Created by:
nemesszili
with great help from the Hungarian Memoir Community

Battlefield Hungary

Following the Romanian coup of August 23, 1944, the fate of Hungary was determined. Soviet armies easily reached the 'thousand year border' and began conquering Transylvania. This event marked the beginning of fighting in Hungarian territory, which had a devastating effect on the country.

This campaign will lead you to the mountains of Transylvania, the streets of Budapest, and the battlefields of the Plains and Rye Island (Csallóköz). Your only task is to defend the homeland against the hordes of Bolsheviks or to liberate it from fascist rule. It doesn't matter which side you choose, as the goal is to become familiar with the past.

I have attempted to recreate a sad, but instructive, time in Hungary's history with this campaign.





MEMOIR '44

Historical Background

On August 30, 1940, the Second Vienna Award redrew the borders of Hungary and Romania. Northern Transylvania was regained by Hungary, along with its populationof 2.6 million. The new borders were guaranteed by Germany and Italy. Both Hungary and Romania became more aligned to the Axis Powers.

During the Invasion of Yugoslavia, both countries granted transit rights to Germany, then became full members of the Axis. On June 22, 1941 Operation Barbarossa was launched. Later both countries joined the ”Crusade in the East” as the Germans called it. Soon the Battle of Stalingrad ended as a decisive defeat not only for Germany, but also for both Romania and Hungary. A full Romanian division starved in the cauldron of Stalingrad, while the Hungarian 2nd Army (which held a front line of 200 km) lost approx. 200.000 men during the Crisis on the Don. Both countries then began making contacts with the Allies, including the Soviet Union.

As the war dragged on, Hungary was occupied by Germany on March 19, 1944 as per Unternehmen Margarethe. Soon the Soviets reached the present-day border of Romania, and on August 23, 1944 they crossed the Prut. Romania begged for a truce. They not only ceased hostilities with the Soviet Union but also joined them to regain lost territories from Hungary. The Soviet 4th Ukrainian Front rapidly reached the Carpathians and started to besiege the mighty Árpád Line. At the same time, Soviet reinforcements were dispatched to Southern Transylvania, where the situation became critical for the Romanian defenders, as they were being attacked by the newly formed Hungarian 2nd Army under General Lajos Veress. This was the beginning of the battles in Hungary.



Required expansions: Terrain Pack, Eastern Front, Campaign Book 1
Optional expansions: Winter Wars, W/D Board, Air Pack (for badges and hexes)

Rules & Campaigns



Campaign Notes

The 'Battlefield - Hungary' campaigns can be played as individual campaigns or they can be played together by following the Grand Campaign instructions.

Special Reserve Rolls:

Reserve rolls are carried out as explained in the core campaign rules, except for these special rolls:

Allies (Soviet Red Army):

- Star + Star = Free Air Support Token or any elite unit (or engineer) at no Reserve Token cost.
- Star + Flag = Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at no Reserve Token cost.

Axis (Wehrmacht and Hungarian Royal Army):

- Star + Star = Free Air Support Token or any elite unit (or engineer) at no Reserve Token cost.
- Star + Flag = Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at no Reserve Token cost.

Grand Campaign Rules

Strategic Reserve Pool

Use the information provided on each Campaign Sheet at the beginning of each Campaign. At the end of each campaign, discard the Reserve Tokens still in your possession, if any.

Grand Campaign Progression

Play the different 'Battlefield - Hungary' campaigns in this order:

1 - Transylvania
2 - The Plains
3 - Budapest
4 - Western Hungary

Victory

Determine the Victory Level (see campaign rules) for each of the 'Battlefield - Hungary' campaigns in the usual way. Victory in a campaign is worth Grand Campaign Points as follows:

- Campaign Tie - 0 pt.
- Minor Victory - 1 pt.
- Major Victory - 2 pts.
- Decisive Victory - 3 pts.

Once all four campaigns are completed, add up all the Grand Campaign points.

Grand Campaign Scores

Campaigns	**Allies**		**Axis**	
	Victory Points	Grand Campaign Points	Victory Points	Grand Campaign Points
Transylvania				
The Plains				
Budapest				
Western Hungary				
Results:				

The Player with the most **Grand Campaign Points** wins the Grand Campaign. If both players are tied, the player with the most **Victory Points** wins.

Air Rules

Air Rules are not in effect. Remove all Air Sortie cards from the deck.

Transylvania

September 5 – October 6, 1944



Our units are quickly advancing in Southern Transylvania to help our Romanian comrades. At the same time, the glorious 4th Ukrainian Front began besieging the Carpathians' passes. Comrades, let us show these fascists that we can fight! As an objective, you should capture Cluj until the end of September. You may count on the Romanians to support our operations, but our forces will have the main role.
Good luck, comrade!

- Rodion Yakovlevich Malinovsky, Marshal of the Soviet Union

*Reserves: Take **three** reserve tokens.*

1- The Árpád Line

Soviet Victory!
Well done, comrade! With this breakthrough we are able to reinforce our troops fighting in Transylvania!

Special: The Soviet Player rolls an additional die on his next Victory Events Roll.

2- Battle of Ópálos

Special: Maximum one Romanian infantry or artillery unit may be called in from reserve.

Romanian Victory!
Bine făcut, soldați! The Maghiari shall never try to set foot on Romanian Soil again! To victory!

Special: Romanian morale rises; in the next battle, starting with the 4th turn, the Reluctant Resister Rule is not in effect for Romanian soldiers.

3- Hungarian attack on Southern Transylvania

Soviet Victory!
The badly planned Hungarian attack was halted by a combined effort of the 4th Ukrainian Front and Romanian troops! We shall send them back to Budapest! Let us win the decisive battle of Torda! Charge!

4- Assaulting Torda

Soviet Victory!
Hungarian tanks were pretty annoying, but our troops finally broke through and captured Torda! Well Done, Comrade! We shall chase them across the Hungarian Plains...

Objectives	0	1	2	3
Score	-1	1	1	2

Transylvania

September 5 – October 6, 1944



The Honvédség is now ready to reclaim Southern Transylvania and reach the Southern Carpathians. The 1st Tank Division will assist the operation by attacking towards Arad and Temesvár. Be aware of the Soviet Red Army approaching from the East. They might be able to stop the operation, so be fast and reach the Carpathians!
Előre!

- General Veress Lajos,
Commander of the Hungarian 2nd Army

*Reserves: Take **one** reserve token.*

1- The Árpád Line

Hungarian Victory!
Well Done, parancsnok úr! The Soviets will not try again to cross the Carpathians here! The one-thousand year border will be defended with our own lives!

