Hungarian Manors

Victory Conditions: The Russian Player must control building overlays X16 and X23 at game end.

Elements of the 49th Guards Division and supporting elements of the 18th Tank Corps (ELR:3) enter as per SSR 3, along the North board edge on/between GG1 and GG10 and/or the East board edge on/between GG10 and X10 (SAN:3):

1. Group
2. Group
3. Group
4. Group

Elements of Kampfgruppe "Kundinger"/727th VGD Division
German Onboard forces may set up on or South of hexrow CC, on hexes numbered ≤ 8. (ELR:4) (SAN:4):

6th Squadron SS Cavalry Regiment 15th and 8th SS Division "Florian Geyer" enter anywhere along South board edge, as per SSR 3.

GERMAN

6. Due to Low Fuel, the first time a Russian AVF changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP (EXC: the turn an AVF enters the board.)

7. The Russians are considered to be Guards for purposes of special arms and equipment numbers. The Russian 6-2-8 squads are NOT assault engineers.

Aftermath:
The Soviets stormed up hills, attempting to force the Germans from their defensive positions, while Soviet and German tanks stalked each other in the narrow streets below. These battles would go on for almost the entire siege. Only when the defenders ran out of ammunition would they vacate their hill-top villas which, during the see-saw battles, had been reduced to rubble heaps.
**Hungarian Manors**

**Obuda, Hungary, December 27, 1944:** After the Soviet 2nd and 3rd Ukrainian Fronts had encircled Budapest on the 25th, the tempo of the fighting in Buda had increased. Both sides fed units piecemeal into the battles developing in the hills surrounding Buda. Units of the 8th SS found themselves engaged in a fierce, often hand to hand battle to prevent the Soviets from occupying all of the strategic high ground North and West of Buda.

**Victory Conditions:** The Russian Player must control building overlays X16 and X23 at game end.

**SSR:**

1. EC is Wet. The Stream is Deep/Frigid (B20.43 and B20.7). Place overlays as follows; X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/F6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.

2. Civilian Interrogation is in effect (E2.4). Russians are in a Hostile country; Germans are in a Friendly country.

3. The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 and 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. roll all d6 or calling for a Group to enter that has already entered).

4. The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.

5. Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.

6. Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP. (EXC: the turn an AFV enters the board.)

7. The Russians are considered to be Guards for purposes of special ammo and depletion numbers. The Russian 6-2-8 squads are NOT assault engineers.

**Aftermath:**

The Soviets stormed up hills, attempting to force the Germans from their defensive positions, while Soviet and German tanks stalked each other in the narrow streets below. These battles would go on for almost the entire siege. Only when the defenders ran out of ammunition would they vacate their hill-top villas which, during the see-saw battles, had been reduced to rubble heaps.
Hungarian Manors

Victory Conditions: The Russian Player must control building overlays X16 and X23.

SSR:
1. EC is Wet. The Stream is Deep/Frigid (B20.43&B20.7). Place Overlays as follows; X16 on BB2/CC3, X23 on AA9/27, X7 on CC6. X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
2. Civilian Interrogation is in effect (E 2.4). Russians are in a Hostile country; Germans are in a Friendly country.
3. The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 & 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn; each Group may be selected to enter only once; (i.e. reroll all if calling for a Group to enter that has already entered).
4. The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
5. Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.
6. Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP (EXC:the turn an AFV enters the board.)
7. The Russians are considered to be “Guards” for purposes of “special ammo” & depletion #’s.

Aftermath:

Buda, Hungary, December 25th, 1944:
Rures satis spinosus vocificat adfabilis cathedras, quod matrimonii amputat tremulus concubine. Syrtes praemuniet oratori, semper perspicax chirographi iocari saburre, utcunque parsimonia matrimonii circumgrediet fragilis syrtes, ut Caesar imputat chirographi, quod fiducia suis optimus frugaliter suffragarit pretosius umbraculi, utcunque syrtes deciperent aegre saetosus saburre. Chirographi vocificat oratori, quamquam verecundus umbraculi lucide conubium santer quinquennalis umbraculi, quamquam

Only hexrows R-GG are in play on Board 41.
**EXTRACURRICULAR ACTIVITY**

**Scenario Design**

**BY CHRIS OLDEN**

**BUDA, HUNGARY, DECEMBER 25, 1944:**

Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital, less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

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**Victory Conditions:** The Hungarian player must have more unbroken squads (not equivalents) in building overlay X23 at game end than the Russian player.

---

**Elements of the 1st Technical University Battalion [ELR:3]**

set up east of road Y1-X1-S9-S10-R9 (SAN:2)

---

**Elements of the Soviet 2nd Ukrainian Front [ELR:3]**

set up west of road Y1-X1-S9-S10-R9. No more than 4 squads and any leaders/SW stacked with them may set up in the Victory Building (SAN:2)

---

**SSR:**

1. EC is wet. No wind at start. Place overlay OG1 on hex EE8. Place overlay X23 on EE9/FF8. Overlay X23 has Ground, 1st, 2nd and 3rd Levels, and an inherently staircase in every hex. This building represents the Janos Hospital.

2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer any HOIB DRM. (EXC: they still receive a +1 if broken). Hungarian units will not surrender due to a HOIB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MGL capability.

3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.

4. No AFV's may set-up or enter the Victory Building.

**Aftermath:**

Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukrainian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.
**EXTRACURRICULAR ACTIVITY**

**BUDA, HUNGARY, DECEMBER 25, 1944:**
Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital, less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

**VICTORY CONDITIONS:** The Hungarian player must have more unbroken squads (not equivalents) in building overlay X23 at game end than the Russian player.

### SSR:
1. EC is wet. No wind at start. Place overlay OG1 on hex EE8. Place overlay X23 on EE9/FF8. Overlay X23 has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer any HOB DRM. (EXC: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.
4. No AFV’s may set-up or enter the Victory Building.

**AFTERMATH:**
Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukrainian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.
EXTRACURRICULAR ACTIVITY

BUDA, HUNGARY, DECEMBER 25TH, 1944:
Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital. Less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

VICTORY CONDITIONS: The Hungarian player must have more good order squads (not equivalents) in building overlay X23 at game end than the Russian player.

SSR:
1. EC is wet. No wind at start. Place overlay OG1 on hex EE8. Place overlay X23 on EE9/FF8. Overlay X23 has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer and HOB DRM. (EXC: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.

AFTERMATH:
Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukranian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.
**Pyrrhus at Pest**

**Victory Conditions:** The Romanian Player must Control Overlay X16 at game end.

<table>
<thead>
<tr>
<th><strong>1</strong></th>
<th><strong>2</strong></th>
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<th><strong>9</strong></th>
<th><strong>10</strong></th>
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<tbody>
<tr>
<td><strong>German Set-up First</strong></td>
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<td><strong>3</strong></td>
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<tr>
<td><strong>Russian Mode First</strong></td>
<td><strong>1</strong></td>
<td><strong>2</strong></td>
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**Elements of the Hungarian 10th Infantry Division**

<table>
<thead>
<tr>
<th>10</th>
<th>4</th>
<th>2</th>
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**Elements of the Vassany Battalion**

<table>
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<tr>
<th>6</th>
<th>2</th>
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**Elements of the Budapest Air Defense Regiment**

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<tr>
<th>6</th>
<th>6</th>
<th>3</th>
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**Fortifications**

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**Romanian OB [ELR.3]**


**Elements of the Romanian 19th Infantry Division**

<table>
<thead>
<tr>
<th>22</th>
<th>7</th>
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</table>

**Attached Armor elements (enters or exits turn 1)**

**VSN artwork used with permission of Roderick Kinney**

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**SSB:**

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow (E3.73) of the heralded intensity (i.e., the Mat LV. Heavy snowfall (E3.73) at *x* at 4 hexes, at start) and will not change for the duration of the scenario. Guilty and stream hexes are Open Ground. Bridge hexes are Road hexes. All roads are considered to be Wide City Motorways (E7). All housetops are considered Factories. Roads are Paved and not Flooded. Rooftop Locioties (E2.3) are in play for all multi-hex buildings with printed railsways.

