

Drive on Ternopol, 1944 – Escaping the Hube Pocket

Flames of War Mega-Game Scenario

The first half of 1944 saw continued Soviet success in the western Ukraine, culminating with a large encirclement trapping the entire 1st Panzer Army in the area of Kamenets – Podolskiy, which was christened the Hube Pocket. Faced with the loss of an entire Panzer Army, Hitler finally authorized a breakout. Rather than push south towards Romania, Hube chose to break out to the west and northwest in the direction of Tarnopol, where he could link up with Hungarian forces holding the city.

The scenario is based on the breakout, in the area between the Zbruch and Seret Rivers, as the German forces drive toward Tarnopol and relief.

This scenario sees an interesting situation, with Soviet forces holding a thin line, with lots of reserves moving up, while the German forces have limited time to breakthrough toward Tarnopol before being overwhelmed.

Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Marshes – this area has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult terrain but are impassable to wheeled vehicles and gun teams. They provide concealment to any infantry team touching them.
- Peat bogs – peat bogs and cuttings were quite common in this region. Peat bogs are treated like marshes, except that they provide no concealment
- Railroads– due to the marshy nature of the ground, railway lines offered a decent level area for vehicle movement. Any unit moving along a railway line treats it as cross country, and any unit crossing a railway line treats it as terrain. Railways are not elevated enough to provide any cover or concealment for stands in contact with them.
- Rivers – the rivers in this area were normally slow and easily crossed, but the spring thaw has made them more significant obstacles. Rivers are obstacles requiring a cross check, with fords and bridges treated as terrain but without requiring a cross check.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. The fields are plowed and have early crop growth, and they are treated as terrain for movement but provide no concealment.

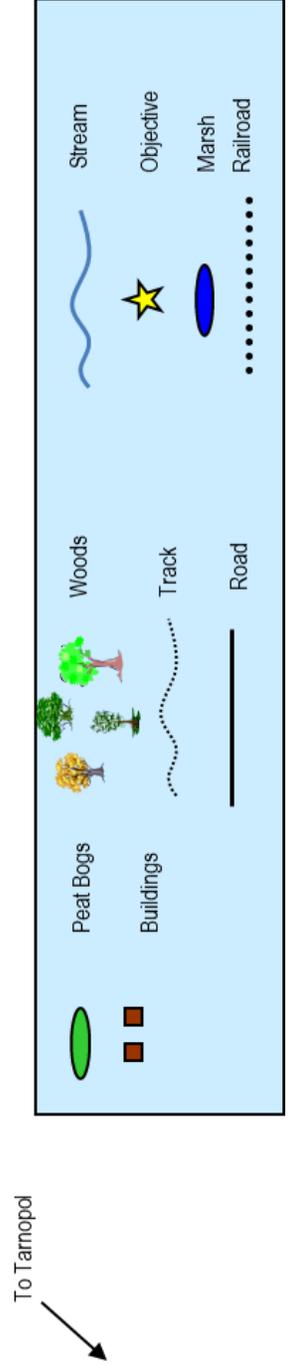
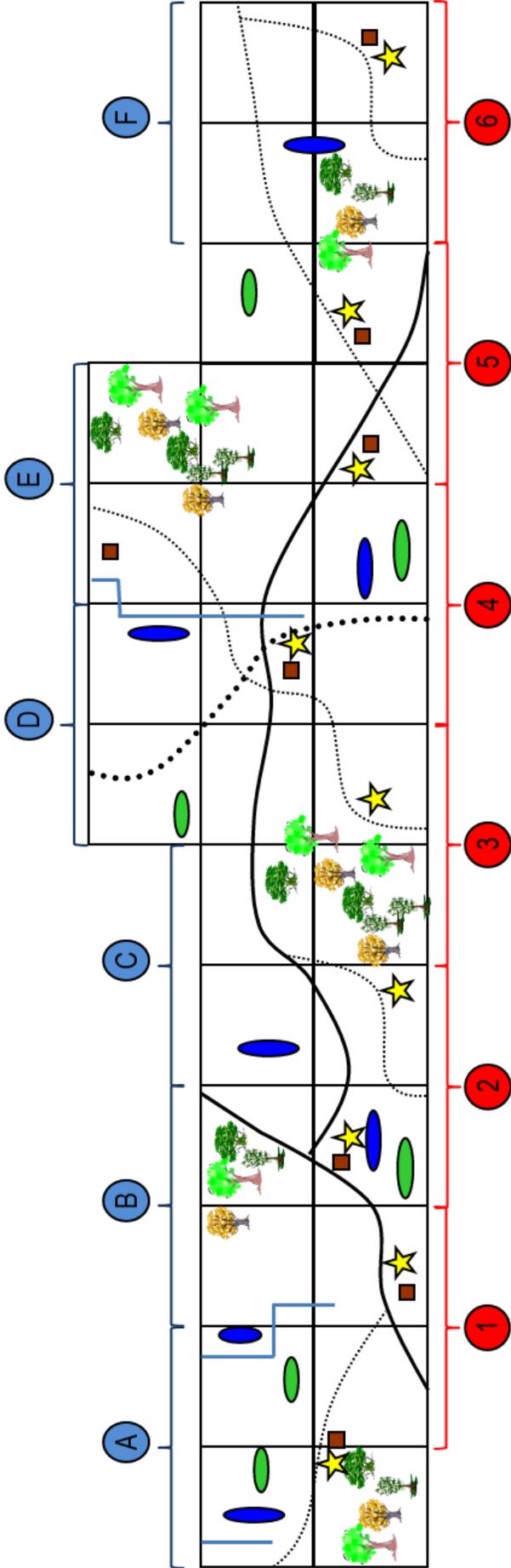
Deployment:

See the Forces and Deployment sections below.

Map:

Flames of War Mega-Game Tarnopol, 1944

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Soviet Forces and Deployment –

Each Soviet player may field a 100 point force drawn from Fortress Europe.

Prior to the start of the game, the Soviet CiC will assign each Soviet force to a sector (1-6). Each Soviet player may deploy up to 1 infantry or gun unit on the table, within 24” of their deployment zone. These units start in prepared positions.

All of the player’s remaining forces arrive two units per turn, and measure their arrival move from the player’s deployment zone.

German Forces and Deployment –

Each German player may field a 100 point force drawn from Fortress Europe.

Prior to the start of the game, the German CiC will assign each German force to a sector (A-F). On turn one, all of each German player’s units arrive, measuring their move from the player’s deployment zone

First Turn –

After Soviet deployment has been completed, the German forces receive the first turn.

Weather –

The weather during the breakout was generally good. Weather plays no role in the game.

Airpower –

Soviet forces had achieved air superiority over much of the Eastern Front by this point in the campaign, but the Luftwaffe was still a presence where it was a priority. The Soviets were also hampered by their continual advances, constantly having outrun the range of their airfields. This, combined with the priority the Germans placed on the escape of Hube’s Army, meant that neither side had air superiority and both sides saw considerable ground support from friendly airpower.

To reflect this, any player may include air support in their force. A player’s air flights may not strike targets that are not within 24” of their own ground units.

Winning the Game –

The Germans were desperate to escape before overwhelming Soviet forces blocked their way, so they must seize control of the exit areas quickly.

To reflect this, there are nine objectives placed on the table, all toward the western edge.

If the German forces control 4 or more objectives at the end of turn 6 they have won. If the Soviet forces control 7 or more objectives at the end of turn 6 they have won. Any other result is a draw.