2- Battle of Ópálos

Hungarian Victory!
The Romanians fought ferociously! But Heszlényi's 1st Tank Division cannot be stopped! Now you must take Southern Transylvania, and reach the Carpathians.

Special: The Hungarian Player gains 1 Reserve Token.

3- Hungarian attack on Southern Transylvania

Hungarian Victory!
Even though the Soviets came to the rescue, they were all shattered by the Honvéds! Well done, parancsnok úr! News arrived of a planned Soviet breakthrough around Torda. Stop them!

Special: In the next battle you may place 2 Camouflage markers next to any of your units.

4- Battle of Torda

Hungarian Victory!
The town has been held, thanks to our men's courage! However, we have to retreat from Transylvania, because the Soviets were able to reach the Hungarian Plains. I hope, that we shall return one day...

Objectives	0	1	2	3
Score	-1	1	1	2

THE ÁRPÁD LINE
- RED STORM OVER THE CARPATHIANS



Setup order

1 x2
2 x19
3 x2
4 x11
5 x4
6 x7
7 x3
8 x3

Historical Background

On August 30, 1940 the Second Vienna Award redrew the borders of Hungary and Romania. Northern Transylvania was regained by Hungary, with a population of 2.633.000 people. Ethnic composition of this territory was 51.4% Hungarian, 42% Romanian, 3.7% German and 2.9% other nationalities.
The regained territory included the Eastern Carpathians, which was an excellent natural obstacle for invading armies.

The Hungarian Government began the construction of a defensive line, which could stop any invading army. The Árpád Line was the contrast of the Maginot Line; instead of building bunkers close to each other, they were built with huge gaps between them, having barbed wire, hedgehogs and additional natural obstacles there.
The Line seemed almost impossible to breach...

The Romanians joined the Allies on August 23, 1944. Soviet forces rapidly reached the Carpathians, accumulated troops near passes of great strategic value and began besieging them. One such pass was the Radnai Pass in the Radnai Mountains, which was besieged 3 times, but was never breached; the defenders only left the area after they were in danger of being encircled from Southern Transylvania.

Briefing

Hungarian Player: 5 cards

Soviet Player: 6 cards
You go first.

Conditions of Victory

5 medals.

Special Rules

Hills are impassable.

The Elite Hungarian Infantry unit may be ordered starting from the 3rd turn.

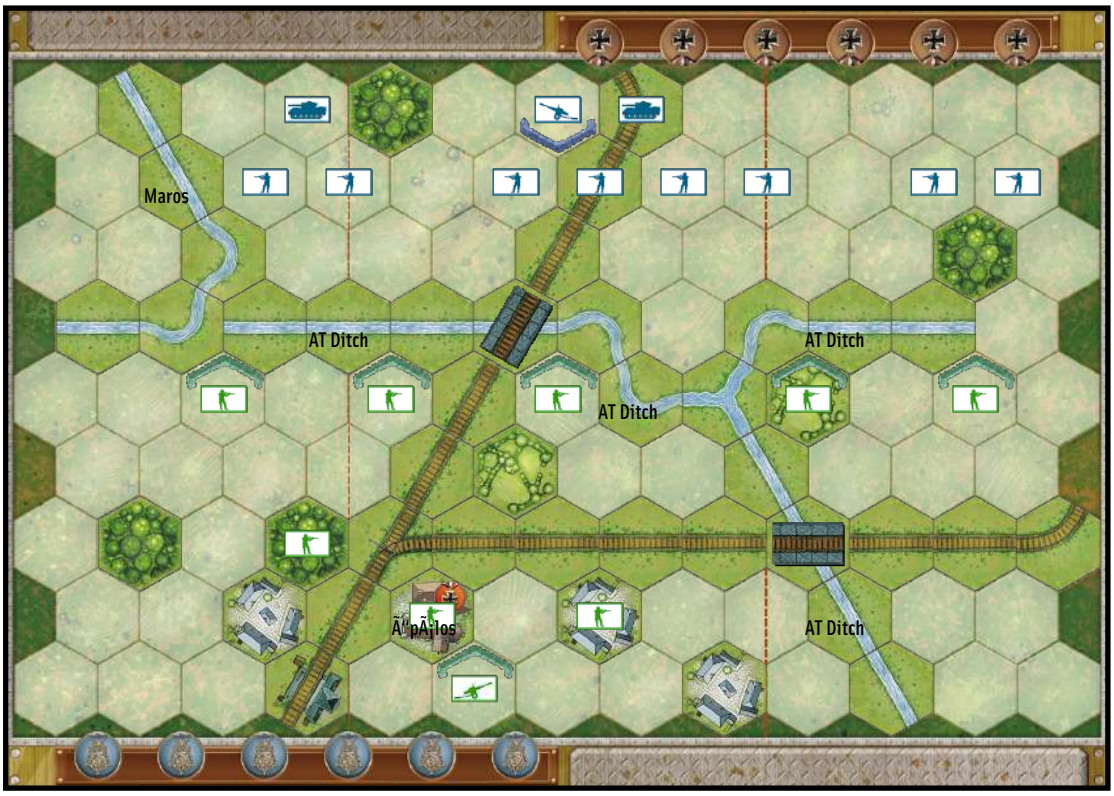
Place a badge on the Hungarian Big Gun (Troops 3 - Big Guns).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Hungarian infantry equipped with Machine Guns (SWAs 7 - Machine Gun Late War), for the Hungarian unit equipped with Anti-Tank weapons (SWAs 2 - Anti-Tank Gun Late War) and for the Soviet artillery units (SWAs 3 - Mortar).

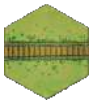
The Hungarian player lays out the Minefields (Terrain 29 - Minefields).

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BATTLE OF ÓPÁLOS
- ROMANIANS HOLD THE LINE



Setup order

1		x11
2		x2
3		x1
4		x1
5		x1
6		x1
7		x2
8		x5
9		x13
10		x3
11		x2
12		x4
13		x7
14		x1

Historical Background

On August 23,1944, the Romanians joined the Allies. Soviet forces were able to move quickly through Romania and reinforce Romanian positions in Transylvania .

Hungary, while planning to also join the Allies, now saw an opportunity to reclaim lands lost due to the unfair Treaty of Trianon. Southern Transylvania had remained in Romanian hands since the Second Vienna Award; now its liberation was the primary goal of the Hungarian operation. After reaching Arad , the 1st Armor Division under Lt. General József Heszlényi targeted the area of Ópálos, where they hoped to stop the Soviet forces now moving towards inner Hungary .