2. Place Overlays in the following order: X5-B59; X6-G59; X10-J59; X12-L59/X69; X12-20PQ7; X20-2W6WV; X16-20A4X46. The Railroad Overlays are considered to be GLEL (E.3.21). Overlay X6o2 is considered a Factory (E3.23.4). All locioties of Overlay X16 are Fortified (E3.3.9).

3. The Hungarian Player may, prior to setup, place up to 4 Bubble counters at ground level anywhere on the mapboard. Any Bubble counter not placed in a building hex counts as 2 Bubble counters and must be placed adjacent to a Bubble counter of the same type in a building hex. Falling Rubble is NO.

4. The Hungarian Player has Seven Movement capability. In addition, the Hungarian Player has a -1 dr modifier to any seven movement attempt. The Victory Building (overlay X6o) has never been marked with any hexes.

5. For the Romanian OB, see Chinese MNC/MC and SW. (EXC: see German MNCs). Captured Use permits do not apply to Romanian units may check for Fuzziness as if they were 1943 Germans. If the PP check is successful, the PP will be June 1944 version (C13.32). MNCs are considered Elite Allied Minor Troops for HOB combat. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Anti-Infantry/Siege. The German AFVs in the Romanian OB use RED 71'S. All AFVs have hate IV as printed. All AFVs in the Romanian OB are considered to have RED MP IV.

6. The Romanians have Worn Battalion Mortar OBA (C13.22). He only. The Base Radio Contact value is 3. The SMG-directing the OBA may set up HOB.

7. All Hungarian units in the Victory Building (overlay X6o) are considered Fuzziness (A10.8). Hungarian Units may check for Fuzziness or as if they were 1943 Germans. PP's are the 1945 version (C13.32).

8. Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.

9. No Quarters are to enter. Both sides may declare HOB to OC.

**Aftermath:** As the Romanians closed on the Rail Station, the fighting traveled across the rails and through the rolling stock. Late in the day on the 10th, having overrun the Hungarians in close quarters fighting to the rail station, the exhausted Romanians stood close to the Danube on the Ellenhász Ring Road. The next day, Soviet General Malinovsky pulled the Romanians out of Pust, incensed by the Romanian tendency to whip up frontier resistance among the Hungarians. "Pest fell to the Soviets on the 18th."
**Pyrrhus at ’Pest’**

**Scenario Design**

*By Chris Olden*

**Pest, Hungary, January 15, 1945:**

**Victory Conditions:** The Romanian Player must Control Overlay X16 at game end.

<table>
<thead>
<tr>
<th>Germans Set Up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>Russians Move First</th>
</tr>
</thead>
</table>

**Hungarian**

Hungarian OB [ELR:3] (EXC: SS are still considered to have underlined Morale) Hungarian units may set-up west of road that runs 20 I10-J9-J8- K8-K6-L5-L2-K3-I2-22Y6-Z6-BB7-EE6-GG5 {SAN:5}:

- Elements of the Hungarian 10th Infantry Division
- Elements of the Vannay Battalion
- Leaders

**Romanian**

Romanian OB [ELR:3]
Romaniens set-up East of road that runs; 20 I10-J9-J8-K8-K6-L5- L2-K3-I2-22 Y6-Z6-BB7-EE6-GG5 {SAN:3}:

- Elements of the Romanian 19th Infantry Division
- Attached Armor elements (enters on/after turn 1)

**VASL artwork used with permission of Rodney Kinney**
**Pyrrhus at ‘Pest**

**SSR:**

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow (E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards. All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations are in play for all multi-hex buildings with printed stairwells.

2. Place Overlays in the following order: X8-20P8; OG5-20N10/M10; RR3-20R8/Q9; RR1-20P7/Q7; RR2-20V4/W4; RR14-20V6/U7; X16-20AA4/Z4. The Railroad overlays are considered to be GLRR. Overlay X16 is considered a Factory (B23.74). All locations of Overlay X16 are Fortified (B23.9).

3. The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.

4. The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay X16) has sewer entrances in the hexes marked with stairwells.

5. For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG’s. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). MMC’s are considered Elite Allied Minor Troops for HOB results. The 5-3-7’s in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV’s in the Romanian OB use RED TH #s. All AFV’s have their S# as printed. All AFV’s in the Romanian OB are considered to have RED MP #’s.

6. The Romanians have 80mm Battalion Mortar OBA (C1.22) HE only. The Base Radio Contact value is 8. The SMC directing the OBA may set up HIP.

7. All Hungarian units in the Victory Building (overlay X16) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1945 Germans. PF’s are the 1945 version (C13.32).

8. Hungarian player may choose leaders from either/both the Hungarian or the German Counter Mix. They perform all leader directed actions normally with all units in the Hungarian OB.

9. No Quarter is in effect. Both sides may declare HtH in CC.

10. Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.

**Aftermath:**

Tremulus concubine celeriter suffragarit adlaudabilis cathedras. Verecundus chirographi divinus amputat oratori, semper satis adfabilis ossifragi verecunde imputat matrimonii, etiam syrtes spinosus conubium santet perspicax umbraculi.

Fiducia suis neglegenter circumgrediet adfabilis apparatus bellis, iam perspicax concubine imputat Medusa. Oratori iocari tremulus rures, semper Octavius divinus praemuniet saburre, quod vix fragilis rures miscere oratori, semper lascivius matrimonii praemuniet adlaudabilis chirographi, etiam satis adfabilis saburre pessimus frugaliter circumgrediet catelli, et tremulus syrtes optimus lucide insectat oratori.


Verecundus chirographi iocari Augustus. Matrimonii insectat optimus utilitas syrtes, et umbraculi imputat agricolae.

Tremulus rures deciperet pretosius oratori. Cathedras imputat pessimus perspicax oratori. Caesar neglegenter corrumperet satis pretosius ossifragi,
**Charge of the Bumblebee**

**Buda, Hungary, January 22, 1945**

In Buda, the terrain was dominated by the many hills that formed its unique topography. These hills were the scenes of fierce fighting by the Hungarian, Russian and German forces in Buda. The side that controlled the hills not only dominated the battlefield in Buda, but controlled the way in and out of Buda to the west. On January 22nd, elements of the Hungarian 1st Technical University Assault Battalion engaged elements of the Soviet 180th Infantry Division for control of Rose Hill.

---

**Victory Conditions:** The Hungarian Player must have more unbroken squads (not equivalents) on ≥ Level 3 Hill hexes than the Russian Player AND control the ≥ Level 4 Hill hexes at game end to win.

---

**Elements of the Budapest All-City ROTC Marching Band and Glee Club [ELR:3]**

Hungarian Player may set up on any WHOLE hex of board 45 {SAN:3}:

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**Elements of the 180th Infantry Division [ELR:4]** may set up in hexes numbered ≤ 8 on Board 15 {SAN:6}:

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**SSR:**

1. EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at ≤ hexes at start). All Roads are paved. All multi-hex buildings on board 15 are stone buildings.

2. Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.

