Hube's Pocket
January 1944 Hex Setup
By Perry Andrus

Maps: Both
First Turn: 1
Last Turn: 32
Ground condition: Freeze (I prefer Lt Freeze)

Axis:

Organic Trucks in this setup can only load SP's that are setup in the same hex. There are no free SP's for the Orgranic Trucks.

Railroads: All railroad hexes west and/or southwest of the Soviet gauge railroad markers.

Railcap: 12

46 Pz Corps
A31.34 46 Pz HQ, 16-4-3 (-1) 1, 1 SP
A34.34 16 Pz Div (64 Inf, Art, Organic Truck), (4)-1-3-3 Art Bn 2-64, (6)-1-3-3 Art Bn 800
A35.34 16 Pz Div (16 Recc, 1-2 Tk, 2-2 Tk, 3-2 Tk, 79 PG, 16 AT*)

48 Pz Corps
A37.30 48 Pz HQ, (4)-1-3-3 Art Bn 2-65, 5 SP
A40.33 7 Pz Div (6 Inf, Art, Organic Truck)
A40.32 7 Pz Div (7 Recc, 7 PG, 42 AT*)
A40.31 19 Pz Div (73 Inf, Art, Organic Truck)
A41.32 19 Pz Div (19 Recc, 74 PG, 19 AT*)
A42.31 2 SS Pz Div (2 Recc, 3 PG, 4 PG, 2 AG*, Organic Truck)
A43.31 2 SS Pz Div (1-2 Tk), 14-3-3 (-1) 208
A43.30 2 SS Pz Div (2 AT*, Art), 2x (9)-1-3-3 Art Bn 3-109, 637
A44.30 14-3-3 (-1) 340
A44.29 1 SS Pz Div (Art), 16-4-3 (-1) 68
A45.29 1 SS Pz Div (1 PG, 1 AT*)
A44.28 1 SS Pz Div (1 Recc, 1-1, 2-1 Tk, 1 AG, 2 PG. Organic Truck)
A43.28 18 Art (88, 288, 388 Art), 5-4-7 AG Bn 279
A43.27 1 Pz Div (1-1 Tk, 2-1 Tk, Art, Organic Truck)
A44.27 18 Art Div (18 PG), 8-5-5 Tk Bn 509 *Tiger
A44.26 1 Pz Div (113 PG, 1 Inf)
A45.25 1 Pz Div (1 Recc, 37 AT*), 5-4-7 AG Bn 236

24 Pz Corps
A44.21 24 Pz HQ, 5-4-7 AG Bn 243, (9)-1-3-3 Art Bn 672, (4)-1-3-3 Art Bn 855, 3x Trucks, 4 SP
A46.23 14-3-3 (-1) 168, 5-4-7 AG 311
A47.23 17 Pz (27 AT*), 15-5-3 (-1) 4 Mtn
A47.22 17 Pz (63 PG, 1-39 Tk)
A47.21 17 Pz (17 Recc, 40 Inf, Arty, Organic Truck)
A52.16 6 Pz Div (6 Recc, 114 PG), 2T
A52.15 6 Pz Div (1-11 Tk, 2-11 Tk), 2T
A54.13 6 Pz Div (4 Inf, 41 AT*, Art, Organic Truck), 2 Truck, 2 SP
B01.16 Alert

7 Corps
B01.19 3-3-3, 1 Hog
B02.20 2x 4-4-3, 1 Hog

B03.21 16-4-3 (-2) 75
B03.22 3-3-3
B03.23 3-3-3
B04.23 14-3-3 (-2) 88
B05.24 3-3-3
B06.22 7 HQ, 3-3-3, (6)-1-3-3 Art Bn 2-67, (9)-1-3-3 1-84 Art Bn, 2 SP, 1 Hog
B07.24 14-3-3 (-2) 198, 1 Hog

42 Corps
B08.24 3-3-3, 2 Hog
B09.25 14-3-3 (-2) 82, 2 Hog
B10.25 4-4-3, 2 Hog
B11.26 16-4-3 (-3) 34, 2 Hog
B11.23 42 HQ, 3-3-3, 2 SP
B12.25 4-4-3, 2 Hog
B13.25 4-4-3, 2 Hog
B15.24 16-4-3 (-3) B, 2 Hog
B17.24 4-4-3, 2 Hog
B17.23 4-4-3, 2 Hog