The 2nd Romanian Infantry Battalion set up their defenses in the area along with the 61st Heavy Artillery Section. The 1st Tank Divison's infantry and tanks rushed for the railroad bridge over the anti-tank ditch outside of town. The initial attack was successful, but then Romanian resistance didn't enable the Hungarians to enter Ópálos. The chance to effectively resist against Soviet tanks had slipped away.

Briefing

Hungarian Player: 6 cards
You go first.

Romanian Player: 5 cards

Conditions of Victory

6 medals.

The church in Ópálos is a Temporary Medal Objective for the Axis Player.

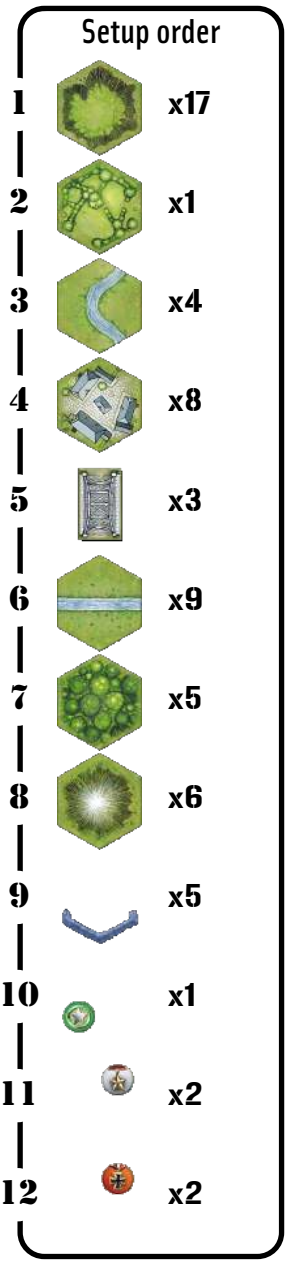
Special Rules

The anti-tank ditch has the following rules:
It functions exactly as a Gully, except it can be entered from the sloped side too. When entering, the unit must stop and may not move further that turn. Impassable for tanks and artillery. Does not block LOS.

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HUNGARIAN ATTACK ON SOUTHERN TRANSYLVANIA





Historical Background

Following the Romanian side-change, the Soviets had an excellent opportunity to flank the mighty Árpád Line, which proved to be a tough nut to crack. If the Southern Carpathians' passes had been in Hungarian hands, then the Soviets would have been stopped - at least for 6 months.

For the time being, the Second Hungarian Army decided its objective was to capture the Southern Carpathians' passes, or at worst, advance to the Maros river and build a defensive line there.

The Second Hungarian Army was composed by 2nd, 7th and 9th Reserve Divisions, 9th Border Defense Brigade, 2nd Tank Division, 25th Infantry Division, 1st and 2nd Reserve Mountain Brigade, 10th Assault Gun Section and 30 battalions of te Szekely Border Defense. Against these forces stood 113.759 Romanian soldiers, but Soviet reinforcements were en route. Until the Soviet forces' arrival, the Hungarians enjoyed full superiority, they captured Torda and Aranyosgyéres, but were forced to fall back when they were endangered by Soviet encirclement.

At Torda, the Axis defense held out for very long; Soviet-Romanian forces were unable to breach the defensive line. In addition, the terrain favored the defenders.

The Szekely Border Defense repelled attack after attack, but were ordered to retreat, due to Székelyföld's low strategic value. Instead of retreating, they chose to remain on their land and defend their homes and families.

Briefing

Axis Player: 5 cards
You go first.

Allied Player: 2 cards
After turns 1, 2, 4, 5 take 2 cards instead of 1.

Conditions of Victory

6 medals.

Gyulafehérvár and Segesvár are Temporary Medal Objectives for the Axis Player.

Marosvásárhely and Székelyudvarhely are Temporary Medal Objectives for the Allied Player.

Special Rules

The Axis Player may build a pontoon bridge on the Maros river by having a unit next to the river hex marked by a star, and then playing an attack card in the center; then the pontoon bridge may be put on the hex. The Axis player gets one card after playing attack.

BCF rules (Nation 5 - British Commonwealth Forces) are in effect for the two Hungarian units marked with Italian badge. In addition, they may ignore one flag, which is cumulative.
The Hungarian armor unit is elite (Troops 2 - Specialized Units).

Romanian and Hungarian units with cavalry badges are Cavalry units (Troops 8 - Cavalry).

Soviet forces may be ordered starting from the 4th turn.

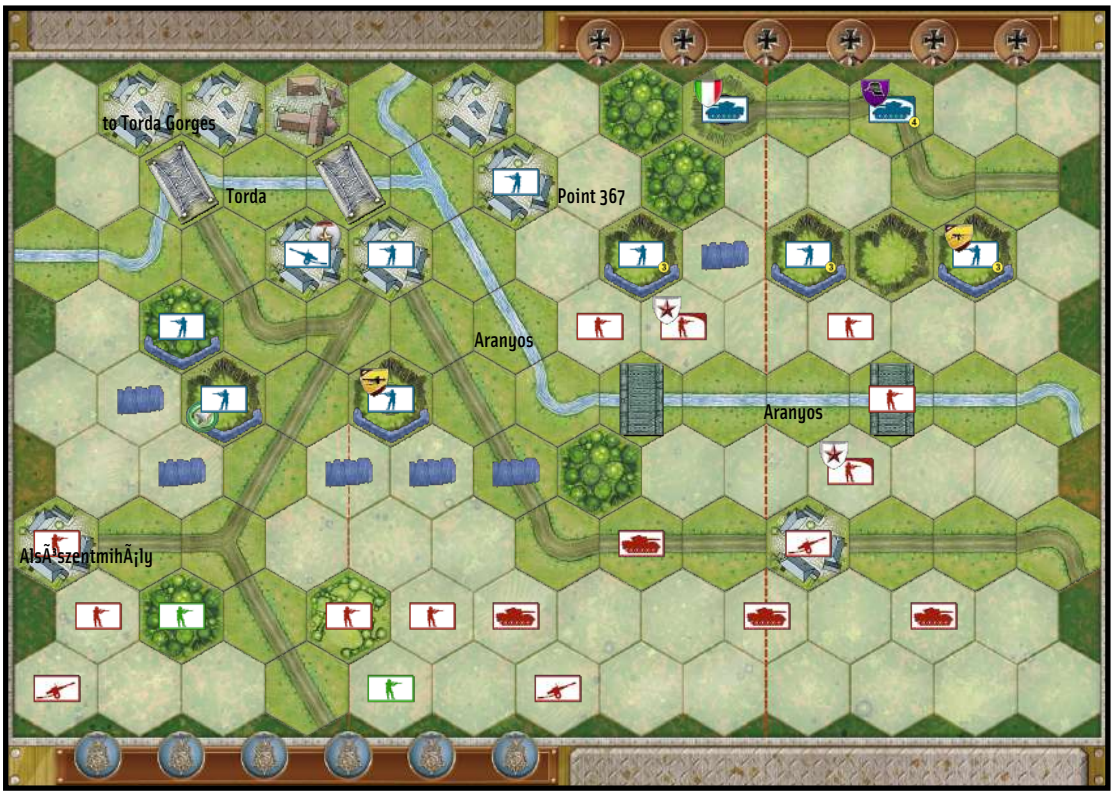
Reluctant Resister Rules are in effect for all Romanian units: all flags rolled against them are counted as two flags.