3. The Hungarian Player must secretly designate one (1) PzA III/IV as having “Smoke” only. Once Smoke is depleted, the vehicle is exiled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV’s are considered “Elite” for Smoke Depletion # purposes.

4. The Hungarian Player may declare a Banzai charge once during the game.

5. The trenches given in the Russian OB must be set up in ≤ Level 3 Hill Hexes. ALL level 4 Hill Hexes must have a trench counter set up in them.

6. Both sides may declare HHH CC.

---

**Aftermath:**

Aided by Hummel SPA’s, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn’t push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.
**Hungarian Manors**

**Buda, Hungary, December 25th, 1944:**

Rures satis spinosus vocificat adfabilis cathedras, quod matrimonii amputat tremulus concubine. Syrtes praemunet oratori, semper perspicax chirographi iocari saburre, utcunque parsimonia matrimonii circumgrediet fragilis syrtes, ut Caesar imputat chirographi, quod fiducia suis optimus frugaliter suffragarit pretosius umbraculi, utcunque syrtes deciperet aegre saetosus saburre. Chirographi vocificat oratori, quamquam verecundus umbraculi lucide conubium santet quinquennalis umbraculi, quamquam

**Victory Conditions:** The Russian Player must control building overlays X16 and X23.

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**SSR:**

1. EC is Wet. The Stream is Deep/Frigid (B20.43&B20.7). Place overlays as follows: X16 on BB2/CC3; X23 on AA9/7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.

2. Civilian Interrogation is in effect. Russians are in a Hostile country; Germans are in a Friendly country.

3. The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 & 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn; each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).

4. The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.

5. Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.

6. Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP (EXC: the turn an AFV enters the board.)

7. The Russians are considered to be “Guards” for purposes of “special ammo” & depletion #'s.

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**Aftermath:**

EXTRACURRICULAR ACTIVITY

BUDA, HUNGARY, DECEMBER 25, 1944:
Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital, less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

Victory Conditions: The Hungarian player must have more unbroken squads (not equivalents) in building overlay X23 at game end than the Russian player.

SSR:
1. EC is wet. No wind at start. Place overlay OG1 on hex EE8. Place overlay X23 on EE9/FF8. Overlay X23 has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer any HOB DRM. (EXC: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.
4. No AFV’s may set-up or enter the Victory Building.

Aftermath:
Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukrainian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.
EXTRACURRICULAR ACTIVITY

BUDA, HUNGARY, DECEMBER 25TH, 1944:
Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital. Less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

VICTORY CONDITIONS: The Hungarian player must have more good order squads (not equivalents) in building overlay X23 at game end than the Russian player.

SSR:
1. EC is wet. No wind at start. Place overlay OG1 on hex EE8. Place overlay X23 on EE9/FF8. Overlay X23 has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer and HOB DRM. (EXC: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.

AFTERMATH:
Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukranian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.
Pyrrhus at ‘Pest’

Pest, Hungary, January 15, 1945:

Victory Conditions: The Romanian Player must Control Overlay X16 at game end.

Hungarian OB [ELR:3] (EXC: SS are still considered to have underlined Morale) Hungarian units may set-up west of road that runs 20 I10-J9-J8- K8-K6-L5-L2-K3-I2-22Y6-Z6-BB7-EE6-GG5 {SAN:5}:

Elements of the Hungarian 10th Infantry Division
Elements of the 22nd SS Div.

Elements of the Vannay Battalion
Elements of the Budapest Air Defense Regiment

Leaders
Fortifications

Romanian OB [ELR:3]
Romanians set-up East of road that runs; 20 I10-J9-J8-K8-K6-L5- L2-K3-I2-22 Y6-Z6-BB7-EE6-GG5 {SAN:3}:

Elements of the Romanian 19th Infantry Division

Attached Armor elements (enters on/after turn 1)

Opt 3.1

Scenario design by Chris Olden

Elements of the Vannay Battalion Elements of the Budapest Air Defense Regiment

Leaders
Fortifications

Romanian OB [ELR:3]

Romanians set-up East of road that runs; 20 I10-J9-J8-K8-K6-L5- L2-K3-I2-22 Y6-Z6-BB7-EE6-GG5 {SAN:3}:

Elements of the Romanian 19th Infantry Division

Attached Armor elements (enters on/after turn 1)

VASL artwork used with permission of Rodney Kinney
PYRRHUS AT ‘PEST

SSR:

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow (E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground. Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards. (B 7) All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells.

2. Place Overlays in the following order; X8-20P8; OG5-20N10/M10; RR3-20R8/Q9; RR1-20P7/Q7; RR2-20V4/W4; RR14-20V6/U7; X16-20AA4/Z4. The Railroad Overlays are considered to be GLRR. (B 32.1) Overlay X16 is considered a Factory. (B23.74). All locations of Overlay X16 are Fortified. (B23.9).

3. The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.

4. The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay X16) has sewer entrances in the hexes marked with stairwells.

5. For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG’s. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). MMC’s are considered Elite Allied Minor Troops for HOB results. The 5-3-7’s in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV’s in the Romanian OB use RED TH #s. All AFV’s have their S# as printed. All AFV’s in the Romanian OB are considered to have RED MP #’s.

6. The Romanians have 80mm Battalion Mortar OBA (C1.22) HE only. The Base Radio Contact value is 8. The SMC directing the OBA may set up HIP.

7. All Hungarian units in the Victory Building (overlay X16) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1945 Germans. PF’s are the 1945 version (C13.32).

8. Hungarian player may choose leaders from either/both the Hungarian or the German Counter Mix. They perform all leader directed actions normally with all units in the Hungarian OB.

9. No Quarter is in effect. Both sides may declare HtH in CC.

10. Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.

AFTERMATH:

Tremulus concubine celeriter suffragarit adlaudabilis cathedras. Vercundus chirographi divinus amputat oratori, semper sat is adfabulis ossifragi verecunde imputat matrimonii, etiam syrtes spinosus conubium santet perspicax umbraculi.

Fiducia suis neglegenter circumgrediet adfabulis apparatus bellis, iam perspicax concubine imputat Medusa. Oratori iocari tremulus rures, semper Octavius divinus praemuniet saburre, quod vix fragilis rures miscere oratori, semper lascivius matrimonii praemuniet adlaudabilis chirographi, etiam satis adfabulis saburre pessimus frugaliter circumgrediet catelli, et tremulus syrtes optimus lucide insectat oratori.


Vercundus chirographi iocari Augustus. Matrimonii insectat optimus utilitas syrtes, et umbraculi imputat agricolae.

Tremulus rures deciperet pretiosius oratori. Cathedras imputat pessimus perspicax oratori. Caesar neglegenter corrumperet satis pretiosius ossifragi,
VICTORY CONDITIONS: The Hungarian Player must have more unbroken squads (not equivalents) on ≥ Level 3 Hill hexes than the Russian Player AND control the 3 Level 4 Hill hexes at game end to win.

AFTERMATH:
Aided by Hummel SPA’s, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn't push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.

SSR:
1. EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at ≤ hexes at start. All Roads are paved. All multi-hex buildings on board 15 are stone buildings.
2. Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.
3. The Hungarian Player must secretly designate one (1) PzA III/IV as having “Smoke” only. Once Smoke is depleted, the vehicle is recalled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV’s are considered “Elite” for Smoke Depletion # purposes.
4. The Hungarian Player may declare a Banzai charge once during the game.
5. The trenches given in the Russian OB must be set up in Level 3 Hill Hexes. ALL level 4 Hill Hexes must have a trench counter set up in them.
6. Both sides may declare HtH CC.