11 Corps
B18.22 5 SS PG (5-5-8 Recc 5), 2 Hog
B18.21 5 SS PG (10-4-6 PG Wall)
B18.19 5 SS PG (9-4-6 PG 10)
B19.22 4-4-3, 2 Hog
B14.20 5-4-7 AG 261
B15.19 5 SS (5-5-7 AT 5*)
B16.20 11 HQ, 6-4-3 KG 167, 3 SP
B16.17 5 SS PG (7-5-8 Tk 1-5, 6-5-7 Tk 2-5, 9-5-6 PG 9, 3-5-7 AG 5*, Art, Organic Truck)
B19.18 4-4-3, 2 Hog
B20.17 4-4-3, 2 Hog
B20.16 16-4-3 (-2) 57, 2 Hog
B21.16 14-3-3 (-1) 72, 2 Hog
B21.15 2x 3-3-3, 2 Hog
B21.14 14-3-3 (-1) 389, 2 Hog
B21.13 2x 3-3-3, 2 Hog
B22.12 14-3-3 (-2) 282, 2 Hog

47 Pz Corps
B23.12 14-3-3 (-1) 106, 5-4-7 AG 8
B23.11 3-3-3
B24.11 14-3-3 320
B24.10 11 Pz (5-5-8 Recc 11, 5-5-7 Tk 2-15, 5-4-6 PG 111, Art, Organic Truck)
B25.10 11 Pz (5-4-3 Inf 110, 6-5-8 Tk 1-15, 4-4-7 AT 61*)
B24.08 10 PG (5-5-8 Recc 110, 4-4-7 AT 10*, Art, Organic Truck), (48)-1-3-0 Werfer 52
B25.09 10 PG (2x 7-4-3 Inf 20, 41, 5-5-7 Tk 7)
B26.08 14 Pz (5-5-8 Recc 14, 5-4-6 PG 103, 6-5-8 Tk 1-36)
B26.07 14 Pz (5-5-7 Tk 2-36, 5-4-3 Inf 108, 4-4-7 AT 4*, Art, Organic Truck)
B26.06 14-3-3 (-2) 367, 6-5-8 Tk 1-31
B25.06 2x 3-3-3, 5-4-7 AG 228
B22.06 47 Pz HQ, 2x 5-4-7 AG 905, 911, 4x (4)-1-3 Art 1-108, 3-139, 2-818, 3-818, 6 SP
B21.06 3 PZ (Recc 3, Tk 1-6, Tk 2-6, PG 394, Inf 3, 4-4-7 AT 543*, Art, Organic Truck)

3 Pz Corps
B25.05 9-5-3 FJ KG 2, 5-4-7 AG 249
B25.04 13 Pz (5-4-3 Inf 93), 8-5-5 Tk 506 *Tiger

B25.03 14-3-3 (-1) 384, 5-4-7 AG 203
B25.02 3 SS (9-5-6 PG 5, 5-5-7 AG 3*, Art, Organic Truck)
B25.01 3 SS (5-5-8 Recc 3, 7-5-8 Tk 1-3, 9-4-6 PG 6, 6-5-7 AT 3*)
B23.05 13 Pz (5-4-6 PG 66, 4-4-7 AT 13*, Art, Organic Truck)
B23.04 3 HQ, 13 PZ (5-5-8 Recc 13, 6-5-8 Tk 1-4, 5-5-7 Tk 2-4), (48)-1-3-0 Werfer 54, 4 SP
B23.03 3-3-3, 2x (4)-1-3-3 Art 2-40, 2-54, (9)-1-3-3 Art 735
B23.02 5-4-7 AG 286, (4)-1-3-3 Art 1-77, (6)-1-3-3 Art 2-52, (9)-1-3-3 Art 857

Misc: A14.28 2x RR
A44.21 2x Wagons
B22.06 5x Wagons

Totals of above: Trucks 5, Wagons 7, SP's 30

Air Bases:
L1: A07.15, A14.20, A18.01, A28.23, A32.28, A38.01, A45.20, A57.13, B14.19
L2: B02.10, B24.06

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

Dead Pile:
1x 4-4-3 Inf Regt (from 68 Inf)
2x 3-3-3 Inf Regt (from 208, 340 Inf)
1x Tk Bn from each of 2 SS Pz, 3 SS Pz
2x Tk Bn from each of 7 Pz, 19 Pz

8th Army Collapse: none

Soviet:
Railroads: All railroad hexes east and/or northeast of A48.35, A60.30 (inclusive) or B28.08 (inclusive).