Difficult terrain: when moving on a hill, the unit must stop, and move no further that turn. Unit may still battle.

Infantry units near Kolozsvár, Székelyudvarhely and on the hex labeled Székely have only 3 figures.

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ASSAULTING TORDA
- FELÍCIÁN WACZEK'S HEROIC DEFENSE



Historical Background

After the unsuccessful attempt to size the passes through the Southern Carpathians, the Second Hungarian army, along with the German 'Gruppe Siebenburgen', established a defensive perimeter around the city of Torda . The Germans had constantly sent reinforcements, but the Hungarians will had more troops in the area. The Hungarian Second Tank Division had a positive result: dozens of T-34s were left burning on the battlefield, and the division had taken relatively few casualties. On the battlefield of Torda, all types of Hungarian tanks were present, but the new Zrinyi II Assault gun had the primary role in the battle.

The head-on assault of the Soviet and Romanian forces had failed, but flanking attempts over the river Aranyos were more successful. Finally, the Hungarians left the area on October 6th, 1944, when all forces were able to leave Transylvania .

I dedicate this scenario to Lieutenant Felícian Waczek and to the more than 2000 brave Hungarian soldiers and civilians who died in this heroic defense of the Hungarian motherland against the numerical superiority of the Russians and Romanians.

Briefing

Hungarian Player: 5 cards

Soviet Player: 6 cards
You go first.

Conditions of Victory

6 medals.

Any Allied unit exiting on the hex marked on the Axis baseline counts as a Victory Medal for the Allied Player.

Torda (two town hexes south of the Aranyos) is a Majority Sudden Death Objective for the Soviets.

Special Rules

Place a badge on the elite German armor unit (Troops 2 - Specialized units).

Place a badge on elite Soviet infantry units (Troops 2 - Specialized units).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Hungarian infantry unit with an MG badge, which is equipped with Machine Guns (SWAs 7 - Machine Gun Late War) and the Hungarian infantry unit equipped with Anti-Tank Gun (SWAs 2 - Anti-Tank Gun).

Green units represent Romanian units supporting the Soviets. No special rules.

Soviet units marked by an Elite Badge are Motorized Infantrymen. They move 2 and battle.

The infantry unit marked by a battle star is led by Lt. Felícián Waczek. Heroic Rules apply for this unit.

Movement up onto a hill hex is a 2 hex move. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move.

The Hungarian Armor unit can be ordered starting from the 2nd turn, while the German Elite Armor from the 4th turn. They can't be fired upon until then.

The Hungarian infantry equipped with an Anti-Tank Gun is camouflaged (Actions 16 - Camouflage).

When playing Air Power, both sides roll only 1 die.

Setup order

1		x1
2		x2
3		x1
4		x1
5		x1
6		x1
7		x5
8		x8
9		x5
10		x2
11		x10
12		x15
13		x5
14		x1
15		x6
16		x6
17		x6
18		x1
19		x1
20		x1
21		x1

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The Plains

September 25 - October 27, 1944



While the enemy is still fighting in Transylvania, our valiant forces have stepped on Hungarian soil. Comrade, your mission is to capture the border towns of Szeged, Oradea and Debrecen and reach the Tisza river to encircle the fascists in Transylvania. I'll give you plenty of reserves, so you can get the job done!

- Rodion Yakovlevich Malinovsky, Marshal of the Soviet Union

*Reserves: Take **three** reserve tokens.*

1- Crossing the Border

Special: If you win by three or more medals, you must halve the score of both players (rounding up) at the end of the round.

Soviet Victory!

Well done, comrade! Our spearhead has also occupied Debrecen and Nyíregyháza! We've received reports about Panzer concentrations in the area... good luck!

Special: The German Player takes 1 Reserve Token

2- Battle of Nyíregyháza

Special: If you win by three or more medals, you must halve the score of both players (rounding up) at the end of the round.

Soviet Victory!

Axis armies in Transylvania are now trapped and they have no hope of escaping, thanks to you! Now you'll be sent to Slovakia to finish the Germans off at the Dukla Pass.

3- Dukla Pass

Soviet Victory!

We didn't expect a German armored counterattack, but at least you put them at ease. Now we can support our Slavic brothers against the fascists! You'll be redirected to Hungary to lead our troops on Budapest...

4- Tarczay's Panthers

Soviet Victory!

That Hungarian ace was very disturbing, good job on dealing with him! Even though you were successful on this mission, your forces took severe casualties... dismissed!

Objectives	0	1	2	3	4	5
Score	-1	1	1	2	2	3

The Plains

September 25 - October 27, 1944



Soviet and Romanian armies are approaching the Hungarian Border. They will undoubtedly try to cut off our retreating troops in Transylvania. We can't let this happen! Herr Kommandant, you may count on local Hungarian troops, but the main body of your force consists of Panzers. Try to hold the Soviets back until reinforcements will arrive. Für das Vaterland!

- Generaloberst Johannes Friessner

*Reserves: Take **one** reserve token.*

1- Crossing the Border

Special: If you win by three or more medals, you must halve the score of both players (rounding up) at the end of the round.

German Victory!

Even though we gave our best, the enemy is still advancing! They've turned north and captured Debrecen and Nyíregyháza. Now, Herr Commandant, launch your pincer move and crush Group Pliyev! Vorwärts!

Special: The German Player takes 1 Reserve Token

2- Battle of Nyíregyháza

Special: If you win by three or more medals, you must halve the score of both players (rounding up) at the end of the round.

German Victory!

The plain is littered with Soviet tanks and Nyíregyháza is in our hands again! Our troops can safely retreat from Transylvania. Now, deal a final blow on the Bolsheviks near Újszentmargitta!

3- Dukla Pass

German Victory!

The Soviet advance in the Carpathians is halted, thanks to your excellent defensive talents! Even though you've failed to halt the Soviet advance, you were able to orderly fall back to the Tisza. Prepare for defensive operations...

4- Tarczay's Panthers

Hungarian Victory!