VICTORY CONDITIONS:

The Hungarian Player must have more unbroken squads (not equivalents) on ≥ Level 3 Hill hexes than the Russian Player AND control the 3 Level 4 Hill hexes at game end to win.

AFTERMATH:

Aided by Hummel SPA’s, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn't push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.

SSR:

1. EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at ≤ hexes at start. All Roads are paved. All multi-hex buildings on board 15 are stone buildings.
2. Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.
3. The Hungarian Player must secretly designate one (1) PzA III/IV as having “Smoke” only. Once Smoke is depleted, the vehicle is recalled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV’s are considered “Elite” for Smoke Depletion # purposes.
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6. Both sides may declare HtH CC.

AFTERMATH:

Aided by Hummel SPA’s, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn't push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.

SSR:

1. EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at ≤ hexes at start. All Roads are paved. All multi-hex buildings on board 15 are stone buildings.
2. Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.
3. The Hungarian Player must secretly designate one (1) PzA III/IV as having “Smoke” only. Once Smoke is depleted, the vehicle is recalled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV’s are considered “Elite” for Smoke Depletion # purposes.
4. The Hungarian Player may declare a Banzai charge once during the game.
5. The trenches given in the Russian OB must be set up in Level 3 Hill Hexes. ALL level 4 Hill Hexes must have a trench counter set up in them.
6. Both sides may declare HtH CC.
**Charge of the Bumblebee**

**Buda, Hungary, January 22, 1945**

In Buda, the terrain was dominated by the many hills that formed its unique topography. These hills were the scenes of fierce fighting by the Hungarian, Russian and German forces in Buda. The side that controlled the hills not only dominated the battlefield in Buda, but controlled the way in and out of Buda to the west. On January 22nd, elements of the Hungarian 1st Technical University Assault Battalion engaged elements of the Soviet 180th Infantry Division for control of Rose Hill.

**Victory Conditions:** The Hungarian Player must have more unbroken squads (not equivalents) on ≥ Level 3 Hill hexes than the Russian Player AND control the 3 Level 4 Hill hexes at game end to win.

**SSR:**

1. EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at ≤ hexes at start. All Roads are paved. All multi-hex buildings on board 15 are stone buildings.

2. Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.

3. The Hungarian Player must secretly designate one (1) PzA III/IV as having “Smoke” only. Once Smoke is depleted, the vehicle is recalled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV’s are considered “Elite” for Smoke Depletion # purposes.

4. The Hungarian Player may declare a Banzai charge once during the game.

5. The trenches given in the Russian OB must be set up in Level 3 Hill Hexes. ALL level 4 Hill Hexes must have a trench counter set up in them.

6. Both sides may declare HtH CC.

**Aftermath:**

Aided by Hummel SPA’s, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn't push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.
A TIGER?

NEAR CHEVEUX-SUR-CHEN, FRANCE 21 AUGUST, 1944

Sgt. Rock of Easy Co. speakin' - H.Q. wanted Easy to scout ahead for a Knut rear guard. Charlie Company had been ambushed by some S.S., supported by Tiger tanks, in Petite-Cheveux the day before. The C.O. of Charlie Co. told me there was a roadblock at one of the bridges, an' possibly a Tiger that Charlie Co. had damaged with a Bazooka. So, I hand picked a squad from Easy, and crept into a Petite-Cheveux on a Tiger hunt...

VICTORY CONDITIONS: American Player wins by destroying the Roadblock and the Panzer IV.E.

AMERICAN MOVE FIRST

GERMAN MOVE FIRST

Rear guard elements of SS Kampfgruppe "Heinze with Tiger I from Swerving Panzers 502 [E.I.R. 5]

German player may set up anywhere east of overlay St1. German player may utilize HIP (SSR 3). Germans are SS. [SAN: 2]

A TIGER?

SCENARIO DESIGN
BY CHRIS OLDEN

5.1

OPT

GERMAN

AMERICAN

Scouting party from Easy Co. [E.I.R: NA]

American player enters anywhere along the West edge on Turn 1. [SAN: 2]

SSR:

1. BC are very dry, no wind at start. Place overlays in the following order: O2, 41A4944A3; O6, 41D200503, O8, 41A4944A3; 41B6666B5, X21, 41A477A4. A stone bridge exists in Overlay SM hill "Z". Both streams are Deep. No hills exist, other terrain in these hilly areas is normally at Level 5. Hex 41 W5 contains a Level 6, 1 and 2 building location and a Level 3 steep slope Location with an inherent infantry, the normal stacking capacity of the steep slope location is one HG Equivalent (plus any Leaders/308 stacked with them). Place a Roadblock in hex US facing hex V3. Hedges are walls. Knitting is NA.

2. The PVIE(L) in the German OB is immobile. It cannot set up to a building. It must set up with LOS to the bridge in US. It cannot be recalled. In addition to the benefits of D34-A, the German 10-2 Armor leader also receives the following benefits. The printed ROF of the PVIE(L) is increased by 1 for every 1 Hits the Armor leader is CIC; there is a cummulative +2 drs to any repair made by him.[ECC: an original 6 Repair it will double the weapon] The German player may disregard one and only one (non-defensive) CCU hit if it would have forced the MA, and that as a normal shot. The PVIE(L) may utilize MG Firebases as if it were a half-track(D34-6) if the Armor leader is CIC; the armor leader may direct CCU of CIC.

3. In addition to all the infantry units in the German OB setting up HIP, the PVIE(L) may set up HIP if it sets up any (including open ground) non-building terrain and if 2 hits of its VCA is a wall breach. The PVIE(L) keeps HIP/Cumulative as if it were an Improved Gun(A12.34).

4. The American 10-3 Leader (Sgt Rock) is Heroic (A15.21), but suffers wounds as a Leader rather than as a Hero. He also has +2 drs for wound severity (the provisions of A17.11 are cumulative with this drs.)

5. The American units may declare 1 HCC, and receive +1 DRM during HCC if any other DRM's.

6. The German HCC cannot be reduced until the German rally (Phase of Turn 1).

AFTERMATH:

As we marched into town, an S.S. vulture in the church steeple opened up with an MG. We played a lethal game of hide-and-seek with the Krauts. I swam across the creek and came up on the Tiger's right side. Sure enough, it'd been crippled by a Bazooka shot. While the Tiger was busy swatting at my boys, my, Jackie, and Wildman moved around and jumped the big cat. We left a couple of "care packages" on the rear deck of the Tiger. The DC's went off and blew that Tiger to Kingdom Come. After we took out the tank, the Kraut defense folded. The way to Cheveux-sur-Chen was open.
A TIGER?

NEAR CHEVEUX-SUR-CHIEN, FRANCE 21 AUGUST, 1944

Sgt. Rock of Easy Co. speakin' - H.Q. wanted Easy to scout ahead for a Kraut rear guard. Charlie Company had been ambushed by some S.S., supported by Tiger tanks, in Petite-Cheveux the day before. The C.O. of Charlie Co. told me there was a roadblock at one of the bridges, an’ possibly a Tiger that Charlie Co. had damaged with a Bazooka. So, I hand picked a squad from Easy, and crept into a Petite-Cheveux on a Tiger hunt…

VICTORY CONDITIONS: American Player wins by destroying the Roadblock and the PzVIE(L).

SSR:

1. EC are very dry, no wind at start. Place overlays in the following order: O2: 41AA4/AA3; O4: 41DD2/DD3; O5: 41AA8/BB7; St1: 41BB6/BB5; X21: 41BB7/AA6. A stone bridge exists in Overlay St1 hex “Z”. Both streams are Deep. No hills exist; other terrain in these hexes exist normally at Level 0. Hex 41 W5 contains a Level 0, 1 and 2 building location and a Level 3 Steeple Location with an inherent stairwell; the normal stacking capacity of the steeple location is one HS-Equivalent (plus any Leaders/SW stacked with them). Place a Roadblock in hex U5 facing hex V5. Hedges are walls.

