Elements of 1st Panzer Army enter per SSR 5	12	1	3	1	2	1	2	12	4
Truck							PZ V G	PZ IV H	Sd 251

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Advance elements of 5th Tank Corps enter on Turn 2 along the north edge

828	547	118	117	MMG 1938	LMG	T34-85	T34-76C
8	10	1	2	1	5	3	6

VICTORY CONDITIONS

The Germans win immediately by exiting at least 10 Trucks off the west edge in either one or two Convoys (see SSR 5).

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.
2. All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. German AFVs have a morale level of 9.
3. No German unit may enter any hex of board 4 on Turn 1.
4. The German player may use the 1st 2 impulses of Turn 2. Normal Initiative thereafter.
5. All units of the 1st Panzer Army must enter in Convoy on/after Turn 5 (some, none, or all may enter each Turn) along any single road hex along the east edge.
6. The German forces have 2 satchel charges.
7. The Germans have 1 elite tank commander.
8. The Anti Tank Magnetic Mines, ATMs, provide a +2 to a units melee value vs Vehicles.

BALANCE

⊕ In the German Turn 1 forces, add one 648.
 ★ In the German Turn 1 forces, delete 1 Pz IV H

TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10	11	12

MAP LAYOUT