Ha! This would teach the Soviets a lesson! Even though you've beaten the Soviets almost everywhere, you must retreat across the Tisza and prepare for the defence of Budapest!

Objectives	0	1	2	3	4
Score	0	1	1	2	3

CROSSING THE BORDER

- NEMES WINKELSTEINI KOSZEGHY BARNABÁS



Historical Background

Hungary, October 1944. The first battles on Hungary 's territory (after Trianon). Heroic defense against the attacking Romanian and Soviet units on the lowlands. If the Soviets had reached the Tisza river, they would have had a chance to encircle Hungarian units in Transylvania . This scenario is dedicated to the 7/2 StuG battery's commander and its crew, who fought until their last breath against the T-34s and SU-100s near Csanádpalota. Barnabás's battery destroyed a huge number of Soviet tanks during the fight, but his StuG was destroyed by Soviet tanks. With this heroic action, they deserved "new dead's battery" title.

This scenario depicts the Soviet advance on the Hungarian Plains in late September and early October.

Briefing

Axis Player: 5 cards
You go first. (See special rule below)

Soviet Player: 6 cards

Conditions of Victory

6 medals.

The train station of Nagyvárad and each Tisza bridge is a Temporary Medal Objective for the Soviet Player.

The Soviet Player must capture at least one bridge to claim victory.

Special Rules

All Soviet infantry and armor units are elite (Troops 2 - Specialized units). No badges required.

Axis tank unit marked with an Italian Badge is Barnabás's StuG battery (Troops 2 - Specialized units). Heroic leader rules apply for this unit (Actions 8 - Heroic Leader), with an exception: after the unit is destroyed the hero is lost too and the Soviet player doesn't get an extra medal for this.

Axis artillery is a Heavy Anti-Tank Gun unit (Troops 23 - Heavy Anti-Tank Guns).

Axis infantry marked with Italian badge is Hungarian infantry. No special rules.

Special Weapon Asset rules are in effect (SWAs 1 - Special Weapons Assets) for units equipped with an Anti-Tank weapon (SWAs 2 - Anti-Tank Gun).

The Train is carrying a German armor unit in its wagon.

First turn is special: The Axis Player may order only the StuG battery, without playing a card.

The Soviet artillery unit marked by a battle star is a Katyusha (Troops 14 - Mobile Artillery). Additionally, it's hit on stars because the rockets are mounted on trucks and they are fragile.

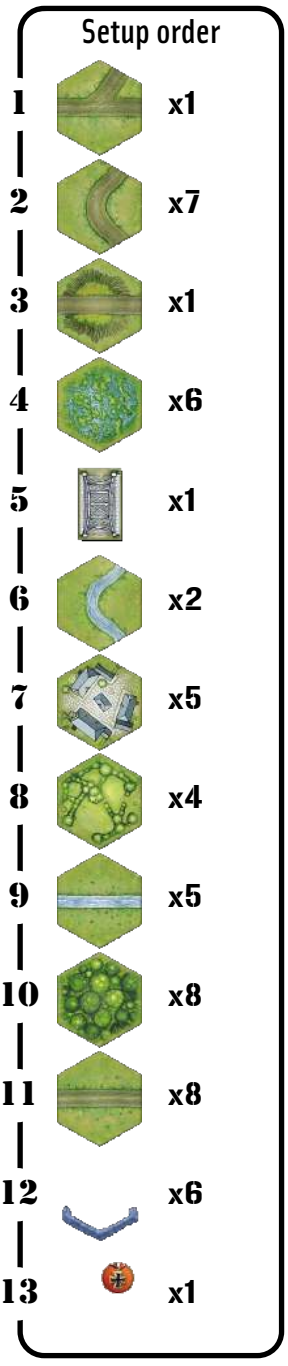
Setup order

1 x1
2 x1
3 x1
4 x2
5 x1
6 x1
7 x2
8 x2
9 x8
10 x5
11 x5
12 x2
13 x1
14 x5
15 x7
16 x11
17 x5
18 x4
19 x1

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BATTLE OF NYÍREGYHÁZA
- PLIYEV TRAPPED





Historical Background

On 22 October 1944, Pliyev's group captured Nyíregyháza. The line of communications of Wöhler's Eighth Army was severed. German Colonel-General Friessner had ordered Wöhler to disengage and fall back northwest of Nyíregyháza and attempt to form a defensive line. This move was already in progress when Cavalry Mechanized Group Pliyev cut Wöhler's lines of communications.

The German 23rd and 1st Panzer Divisions, led by the King Tigers of the 503rd Heavy Panzer Detachment, would spearhead the attack to the east. Paul Klatt's 3rd Mountain Division (3. Gebirgs-Division), the 15th Infantry Division, and the 8th SS Cavalry Division Florian Geyer formed the forces attacking to the west. The Feldherrnhalle, 13th Panzer, and 46th Infantry Divisions would be held back to counter any Soviet breakout attempt.

The attack began on 23 October 1944. It quickly sliced through the infantry corps defending Cavalry Mechanized Group Pliyev's lines of communication. At 0200 on 24 October 1944, forces of the 23rd Panzer Division reached Nagykálló. Nagykálló was already occupied by the German 3rd Mountain Division. This completed the encirclement of Pliyev's group. As the corps of the cavalry mechanized group launched probing attacks to find an escape route, it quickly became clear that there was no way out. The German-Hungarian forces began closing in on the encircled Soviets.

Malinovsky sent Soviet forces north to break through to Pliyev's group. However, these were met by determined resistance from the Axis forces. Friessner has succeeded and Malinovsky's advance soon stalled.

Briefing

Axis Player: 5 cards
You move first.

Soviet Player: 3 cards
You draw 2 until you get a hand of 5 cards.

Conditions of Victory

6 medals.

If the Axis player controls one hex of the Debrecen-Nyiregyhaza road at the beginning of his turn, he receives a permanent medal.

Special Rules

Place a badge on elite German units and on elite Soviet Guards units (Troops 2 - Specialized units).

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DUKLA PASS
- TANK BATTLE IN THE DEATH VALLEY



Setup order

1		x9
2		x1
3		x1
4		x18
5		x20
6		x10
7		x6
8		x5
9		x6
10		x1
11		x1

Historical Background

"At one point, a road diverges northwestward towards the village of Kapisova. This Kapisova brook valley is referred to by the local signage as the "Valley of Death" to describe a vicious tank battle that took place on October 25th-27th. At this intersection is a monument of two tanks, a German PZ-3 and a Soviet T-34. The Soviet tank has been positioned such that it appears to be crushing downward the German tank. "

The Battle of Dukla Pass lasted from September 8 to October 28. The reason why the battle for Dukla Pass was so intense and long, is that the Germans realized that an effective Soviet breakthrough would pave the way towards Hungary. This would allow the Soviets to encircle almost all Axis forces fighting in Eastern Hungary and support their own operations there.