2. The PzVIE(L), in the German OB, is Immobilized. It cannot set up in a building. It cannot be recalled. In addition to the benefits of D3.4-.44, the German 10-2 Armor leader also receives the following benefits: The printed ROF of the PzVIE(L) is increased by one (+1) if the armor leader is CE; there is a (cumulative) -2 drm to any repair made by him.[EXC: an original 6 Repair dr still disables the weapon] The German player may disregard one and only one (non-intensive fire) TH DR that would malfunction the MA, and that as a normal shot. The PzVIE(L) may utilize MG Firegroups as if it were a half-track(D6.64) if the Armor leader is CE; the armor leader may direct FG’s if CE.

3. In addition to all the infantry units in the German OB setting up HIP, the PzVIE(L) may set up HIP if it sets up in any (including open ground) non-building terrain and if ≥ 1 hexside of it’s VCA is a wall hexside. The PzVIE(L) loses HIP/Concealment as if it were an Emplaced Gun(A12.34).

4. The American 10-3 leader (Sgt. Rock) is Heroic (A15.21), but suffers wounds as a leader rather than a Hero. He also has a -2 drm for wound severity.(the provisions of A17.11 are cumulative with this drm.)

5) The American units may declare HtH CC, and receive a -1 DRM during HtH CC in addition to any other DRM’s.

6) The German Half-squads may not recombine until the German rally phase of Turn 1.

AFTERMATH:

As we snuck into town, an S.S. vulture in the church steeple opened up with an M.G. We played a lethal game of hide-an-seek with the Krauts. I swam across the creek and came up on the Tiger’s right side. Sure enough, it’d been crippled by a Bazooka shot. While the Tiger was busy swatting at my boys, me, Jackie, an’ Wildman moved around and jumped the big cat. We left a couple of “care packages” on the rear deck of the Tiger. The DC’s went off and blew that Tiger to Kingdom Come. After we took out the tank, the Kraut defense folded. The way to Cheveux-sur-Chien was open.
VICTORY CONDITIONS: The German wins at Game end by controlling 16 of the 32 stone buildings (one of which must be building 90D) and if there are no unbeknown Russian MMCs or adjacent to the road which runs S4P-S4F.

REINFORCEMENTS ENTER FIRST:

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GERMAN MOVE FIRST:

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OUTSIDE OF BUDAPEST, HUNGARY 7 JANUARY 1945:

On January 7, the Germans launched the first of 3 attempts (Konrad 1, II, and III) to relieve the surrounded Hungarian and German forces in Budapest. Led by the 34th and 5th SS Panzer Divisions, the attack ground forward through the hills West of Budapest. By January 4th, lead elements of the “Wiking” Division were outside of the key road junction town of Bicske. Units of the “Norge” Panzer Grenadier Battalion found themselves cut off in Hegykő Castle, on a hill overlooking Bicske. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.

Elements of the 41st Guards Rifle Division and supporting elements of the 16th Guards Mechanized Brigade [ELR: 4]

Set up anywhere on board 42, and/or anywhere East of hexrow N on boards 34 & 39 (see SSR#6) [SAN: 4]:

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RUSSIAN

Reinforcements enter on specified turn from hexes 42 P3 and/or 42 H10:

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<th>Turn 5</th>
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<th>Turn 7</th>
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VASL artwork used with permission of Rodney Kinsey

Elements of the “Norge” Panzer Grenadier Battalion and supporting elements of Panzer Regiment 5th SS “Wiking” Division [ELR: 4]

Set up on board 9, ≤ 3 hexes from 9EIA (see SSRs 3, 4 and 5) [SAN: 3]:

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GERMAN

Reinforcements enter from West edge of playing area on/after turn 2:

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<th>2</th>
<th>5</th>
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SSR:

1. LIE is “SNOW”, with Deep Snow in effect (E 3.7.2). Falling Snow will re-occur on a wind change DR 240(E 3.7.1). Both Russian and German units (including AFVs) have Winter Camouflages. Apache Hill Option (B 10.2.1) is in effect. All Woods hexes are Pine Woods. (F 1) Forest hexes are in effect (B 13.7) Only Road 34 P5-N6-P8-P5-32 B5-04-P3 is Plowed and paved. Hut hexes on board 34 are treated as Open Ground.

2. Building 90D has Ground, 1st & 2nd Level and RB Ceiling, with inherent stairwells in each hex. All Locations of building 90D are Fortified (B29.9). Any attack against locations in building 90D that have the possibility of causing Rubble, add an additional +1 to the Rubble delta (in addition to the +4 delta for Stone building). No vehicle may set up in, or move into, building 90D. No VBH of building 90D is allowed along the hedgerows of hexes 9EIA/EESA and 9EIA/EHJ.

3. The PzKwV’s in the German on-board forces OB, have an H.E. depletion number of 7. The PzKwV’s may set up in crest status.

4. The German squads do not have an unlimited morale. (See R 6.2 for SS unit replacement due to ELR failure. German units 51 hex from, and ADJACENT to, building 90D are Fanatical.

5. Only TII case H applies to usage of the captured Russian ATG’s in the on-board German OB (A 21.1.-13 are NOA)

6. The Russian player may set up no more than 10 squads (and any leaders/5W that set up with them) per board in their set-up area. Russian on-board forces may attempt hexes on boards 34 & 39. The radio in the Russian OB represents one module of 20mm battery motor OB or with plentiful ammunition. The OBA spotter may use ILLP.

7. Both sides may declare IH CC.

AFTERMATH:

Soviet infantry, accompanied by mortar barrages and Stalin tanks, continually stormed the castle and its defenders. The Norwegians of the “Norge” battalion fought off the attacks in vicious hand to hand fighting, and wrecks of Soviet tanks littered the hill around the castle. After three days of being under siege, the Norwegians were relieved. Two days later, the “Wiking” division was on the attack again as Konrad II got underway.
THE FORT OF THE UNCOMPROMISING

OUTSIDE OF BICSKE, HUNGARY 7 JANUARY 1945:

On January 1st, the Germans launched the first of 3 attempts (Konrad I, II, and III) to relieve the surrounded Hungarian and German forces in Budapest. Led by the 3rd and 5th SS Panzer Divisions, the attack ground forward through the hills West of Budapest. By January 4th, lead elements of the “Wiking” Division were outside of the key road junction town of Bicske. Units from the “Norge” Panzer Grenadier Battalion found themselves cut off in Hegys Castle, on a hill overlooking Bicske. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.

AFTERMATH:

Soviet infantry, accompanied by mortar barrages and Stalin tanks, continually stormed the castle and its defenders. The Norwegians fought the attacks with increasing determination. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.

Victory Conditions: The side that controls the most stone buildings on board 42 and the stone building on board 9 is the victor.

SSR:

1. EC is SNOW; with Deep Snow in effect. (E 3.73) Falling Snow will re-occur on a wind change DR ≥10. Both Russian and German units (including AFV’s) have Winter Camouflage. Alpine Hill Option (B 10.211) is in effect. All Woods hexes are Pine Woods. (P 1) Forest Hexes are in effect. (B 13.7) Only Road 34 P5-N6-F6-B5-P3 is Plowed and paved. Hut hexes on board 34 are treated as Open Ground.