Railcap: 20

1 Ukrainian Front
A45.34 4 Gd Tk (all -1)
A45.33 3 Art (all)
A47.33 5 Gd Tk (all -1)
A48.34 13-3-3 (-2) 99, 5x Wagons
A48.33 14-4-3 (-2) 129 Gd, 10 SP
A48.30 17 Art (all)
A50.34 13-3-3 (-2) 350
A55.27 3 Tk (all -1)
A59.30 RR 1 UF
A60.30 3 Gd Rocket (all)
B01.30 RR 1 UF
B08.33 7 Gd Tk (-3), 4x Trucks

1 Guard Army
A43.35 12-2-2
A43.34 12-2-2
A44.33 13-3-3
A44.32 13-3-3
A45.32 13-3-3
A46.33 2x 4-5-5 Gd Tk Bn

A46.31 13-3-3, (5)-3-4 AT
A47.31 13-3-3
A47.30 1 Gd HQ, 13-3-3
A47.29 14-4-3
A48.34 12-2-2
A48.29 12-2-2
A50.32 12-2-2 (-1) 271

3 Gd Tk Army
A46.33 9 Mech (all)
A47.32 6 Gd Tk (all), 4-5-5 Gd Tk Bn
A47.31 4-3-6 Tk Bgd
A50.32 3 Gd Tk HQ, (4)-3-4 AT*

18 Army
A48.28 13-3-3, (5)-3-4 AT*
A48.27 13-3-3, (5)-3-4 AT*
A48.26 14-4-3
A49.29 13-3-3
A49.26 13-3-3, (5)-3-4 AT*
A50.25 13-3-3, (6)-3-4 AT*
A53.26 13-3-3 (-1) 71
A55.29 18 HQ, 13-3-3 (-1) 253, 5 SP

1 Tk Army
A51.24 11 Gd Tk (all)
A52.22 8 Gd Mech (all), 4-5-5 Gd Tk Bn
A53.26 1 Tk HQ, 5x Wagon
A54.21 31 Tk (all -2), 5-4-6 Gd Tk Bgd

38 Army
A56.20 12-2-2
A57.21 12-2-2
A58.21 12-2-2, 13-3-3
A59.22 38 Army HQ, 12-2-2 (-1) 155, 13-3-3

40 Army
A60.22 14-4-3
B01.24 12-2-2
B01.23 13-3-3
B02.24 12-2-2
B02.26 40 Army HQ, 12-2-2
B03.25 12-2-2
B04.25 13-3-3
B05.26 13-3-3
B06.26 13-3-3

27 Army
B06.30 (8)-3-1 UR
B07.31 (8)-3-1 UR
B07.27 13-3-3
B08.30 (8)-3-1 UR
B08.27 13-3-3
B09.31 (8)-3-1 UR
B09.30 27 Army HQ, (8)-3-1 UR
B09.28 13-3-3

B10.29 (8)-3-1 UR
B10.27 2x 13-3-3
B11.28 13-3-3

47 Army
B18.27 Pontoon (1 UF)
B18.25 13-3-3
B18.24 13-3-3
B18.23 13-3-3
B19.23 13-3-3
B20.22 13-3-3
B20.25 47 Army HQ

2 Ukrainian Front

52 Army
B20.18 13-3-3
B21.20 13-3-3
B21.18 14-3-3
B22.19 52 Army HQ
B22.18 13-3-3
B22.17 12-4-3

4 Gd Army
B23.16 13-3-3
B23.15 13-3-3
B23.14 14-4-3
B23.13 14-4-3
B24.12 4 Gd HQ, 12-4-3, (5)-3-4 AT*

53 Army
B25.12 13-3-3
B25.11 13-3-3
B26.11 53 HQ, 12-2-2, 16 Art ((28)-1-1, (28)-1-1, (26)-1-1), 15 SP
B26.10 2x 14-4-3
B27.12 5 Gd Mech (all)
B27.10 12-2-2, 16 Art ((32)-1-1, (30)-1-1, (22)-1-1)

5 Gd Army
B27.09 14-4-3
B27.08 14-4-3
B27.07 14-4-3
B28.08 12-4-3, 2x 4-5-5 Gd Tk Bn, 2x RR (2 UF), 10 SP
B28.07 12-4-3, 4-3-6 Tk Bgd
B30.08 5 Gd HQ, 12-2-2, 4-3-6 Tk Bgd

5 Gd Tk Army
B28.06 29 Tk (all)
B28.05 18 Tk (all)
B29.06 8 Mech (all)
B29.07 7 Mech (all), 4-5-5 Gd Tk
B30.06 5 Gd Tk HQ, 1x pontoon (2 UF), 3 SP
B31.07 5x Wagons