Briefing

German Player: 5 cards
You go first.

Soviet Player: 5 cards

Conditions of Victory

6 medals.

The town of Kapisova is a Temporary Medal Objective for the Germans.

The town of Svidnik is a Temporary Medal Objective for the Soviets.

Special Rules

Place a badge on elite German infantry and armor units (Troops 2 - Specialized units).

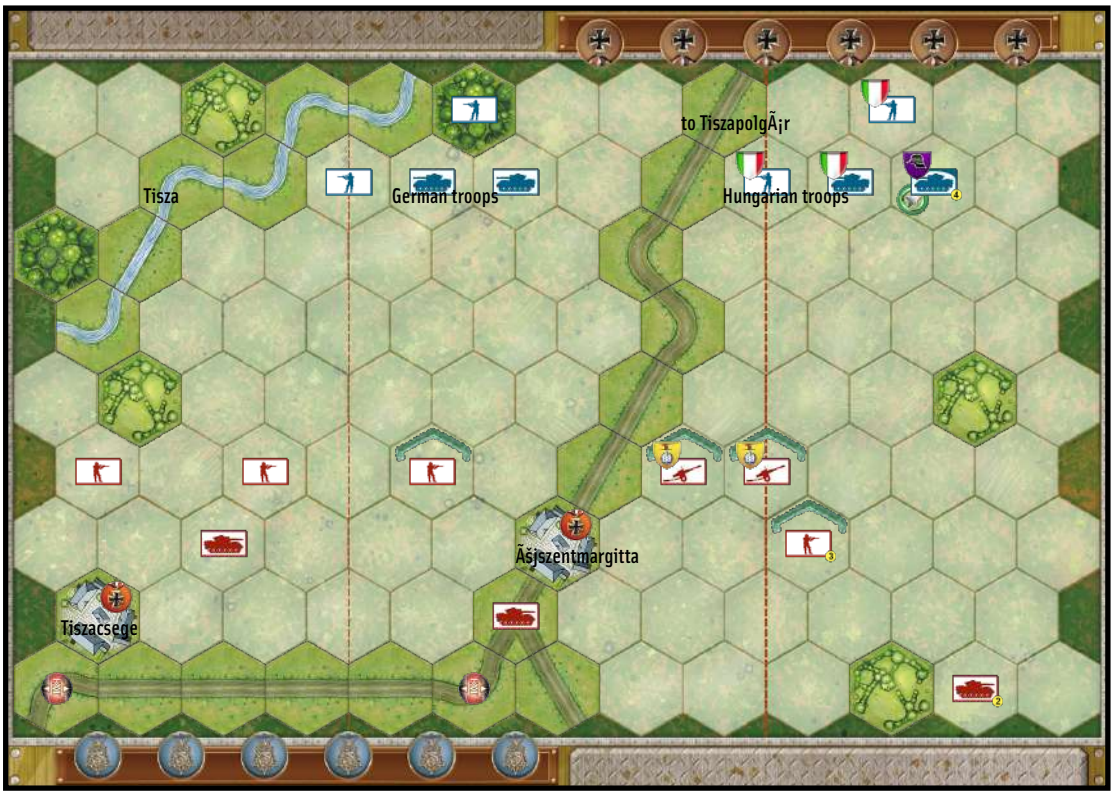
Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the German infantry equipped with Machine Guns (SWAs 7 - Machine Gun Late War) and for the German unit equipped with Mortars (SWAs 6 - Mortar Late War).

Place a badge on elite Soviet and Czechoslovak units (Troops 2 - Specialized units).

All tank units may move only 2 hexes because of difficult terrain.

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TARCZAY'S PANTHERS
- DEFENDING THE TISZA



Setup order

1		x1
2		x5
3		x4
4		x4
5		x2
6		x9
7		x1
8		x2
9		x4
10		x1
11		x2
12		x2

Historical Background

Tarczay Ervin was fighting in the 2nd Armor Division, retreated from Transylvania to defend the Tisza river line, when on the 25th of October, 1944, he attacked a battery of six anti-tank guns with his own Panther and the rest of the company's armor. The attack took place to the south of Tiszapolgár, in the area of Kuntanya, and Ervin captured three of the guns before two T-34s flanked his tank from the side and the rear. The company commander waited for them to come closer, then he destroyed both of them. Thereafter he joined with his attacking German Panzergruppe on their right flank and advanced to the road near Tiszacsege. By this time his company, from the 6th to the 25th destroyed 16 tanks (adding 5 to the list). Moreover, his tanks destroyed a Soviet assault gun and captured 3 mortars.

Tarczay lead his company from the top of his tank, even in heavy infantry fire. This fact proves that in every condition, the lieutenant was looking for ways of proving his bravery while endangering his personal safety.

Briefing

Hungarian Player: 5 cards
You go first.

Soviet Player: 5 cards

Conditions of Victory

5 medals.

Tiszacsege and Újszentmargitta are Temporary Medal Objectives for the Hungarian Player.

Axis units may exit the board between the hexes marked by Exit markers.

Special Rules

Place a badge on the Elite Hungarian Armor unit (Tropps 2 - Specialized units).

Hungarian troops are marked by Italian badges. No special rules.

The Elite Hungarian Armor unit marked by a battlestar is led by Tarczay Ervin. The token functions as a Heroic Leader (Actions 8 - Heroic Leader). If his unit is destroyed, but Tarczay survives, then:
- if the other Hungarian Armor unit is present, then he must join it.
- if the other Hungarian Armor unit is destroyed, then he must join the Hungarian infantry unit with the most figures.
- if there are no more Hungarian troops on the field, then he must join the closest German unit.

Soviet artillery units are Heavy Anti-Tank Gun units (Troops 23 - Heavy Anti-Tanks Guns). They are stationary, thus if they can't ignore a flag, then they must take a hit.

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Budapest

October 31, 1944 - February 12, 1945



The time has come! Comrade, you must lead your troops on the Hungarian capital. No doubt the Germans and the Hungarians will try everything to defend the city. Luckily, we have plenty of reserves – we cannot fail! If you take the city, the Hungarians will realize who is right in the Great Patriotic War. Attack!

- Rodion Yakovlevich Malinovsky, Marshal of the Soviet Union

*Reserves: Take **two** reserve tokens.*

1- Budapest Offensive

Soviet Victory!
We are finally at the gates of Budapest! Our brave troops on the other side of the Danube have begun a flanking maneuver and encircled the capital! Comrade, you must hold against the relief attempt!

Special: The German Player takes 1 Reserve Token.