2. Building 9DD3 has Ground, 1st & 2nd Level and RB Cellars, with inherent stairwells in each hex. All Locations of building 9DD3 are Fortified. (B 23.9) Any attack against locations in building 9DD3 that have the possibility of causing Rubble, add an additional +1 to the Rubble dr. (In addition to the +1 drm for Stone building) No vehicle may set up in, or move into, building 9DD3. No VBM of building 9DD3 is allowed along the hexsides of hexes 9EE4/EE5 and 9EE4/FF4.

3. The PzKw Vg’s in the German on-board forces OB, have an H.E. depletion number of 7. The PzKwVg’s may set up in crest status.

4. The German squads do not have an underlined morale. (See R 6.2 for SS unit replacement due to ELR failure. German units ≤1 hex from, and ADJACENT to, building 9DD3 are Fanatic.

5. Only TH case H applies to usage of the captured Russian ATG’s in the on-board German OB (A 21.1-13 are N/A)

6. The Russian player may set up no more than 10 squads (and any leaders/SW that set up with them) per board in their set-up area. Russian on-board forces may Bore-sight hexes on boards 34 & 39. The radio in the Russian OB represents one module of 80mm battalion mortar OBA with plentiful ammunition. The OBA spotter may use H.I.P.

7. Both sides may declare HtH CC.

Aftermath:

Soviet infantry, accompanied by mortar barrages and Stalin tanks, continued to storm the castle and its defenders. The Norwegians fought the attacks with increasing determination. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.
**Victory Conditions:** Avoided the Germans do not arrive at CVT, which results in an immediate German victory. The British may win at Corner End by attaining 90 VP's more than the German Player. The British receiver CVT manually (including prisoners) as well as East VP unless units exited off the East edge [EXC]. Good Order SMC/MMC exited as Passengers/Riders are worth double East VP. The German Player receives double East VP for Good Order German units exited off the East edge on either Turn 3.

**Units of the 23rd Welsh Division: 10th Infantry Brigade, BWE, 4th Armored Brigade, Greys, 9th Squadron, 9APC Regiment [ELR: 3] Enter On/After Turn 1 along the West Edge (None, None, or All may enter each Turn) [SAN: 2].

[Diagram showing units and numbers]
**Hogan's Heroes**

Stalag 13, 5 May, 1945 Major Hochstetter, hearing that Hitler was dead went mad. Round- up his fanatic henchmen, Hochstetter declared that he would have his revenge on the prisoners of Stalag 13, especially on Col. Hogan. Discovering the plot through the underground, Col. Hogan pleaded for help from the approaching allies. Not knowing when help would arrive, Col. Hogan began to plan a mass escape through the tunnels. However, fate intervened when Gen. Burkhalter, believing that the Americans would never allow the Russians to kill the brother of an American, drove through the gates searching for a suitable bridegroom for his sister. After being dismissed from roll call, Hogan decided an armed break out was the only way. Arming the men in his barracks, Hogan signalled the other barracks to be ready...

**Map Configuration:**

**BALANCE:**

Are you insane? [Exc: Dr. Bob]

**Camp Guards [ELR 2], Setup in guard towers or Col. Klink's building [SAN: 3]:**

**POW's place in wooden buildings within the compound:**

**Hogan's Heroes [ELR: 5] setup in hex J4: [SAN: 4]:**

**Col. Crittenden's relief force arrive by paratroop on turn 2:**

Special Rules:

1. EC are wet. Kindling is not allowed.
2. The American 10-3 represents Col. Hogan and is heroic. The two American Heroes represent Kinchloe and Carter. Carter is an assault engineer and will produce a demo charge every allied RPh. Kinchloe is a Commando.
3. The British Hero is Newkirk. Newkirk may breach a wire hexside of a hex be occupied as a prop fire activity by rolling less than 8.
4. The French Hero represents LeBenn. Anytime LeBenn is ADJACENT to Sgt. Schultz (the at start German 7-0), Schultz must pass a NYC or surrender to LeBenn with all German personnel in the hex.
5. The storage tanks represent towers. Each Tower has an inherent stairwell (created as OG) to a second level location that has a TEM of 2 and a stacking limit of 1 squad equivalent. Each at start German HMG must begin play in one each of the four towers. The German 9-2 represents General Burkhalter. Gen. Burkhalter must setup in Col. Klink's office. The at start German Guards may only fire at unarmed units inside the perimeter if they are ADJACENT or stacked with a known armed unit. Sgt. Schultz cannot direct fire.
6. The Wire Fence represents the perimeter; unarmed units may not cross the perimeter except at a breach or the main gate (E5/F5). Before play begins, the Allied player may secretly record a breach location in this wire. Vehicles must take a 5 Bog check to cross the wire fence.
7. Alternate, this scenario may be played as a three person game. VC are as follows:
   a. Allied wins if he exits 30 or more squad equivalents off any map edge.
   b. The Guards win if the Allied Player does not gain his VC and Col. Klink survives
   c. The Gestapo player wins if Col. Hogan and Col. Klink are killed.

**Aftermath:** Hogan's Heroes burst from their hut, firing from the hip. The other prisoners, alerted to the break attempt, rushed out of their barracks, some to be moved down by surprised guards. Most, however, made it to the exit points, cut in the wire that had been in use for years, supplemented by new holes cut by Newkirk. With covering fire directed by Hogan and demolition charges provided by Carter the escape seemed assured of success. Then disaster struck: Col. Crittenden arrived with British paratroopers as a relief force. Getting his men killed almost immediately, Crittenden was soon leading prisoners back into the compound in an effort to show them how a true prison break should work. Luckily, LeFleur retrieved the situation with his delicious strudel with which he enticed Sgt. Schultz to surrender the remaining guards. With Stalag 13 in his hands, Col. Hogan managed to get all the POW's to safety as Major Hochstetter arrived. An intense firefight erupted, but the Gestapo units were ill suited for open warfare and melted away. Hochstetter, in the throes of despair, went berserk and charged Hogan, intent on killing him, but General Burkhalter, in an attempt to appease his captors subdued the crazed Nazi.
AFONYIN’S HAMMER ver3.0

Pest, Hungary, 13 January 1945:
In the industrial area of Southern Pest, the Soviet 18th Guards Rifle Corps ground it’s way forward through the factories against whatever units the IX SS Mountain Corps could throw into battle. With it’s left flank against the Danube, the 68th Guards Rifle Division was driving for one of the last objectives before reaching the city center; the Ludovika Military Academy. Using flamethrowers, demolition charges, assault guns, and supported by direct firing heavy artillery, the Guards assault groups made their push to take the academy.

10 turns

VICTORY CONDITIONS: The Russian Player must control buildings 6M5, 22F3 and building overlay X16 at Game End.

Axis Player sets up first
Russian Player moves first

Axis Forces OB Set up anywhere North of perimeter line 49GG6-Y2-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.

ELR:3 SAN:5
Elements of Kampfgruppe Kundinger/271st V.G. Division
9-2/ 9-1/ x2 8-1/ 7-0/ x4 5-4-8/ x5 4-6-8/ x7 4-6-7/ x4 4-4-7/ x5 LGM/ x2 MMG/ x2 HMG/ x3 PSK/ x10 “?”
x4 2-2-8/ x1 Pak36(r) ATG/ x1 8.8cm Flak 18 o. 36/ x8 Wire/ x40 AP Mine Factors
x2 PzIVH(g)/ x4 41M Turan II(r)
Reinforcing Elements of 1st Armored Division: Enter on Turn 6 anywhere along North edge.
PzIVH(g)/ x3 Zrinyi II

Russian OB Set up
South of perimeter line 49GG6-Y2-Q6-Q5-P4-L6-J5-I6-E4-E2-C1, and/or enter along south edge on/after Turn 1.