7 Gd Army
B26.04 14-4-3, 13-3-3, (5)-3-4 AT*

B26.03 7 Gd HQ, 14-4-3, 13-3-3, (5)-3-4 AT*
B27.05 14-4-3, 11 Art ((28)-1-1)
B27.04 14-4-3, 11 Art ((26)-1-1)
B27.03 14-4-3, 13-3-3, (5)-3-4 AT*
B28.03 14-4-3, 11 Art ((22)-1-1)
B28.02 12-2-2, 5-4-6 Gd Tk Bgd
B28.01 12-4-3, (5)-4-6 Gd AT*
B29.01 13-3-3, (7)-4-6 Gd AT*

Misc:
B23.20 or B23.19 5x Wagon, 2 SP

Totals of above: Trucks 4, Wagons 20, SP's 45

Air Bases:
L1: A46.29, A48.32, A49.34, A55.30, B21.20, B28.29
L2: B05.31, B06.34, B12.32, B31.09

Air Units:
4x La5, 2x Yak7b, 2x P39, 5x IL2m3, 2x Il4, 3x Pe2

Dead Pile:
1x Tk Bgd from each of 4 Gd Tk, 5 Gd Tk, 3 Tk
2x Tk Bgd from each of 31 Tk
3x Tk Bgd from 7 Gd Tk

Special Rules:

Rail Net Notes: There is a single track railroad running north from Beridchev through Zhitomir and off the north map edge following the course of the road. The actual course of the rail line is not always in the same hex as the road but using the road is far simpler than marking up the game map.

There is a single track railroad running southeast from Zhitomir through Andruschev to Popelyna following the course of the road. The actual course of the rail line is not near the road but using the road is far simpler than marking up the game map.

Shepetovka: the rail line running NE off the map edge runs to Korosten (off map). Starting Feb 15, the map edge rail line provides trace supply once the Soviets control Shepetovka.

The Soviets can not use rail to exit a map edge and return via a map edge. The Soviets historically focused on clearing the rail line from the SE edge to the Kiev area. I want the players to have a similar incentive.

2.1a and 3.1a: a map edge supply source hex that is surrounded by enemy units and/or enemy ZOC's no longer functions as a supply source if the enemy can project an EZOC in the off-map hex. Examples include Kiev, Shepetova, Krasnoye, Beltsy, Slobodzera and Pervomaysk.

Initiative: The player who won initiative on the prior turn only has a 1/3 rd chance of winning the next turn's initiative roll (just roll a 1d6). Because the Soviets have initiative on turn 1, the Axis player gets a special chit. This chit allows the player to add one to his initiative die roll only if the player has a 1/3 rd chance of winning the turn's die roll. The player hands the chit to his opponent no matter what the outcome of the initiative die roll is. This chit allows a player a 50% chance for initiative if he feels it is really that important.

Air Replacements: on a variable replacement roll of 9 or more, the player gets one air step. These can

not be accumulated.

Paying 1 SP to mark an HQ fueled only allows you to move non-attack capable units. Attack capable units not in a multi-unit formation can only be fueled by spending 1T per phase per unit. This rule is an attempt to prevent independent armor units from being more efficient than multi-unit formations.

When determining VP's at the end of the game, friendly controlled VP hexes that are not in trace supply provide 50% of the printed VP's to each side (do not round).

Terrain Effects Chart: on Light Thaw and Thaw turns, the truck MP cost for Open hexes is 2 MP. This is so that the muddy roads will still be a lower MP cost than Open terrain.

Air Unit Setup: if you setup air units on an airbase that does not have access to 1T (via draw or throw) then you can take 1T from a given supply dump in the setup and place it at the airbase. This is mainly to allow the Axis to setup air units on the far western air bases.

OOA: The GD Div arrives on turn 2.
Turn 17, March 1: Soviet: 3x Trucks
Turn 26: if the Axis player refuses all of the SS reinforcements (corps HQ and two SS PZ Divs) then the Soviets loose 4 VP's. Both Hitler and OKH agonized over sending this corps to the East Front because they had been allocated to the West Front and in the past units sent to the East Front for emergencies usually stayed there far longer than intended and finally came back trashed.

Tiger Tank Bns:

Tiger Tk Rules

6 AR only applies in combat mode, so if they are marked DG, then they are 5 - 1 = 4.

All Tiger units cost 2T to move. as you suggest it can represent the fuel, spare parts, bridging and other issues.
if you strat move them, they cost 4T. they broke down a great deal more on long road marches.
in a way i would prefer to ban strat moving them because very few would arrive and be operational at the destination.

when moved via rail, they cost double capacity. they required special cars to move and those were in very limited supply.