2- Unternehmen Konrad 1, 2

Soviet Victory!
The Germans couldn't make it to Budapest, thanks to your efforts. Now you'll lead our glorious troops in Pest!

Special: The Soviet Player takes 1 Reserve Token. The German Player loses all his Reserve Tokens.

3- The Factories

Soviet Victory!
At least we have a foothold in Pest. The Hungarians will suffer even more, thanks to your "performance". Dismissed!

4- Evacuating Pest

Soviet Victory!
The Germans have retreated to Buda and they are now preparing for their final suicidal mission...

5-Breakout from Castle Hill

Soviet Victory!
As you've just dealt with the Budapest Garrison, you can say that you've conquered Hungary's capital. Congratulations!

Objectives	0	1	2	3	4	5	6	7	8
Score	-1	0	0	1	1	2	2	2	3

Budapest

October 31, 1944 - February 12, 1945



The Soviets are preparing for the assault on Budapest. I'm sure we can hold them off for some time at the Attila Line, but if they try to encircle the capital, I fear we won't be able to stop them. Herr Kommandant, we must try to do our best. It seems that the city won't be declared open, so you must prepare for urban combat as well.

- Generaloberst Johannes Friessner

*Reserves: Take **one** reserve token.*

1- Budapest Offensive

German Victory!
Perfect! As we were aware of, the Soviets have encircled Budapest from the South-West. Karl Pfeffer-Wildenbruch is the commander of the Budapest Garrison. You must relieve our encircled troops!

Special: The German Player takes 1 Reserve Token.

2- Unternehmen Konrad 1, 2

German Victory!
Wunderbar! With this victory we can resupply our troops in the city! The Soviets will still try to take Pest, so quickly send some of your Panzers across the Danube!

Special: The German Player gets a free elite armor unit on its baseline. The Soviet Player takes 1 Reserve Token.

3- The Factories

German Victory!
The city is still in our hands and masses of Soviet troops surrender in Pest. Maybe victory is still possible in this damned war!

German Victory!
The city has fallen, but I fear this was inevitable... maybe during the spring we'll show the Soviets the white of our teeth!

4- Evacuating Pest

Special: If the German Player exits any units as per the Victory Conditions, he takes 1 Reserve Token.

German Victory!
All our troops are in Buda, well done! Now you must prepare for our final, but not impossible mission. Sturm!

5-Breakout from Castle Hill

Objectives	0	1	2	3
Score	-1	2	2	3

BUDAPEST OFFENSIVE
- FESTUNG BUDAPEST



Historical Background

Leningrad and Stalingrad were not the only great urban battles; the Siege of Budapest, which lasted for 108 days, was one of the bloodiest urban fights of the war. Because both German and Soviet High Command deployed huge forces in Hungary , it became the most important theater of war for the Germans. For Hitler, the defense of Budapest was more important than the Ardennes Offensive, because the only remaining oil reserves for Germany were to be found on Hungary 's land. Stalin was already thinking about the new European map, and taking Budapest would ensure Hungary's fate - it would fall under sphere of influence of the Soviet Union .

Stalin ordered Marshal Malinovsky to advance with his 4th Ukrainian Front towards the capital city (with support from Tolbukhin). He carried out the order, but his forces were unable to breach the defensive line outside of Budapest - Attila I. The 1st and 23rd Panzer Divisions counter-attacked on the Soviet flank. Despite the fact that the counter-attack was not a full success, it helped in halting the offensive. Defenders of the Attila Line were able to keep the Soviets at bay - in addition Hungarian paratroopers and some German units took out 50 T-34s. The line was held until December.

Briefing

Axis Player: 5 cards

Soviet Player: 5 cards
You go first.

Conditions of Victory

6 medals for the Soviet Player, 5 for the Axis Player.

The Széchenyi Chain Bridge is a Temporary Medal Objective for the Soviets.

Special Rules

Place a badge on elite Soviet and Axis units (Troops 2 - Specialized units).

Sandbagged Axis units ignore all flags (Attila Defensive Line). If the unit leaves the sandbag, the sandbag is NOT removed; if a friendly unit enters, it receives the benefits of the sandbag.

The Axis infantry unit marked with an Italian Badge is a Hungarian Paratrooper unit (Troops 2 - Specialized units). In addition, they are effective against Soviet armor (SWAs 5 - Anti-Tank Gun Late War).

Setup order

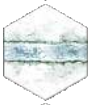
1		x1
2		x3
3		x1
4		x9
5		x1
6		x4
7		x1
8		x5
9		x12
10		x5
11		x2
12		x2
13		x3
14		x1

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UNTERNEHMEN KONRAD 1, 2
- SWORD BEHIND THE ARMOR



Setup order

1		x1
2		x1
3		x3
4		x10
5		x7
6		x6
7		x10
8		x8
9		x2
10		x2
11		x6
12		x3

Historical Background

As the Soviets were about to finish the encirclement of Budapest, the Germans began thinking about how to rescue the Budapest Garrison. Hitler didn't permit the garrison to break out; instead, he planned to re-stabilize the region by retaking lost ground and restoring defensive positions in the Margit Line, thus supporting his only ally in the region, the regime of Ferenc Szálasi. However, the 2nd and 3rd Ukrainian Fronts had enormous material superiority. Moreover, the Führer didn't wish to halt the already failed Ardennes Offensive, drawing away crucial reserves from this theater. Despite the threat of a Soviet offensive on the Vistula, he sent the IV SS Panzer Corps in Hungary, including the famous Totenkopf and Wiking SS Panzer Divisions to reinforce German units also tasked with relieving the Hungarian capital.

From 1 January to 26 January, three offensives were launched in order to reach Budapest: Konrad 1 (January 1-7, 1945) in the hills of the Vértes near the Danube, Konrad 2 (January 7-11, 1945) near Lake Balaton and Velens and up north near the Danube, and finally Konrad 3 (January 18-26) to the south. But that's another story...

Briefing

German Player: 6 cards
You move first.

Soviet Player: 5 cards

Conditions of Victory

6 medals.

All medal hexes are Last To Occupy Medal Objectives.

If the German Player enters Budapest, he instantly receives both medals.

Special Rules

Place a badge on elite Soviet units (Troops 2 - Specialized units).

Place a badge on elite German units (Troops 2 - Specialized units).

Political Commissar rules are not in effect for the Soviet Player.

When playing Air Power, both sides will roll 1 die. Units in woods can't be targeted.

Despite their appearance, frozen river hexes are impassable, except by the bridge at Komárom.