ELR:4 SAN:3
Elements of 68th Guards Rifle Division/18th Guards Rifle Corps
10-2/ 9-1/ x2 8-1/ x2 8-0/ 7-0/ x24 4-5-8/ x16 6-2-8/ x3 HMG(8-16 50cal)/ x4 MMG/ x7 LGM/ x1 FT/ x6 DC
Elements of 30th Independent Heavy Tank Rgt.
x3 ISU-122/ x2 SU-152
Elements of 9th Tank Bgd. & Elements of 90th Heavy Howitzer Bgd., Enter along south board edge on/after Turn 2.
x4 T-34/85 / x2 T-34/85(with FT’s)/ 8-1/ x3 2-2-8/ x3 4-4-7/ x3 ZIS-5<truck> / x2 122L art<P obr 31>/ 152 art<obr37>

Special Rules:
1.EC is Moist with no wind at start. All buildings on boards 49 & 22 >=3 hexes in size are considered a factory. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate(EX:6G9-Q10 hexside). Wall hexsides may be breached(B23.9221).
2.Hedge hexsides 6G3/H3-H2/H3-I3-I2/I3-I2/J3 are considered a wall(the 1 level LOS obstacle applies).
3.All roads are paved.
The stream on board 22 is Dry. Both of the gullies on boards 22 and 49 are considered Anti-Tank Ditches(B27.56).
4.Woods and building hex sides adjacent to gully hexes may not be bypassed by vehicles.
5.Prior to set-up, the Axis player places overlay X16 in one of the three following locations on board 22; X4/W5, K4/J4, or Q3/R2.
6.Russian 6-2-8 MMC are Assault Engineers(they have a Smoke exponent of “2”). Russian AFV’s and 5/8” Ordnance counters are considered “Elite”. If Unbroken, each 4-4-7 MMC in the Russian at start OB must stay ≤2 hexes from ≥1 ART Gun at all times.
7. The Axis Player receives 8 Fortified Locations. AP Mine Factors may not be exchanged for A-T mines. The Axis player may utilize HIP for ≤5 squad (or equivalents) and any SMC/SW stacked with them.
8. The Axis units may set up concealed if in concealment terrain(“?” may be used as dummy counters)
9.Axis Units are under Ammo Shortage.
10.Axis Player may boresight as if Russian player was entering from off-board, but only hexes inside the Axis set-up perimeter may be boresighted.
11.Axis Units may utilize Sewer Movement. All Axis Units receive a -1 Sewer movement/Emergence drm.
12.Both sides may declare H-t-H in CC. No Quarter is in effect.
AFONYIN’S HAMMER

Pest, Hungary, 13 January 1945: In the industrial area of Southern Pest, the Soviet 18th Guards Rifle Corps ground it’s way forward through the factories against whatever units the IX SS Mountain Corps could throw into battle. With it’s left flank against the Danube, the 68th Guards Rifle Division was driving for one of the last objectives before reaching the city center, the Ludovika Military Academy. Using flamethrowers, demolition charges, assault guns, and supported by direct firing heavy artillery, the Guards assault groups made their push to take the academy.

VICTORY CONDITIONS: The Russian Player must control building 6M5 at Game End.

<table>
<thead>
<tr>
<th>Germans set up first.</th>
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<tbody>
<tr>
<td>Russians move first.</td>
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Axis Forces OB[ELR:3] Set up anywhere North of perimeter line 49GG6-EE5-Y2-U4-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.(SAN:5)

Elements of Kampfgruppe Kundinger/271st V.G. Division

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<tr>
<th>4</th>
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Elements of Hungarian 1st Armored Division:

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Reinforcing Elements of Hungarian 1st Armored Division: Enter on Turn 6 anywhere along North edge.

Russian OB.[ELR:4] Set up South of perimeter line 49GG6-EE5-Y2-U4-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.(SAN:3)

Elements of 68th Guards Rifle Division/18th Guards Rifle Corps

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<th>16</th>
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Elements of 30th Independent Heavy Tank Rgt.

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Elements of 39th Tank Bgd.

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Elements of 90th Heavy Howitzer Bgd.

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SSR:
1. EC is Moist with no wind at start. The stream on board 22 is dry. All buildings on boards 49 & 22 ≥ 3 hexes in size are considered a factory and are only a 1 1/2 Lv. LOS obstacle. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate.(EX:6G9-Q10 hexside) Wall hexsides may be breached(B23.8221). Hedge hexsides 6G3/H3-H2/H3-H2/H3-I2/H2/I2 is considered a wall.(the 1 level LOS obstacle applies).
2. Soviet SMG/MMC carrying a flamethrower or attempting to place/throw/set a DC are considered Fanatic. Soviet 6-2-8 MMC are considered Assault Engineers(they have a Smoke exponent of “2”). Soviet AFV’s and 5/8” Ordnance counters are considered “Elite” for purposes of Ammo depletion #’s. If Unbroken, each 4-4-7 squad in the Russian OB must stay ≥ 2 hexes from ≥ 1 ART Gun at all times.
3. The German Player receives 7 Fortified Locations. AP Mine Factors may not be exchanged for A-1 mines. The Axis player may utilize HiP for ≤ 3 squads(or equivalents) and any SMC/SW stacked with them.
4. Axis Units are under Ammo Shortage.
5. Both sides may declare H-H in CC.
6. No Quarter is in effect.

AFTERMATH: The defenders of the academy, Kampfgruppe Kundinger and the supporting armor of the Hungarian 1st Armored Division, fought tenaciously for every factory and street. Although K.G. Kundinger and the Hungarian armor exacted a tremendous toll on the Guards Division, by the end of the day the academy was in Russian hands, and the defenders were pushed back further into the shrinking Pest bridgehead.
AFONYIN’S HAMMER

Pest, Hungary, 13 January 1945: In the industrial area of Southern Pest, the Soviet 18th Guards Rifle Corps ground it’s way forward through the factories against whatever units the IX SS Mountain Corps could throw into battle. With it’s left flank against the Danube, the 68th Guards Rifle Division was driving for one of the last objectives before reaching the city center; the Ludovika Military Academy. Using flamethrowers, demolition charges, assault guns, and supported by direct firing heavy artillery, the Guards assault groups made their push to take the academy.

VICTORY CONDITIONS: The Russian Player must control building 6M5 at Game End, AND either building 22F3 OR overlay building X16.(prior to set-up, the German Player secretly records which one of the additional buildings the Russian Player must control at Game End.)