I would prefer that Tiger companies and bns that attack and take the target hex don't get to hyperdrive all over the map as a reinf. just let them stay on map as long as some friendly unit advances into the hex. if they don't take the hex, they go to the dead pile.

Tigers that defend stay on the map unless forced to retreat. then they automatically go to the dead pile.

this is too good in that with care they can be used over and over to take nearby hexes. of course the enemy knows where they are, knows they are slow and can DG them with arty.

worth a try.

[old ideas]
If the defender's hex is clear terrain and Combat Mode (or DG'ed Combat Mode) Tigers are involved in the combat they cause special benefits:
If Tigers are in the defending hex, then all attacking armor and mech are x1.
If Tigers are in one of the attacking hexes and the AR unit for the entire attack, then all attacking armor and mech in that hex are x2.

The downside is that every time a Tiger tank bn moves, takes an option result, advances after combat or retreats you roll a die and a 1 kills the unit. If the entire move is by rail movement then this roll does not apply.
[/old ideas]

Fuehrer Order 11 - this draconian measure was issued on March 8th and created the "Fortified Place" and designated 26 cities and larger towns as such. The game Special rule for fortified cities does not take effect until the March 8th turn (turn 19). Prior to this turn, the Axis get 1x Alert bn in any city hex the first time a Soviet ground unit of any type comes within 3 hexes or sets up within 3 hexes.

In addition, if the Nazi's eliminate all enemy units within 3 hexes of the fortress, Hitler relents and lets you remove the fortress designation. But as soon as a Soviet units comes within 3 hexes he will declare the city hex a fortress. This does encourage the Nazi forces to counterattack and this is something they did.

Low Flying Air Transports (mainly Ju-52's): each air transport unit can choose to fly low and is treated as follows. One air unit at a time can perform this special mission but every such active air unit can perform this mission in a single air phase. If they fly into an enemy PZ, they can not be intercepted. But they must always roll on the flak table with only a +2 DRM when they reach the mission destination hex (typically the unloading or air drop hex).

HP Rule 2.4a: the deadline is Feb 15 (turn 12) for reinforcing the flanks. The Soviets were able to force the Axis forces to abandon the Dnepr River VP hexes on or before the 4th of Feb. The Soviets must send 13 attack capable steps and one HQ off either the north or south map edge in order to get the additional VP's.

The 6 VP's for this event are awarded at the end of the game. They have no impact on the sudden death VP total. I make this change so that a game duplicating history would not end in Soviet victory in early February.

In order to properly give Hitler his say in the matter of the Dnepr River VP hexes, the Axis can not voluntarily place the VP hexes out of trace supply. The Axis can not abandon them until the second turn after the Soviets cut trace to the hexes. Historically the Soviets cut trace on Jan 28th (turn 7) and the Axis forces had vacated all the Dnepr River hexes by the end of Feb 4th (turn 9).

HP Rule 3.6: do not use the game specific breakout rule. Use the OCS 4.0 version of the breakout rule. In addition, use a distance of just 5 hexes instead of 15 so that the Axis player will have proper incentive to launch relief efforts as Manstein did multiple times.

HP Rule 3.7: The 24 Pz Div can not make any subunit exchanges until the fourth turn which requires Hitler to allow them to stay on the game map.

German Optional AT Units: listed in the setup.

The Soviets get 2 Massive Assaults as per the Case Blue game specific rules.
Turn 1 is a Soviet Massive Assault ala Operation Uranus. There is only a Soviet half turn and the Soviets roll for weather normally.
The Axis turn 1 reinforcements arrive during the Axis turn 2 reinforcement phase.

Soviet Independent Armor: subtract one from move mode AR.

Soviet Multi-unit Formations: in order to rebuild one or more dead units of a specific formation, all of the on-map units must not be adjacent to the enemy and all on-map units must be adjacent. The Soviets would pull units out of the line for rebuilding. These units can not swap counters with other multi-unit formations.

Soviet air units can not fly in their Reaction Phase. Soviet fighters can project Patrol Zones and they can

intercept missions as per the series rules.

Soviet Optional AT Units: included in the setup.

Comments:
All the AT* and AG* units - the counters were part of the 1997 XMAS counter sheet.
http://www.gamersarchive.net/theGamers/archive/xmas.htm

Do organic trucks start loaded or unloaded? Unloaded.

One Soviet 13-3-3 infantry division has been transferred from 1 Guards Army to 18 Army - use my setup.

One Il2m has been removed from the Soviet air units available - use my setup.