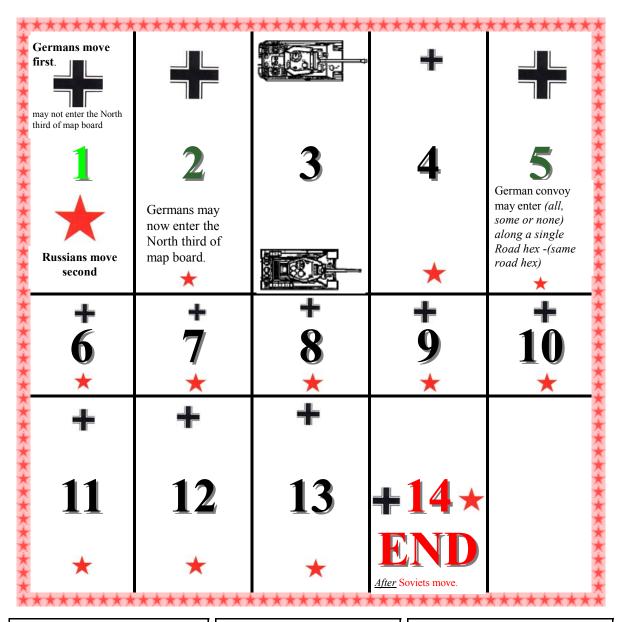
Sube's Pocket turn marker



Special Rule 1: No German unit may enter the North third of map board prior to Turn 2.

Special Rule 2: 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.

<u>VICTORY CONDITIONS</u>: The Germans win immediately by exiting 10 convoy vehicles off the west edge in either one or two convoys.











Near BUCHACH, S O U T H E R N 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.

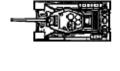














AFTERMATH:

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 SSPanzer Division $F \, r \, u \, n \, d \, s - b \, e \, r \, g$ —now little more than a kampfgruppe. Hube, with his 200,000 men, was able to pull out and escape the trap—this time.