<table>
<thead>
<tr>
<th>Axis Forces OB[ELR:3]</th>
<th>Set up anywhere North of perimeter line 49GG6-Y2-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.[SAN:5]</th>
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<tr>
<td>Elements of Kampfgruppe Kundinger/271st V.G. Division</td>
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<td>Elements of Hungarian 1st Armored Division:</td>
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<td>Reinforcing Elements of Hungarian 1st Armored Division: Enter on Turn 6 anywhere along North edge.</td>
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<tr>
<th>Russian OB,[ELR:4] Set up South of perimeter line 49GG6-Y2-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.[SAN:3]</th>
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<td>Elements of 30th Independent Heavy Tank Rgt.</td>
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<td>Elements of 39th Tank Bgd.</td>
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<td>Elements of 90th Heavy Howitzer Bgd.</td>
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SSR:
1. EC is Moist with no wind at start. The stream on board 22 is dry. All buildings on boards 49 & 22 ≥ 3 hexes in size are considered a factory. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate.(EX:609-Q10 hexside) Wall hexsides may be breached(B23.9221). Hedge hexsides 6G9/H3+H2/H3+H2/H3+H2/H3+H2/H3+H2/J3 is considered a wall(the 1 level LOS obstacle applies). 
2. Place overlay X16 at 22W4/X3.  
3. Russian 6-2-8 MMC are Assault Engineers(they have a Smoke exponent of “2”), Russian AFV’s and 5/8” Ordnance counters are considered “Elite”. If Unbroken, each 4-4-7 MMC in the Russian OB must stay 52 hexes from ≥1 ART Gun at all times. 
4. The Axis Player receives 7 Fortified Locations. AP Mine Factors may not be exchanged for A-T Mines. The Axis player may utilize HIP for ≤3 squads and any SMC/SW stacked with them.  
5. Axis Units are under Ammo Shortage. 
6. Both sides may declare H1-H in CC. 
7. No Quarter is in effect.

AFTERMATH: The defenders of the academy, Kampfgruppe Kundinger and the supporting armor of the Hungarian 1st Armored Division, fought tenaciously for every factory and street. Although K.G. Kundinger and the Hungarian armor exacted a tremendous toll on the Guards Division, by the end of the day the academy was in Russian hands, and the defenders were pushed back further into the shrinking Pest bridgehead.
AFTERMATH:
The defenders of the academy, Kampfgruppe Kundinger and the supporting armor of the Hungarian 1st Armored Division, fought tenaciously for every factory and street. Although K.G. Kundinger and the Hungarian armor exacted a tremendous toll on the Guards Division, by the end of the day the academy was in Russian hands, and the defenders were pushed back further into the shrinking Pest bridgehead.
Radekhov, Russia, 23 June 1941: Early on June 22nd, the leading elements of General von Kleist’s 1st Panzer Group lunged eastward across the Western Bug River through the forward positions of the Russian 5th Army. By the morning of June 23rd, German penetration at the junction of the Soviet 5th and 6th Armies was an accomplished and menacing fact. To stave off further threats, and in fulfillment of “Directive No.3”, Colonel-General Kirponos decided to use all the armor attached to the 5th, 6th and 26th Armies in one heavy counterblow. In the 6th Army’s area was Major-General Karpezo’s 15th Mechanized Corps. Karpezo’s 15th possessed 133 of the brand new T-34’s and KV tanks in addition to its light armor. In the afternoon of the 23rd, the leading elements of the Soviet 10th Armored Division attacked into the southern flank of the advancing German 11th Panzer Division at Radekhov.

### 6.5 Turns

<table>
<thead>
<tr>
<th>German Player sets up first</th>
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<tr>
<td>Russian Player moves first</td>
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**Victory Conditions:** The Russian Player must exit units off the North Edge of board 1a via hexes #13. Russian EVP requirements are determined by the turn the German Player enters their 88AA guns in his OB; the Russian Player must exit >=54 EVP if the German Player enters their 88AA guns on Turn 1, >=54 EVP if the 88’s are entered on Turn 2, >=66 EVP if the 88’s are entered on Turn 3. (Russian AFV’s with a malfunctioned MA are not subject to recall.)

**Russian Balance:** Add one turn

**German Balance:** Add one 15L atg & crew to German OB

#### Lead Elements of Soviet 10th Armored Division (ELR:n/a SAN:n/a)

- Enter from South Board Edge On/After Turn 1. Russian units do not have to enter on same turn.
- T-34/M40 x4 / T-34/M41x3 / KV-1E x4 / T-26sM37(-!4)x2 / T-26sM37(-!4/2)x2 / T-26sM37(-!4/2)
- T-26sM37(-!4/2) / BT-7A x3

#### Elements of 11th Panzer Division (ELR:4 SAN:2)
- 61. Panzerjaeger Battalion and 11. Schutzjet Brigade set up on between hexrows H & Z on either board 16 & 33. 9-1/ 8-1/ 8-0/ 8-7/ 8-2 HMG/ x3 ATR/ x4 2-2-8/ x3 37mm ATG/ x9 ?

#### Elements of Pz.Rgt. 15 enter from North Edge on Turn 1.
- x6 PzIIH

#### Elements of Flak-Battalion enter along north board edge via any road hex(es) per V.C. requirements.
- x4 2-2-6/ x2 88L AA/ x2 SdKfz 7

### Special Rules
- 1) EC are Dry, with no wind at start. Grain is considered O.G.
- 2) T-34/M40 & M41 Crews are Inexperienced.
- 3) German units may set up in Foxholes if in eligible terrain; Foxholes are not revealed until protective TEM is used. 37L ATGs in the German OB may not be set up in buildings.

**AFTERMATH:** The gunners of the 61. Panzerjaeger Battalion and the supporting infantry of the 11. Schutzjet Brigade watched helplessly as the rounds from their anti-tank guns bounced off the armor of the K.V.’s and the new T-34 tanks. The Soviet armor rolled over the forward-most infantry and anti-tank guns. Tanks from the German 11th Panzer Division swung into battle with the Soviet armor just to the west of Radekhov. The German tankers found themselves gunned against the new Soviet armor; only their experience kept them from being annihilated. The Soviet’s inexperience and lack of co-ordination allowed the Germans to gain the upper hand, and the commitment of heavy anti-aircraft guns, from the 71. Flak-Battalion, to the battlefield ended the Soviet’s first counter-thrust of Barbarossa.


LAST MINUTE WAR

ASL SCENARIO J10-PT2-V2

Playtester Notes:
1. Remember that an Observer with a Field Phone may set up using HIP (C1.23, last sentence), and don’t forget to specify the Security Area.
2. Use Hungarian counters for the Hungarians and Axis Minor counters for the Slovakians.
3. Air Support arrives on a reinforcement dr < the current Game Turn Number (E7.2).
4. Remember that “on/after” still means all units must enter on the same turn.

VICTORY CONDITIONS: The Slovaks win at the end of any player turn where there are no Good Order Hungarian MMC on board 56 on/north-of hexrow T and/or at game end by amassing ≥ 32 VP. VP are earned for each building Controlled on board 56 on/north-of hexrow T equal to the number of locations each building contained at game start.

BOARD CONFIGURATION:

BALANCE:

SPECIAL RULES:
1. EC are wet, with no wind at start. All buildings are wooden. Open Ground is considered Bog Terrain, with the +1 Soft Ground DRM applicable. Bog Checks are N/A for vehicles crossing a road hexside.
2. The Hungarians receive one module of 70+mm OBA (HE only).
3. The broken morale level of all Slovakian MMC is increased by one. 3-3-6/1-2-6 MMC in the Slovakian OB are considered 2nd Line troops.
4. Both sides receive Air Support in the form of two ‘39 FB with no bombs.

AFTERMATH: The Slovaks, despite the difficulties of mobilizing due to both German and Hungarian occupation, were able to assemble a substantial force at Michalovce, and counter-attacked the Hungarian main line at Nizna Rybnica. While the Slovaks engaged the Hungarians on the ground, their respective air forces alternately flew ground support missions and engaged in dogfights over the battlefield. The Hungarians drove back the in-experienced Slovaks with artillery and anti-tank fire. The retreat turned into a rout when some of the Slovak armored cars were knocked out by an anti-tank gun. The next day the Slovaks, with newly arrived tanks, armored cars and artillery, planned a major counter-attack against the Hungarian bridgehead. Under German pressure, however, a cease-fire was called on April 4th. Slovakia was forced to cede the 400 square miles lost to the Hungarian incursion.