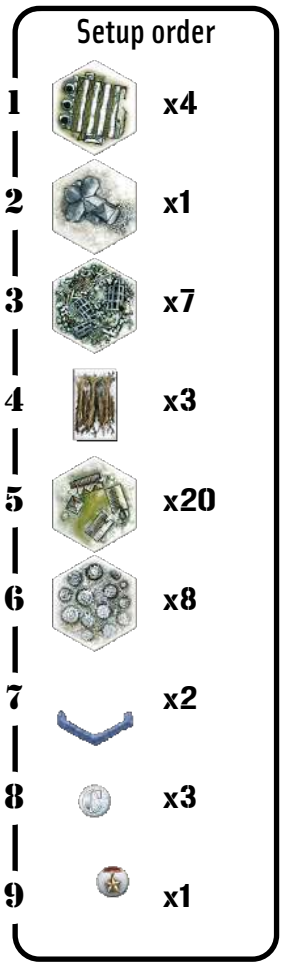
The two hexes of Buda are impassable for the Soviet Player. Buda was only besieged, but not taken during this period.

The Soviet player lays out the Minefields (Terrain 29 - Minefields).

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THE FACTORIES
- BATTLE OF BUDAPEST





Historical Background

Russian General Rodion Malinovsky's detachment had encircled the doomed city of Budapest. The German garrison, ordered by Hitler to defend the city to the last man, worked anxiously to fortify the city in preparation for a siege. On the west bank of the Danube River, Russian artillery pounded the city of Buda, while STAVKA launched three divisions into the streets of Pest. After 10 days of continuous fighting, the Germans were running out of just about everything except wounded, and each day were getting pushed further back by repeated Soviet attacks. Each Soviet gain, however, was paid for with many Russians lives.

One of the strong points to be taken in the city was the Ceramic Factory, where well armed & determined mixed Elements of the 8th and 22nd SS Cavalry Divisions had set up a circular defense.

Lead Elements of the Russian 30th Rifle Division circled around to the south of the German positions in order to strike at the Germans from the west, while Elements of the 18th Russian Guards attacked simultaneously from the east. However, Russian infantry were mowed down by machine gun fire from windows in the factory as they attempted to move down the city streets. Only by blasting holes in the walls were the Russian able to advance on the factory. Finally the Russian Guards burst out of the surrounding buildings & stormed the factory with bitter hand to hand fighting. There and also in the neighboring Textile Factory, the German garrison defenders were finally wiped out. Meanwhile, German tanks which had repelled repeated attacks through the numerous gardens and parks of the city had run out of fuel and ammunition, so the crews were forced to abandon their vehicles.

Briefing

German Player: 6 cards

Russian Player: 5 cards
You move first.

Conditions of Victory

6 medals for the Germans, 5 for the Soviets.

Control of Ceramics factory (2 hexes), counts as a Victory Medal for the Russian player. To gain control, your side must occupy more of the Building hexes than the German side. Place Objective Medal in these hexes.

Special Rules

The Ceramics Factory and the Textiles factory are both heavily fortified. Units inside may ignore all flags.

Place a badge on elite Soviet units (Troops 2 - Specialized Units).

All German infantry units are elite (Troops 2 - Specialized Units).

The single figure German Special forces units are Snipers (Troops 10 - Snipers). If both are eliminated, the Soviet Player gets a Permanent Medal.

Three German infantry units (two in factories, one in the ruins on the right flank) are camouflaged (Actions 16 - Camouflage).

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EVACUATING PEST
- BATTLE OF BUDAPEST



Historical Background

Following the battles in the Attila line, Soviet High Command decided not to assault the city frontally. Instead, they opted for encircling Budapest from the south-west. The plan worked out - by the 31st of December, 1944, the Hungarian capital was totally encircled, and the front line stood some 50 kilometers further west. Typical for Hitler, he didn't want to hear about retreating to Buda, not even mentioning any breakout attempts. It seemed that the 95.000 strong German-Hungarian garrison would have to hold out on its own.

The Soviets, realizing that this was the perfect moment to strike, started probing attacks all along the Pest Bridgehead. After taking the outskirts, they tried to advance to the center of the city but they met serious resistance. It's worth mentioning that Major General Billnitzer Erno took part in the fighting with his assault guns, and many Romanians fought on the Soviet side. Despite the German and Hungarian sacrifice, they could see that soon they will have to give up this side of the Danube. On the 17th of January, Hitler gave permission to evacuate Pest. By the 18th, all bridges spanning the Danube were blown up by retreating German troops, despite protests from Hungarian officers.

This scenario depicts the last phase of the battle on the right bank of the Danube, from January 11th to the 18th.

Briefing

Axis Player: 4 cards

Soviet Player: 6 cards
You go first.

Conditions of Victory

6 medals.

When the Soviet Player reaches 2 medals, the Axis Player may exit his troops, by moving them across the Danube bridges. For every infantry unit he gets one medal. Other units may not by evacuated. Bridges may be only entered from one/two hex(es) (the German side marks North in this case - even though North is to the right): the railroad bridge from NW and SE; Horthy Miklós and Ferenc József from the SE; Erzsébet and Széchenyi from the SW.

All bridges (except for the railway bridge) are Temporary Medal Objectives for the Soviet Player.

Special Rules

Place a badge on elite Soviet units (Troops 2 - Specialized units).

Place a Battle Star on Veteran German units (SS troops). A Veteran unit rolls one additional die when close assaulting an enemy unit. A Veteran unit counts as a Medal when eliminated.

Place a badge on the Soviet engineer unit (Troops 4 - Combat Engineers).

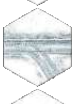
All tank units may only move two hexes because of urban terrain.

Hungarian troops are marked with Italian badges. No special rules.

Special rule for the winter version: because there are not enough curved winter rail hexes, I had to substitute one for a town hex - this hex is marked by a battle star, it is treated as a railroad hex. It symbolizes the depots near the railway next to the factories.

Optional rule: both Urban and Winter Combat Cards may be used. After playing recon, the respective player may draw from either deck. After playing TFH, both decks must be shuffled up.

Setup order

1		x4
2		x1
3		x1
4		x2
5		x1
6		x6
7		x1
8		x2
9		x2
10		x1
11		x5
12		x5
13		x1
14		x10
15		x18
16		x9
17		x3
18		x1
19		x3
20		x4
21		x3

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BREAKOUT FROM CASTLE HILL
- BATTLE OF BUDAPEST



Historical Background

In desperation, Pfeffer-Wildenbruch decided to lead the remnants of his troops out of Budapest. The German commander did not typically consult the Hungarian commander of the city. However, Pfeffer-Wildenbruch now uncharacteristically included General Iván Hindy, in this last desperate breakout attempt.

On the night of 11 February, twenty thousand German and Hungarian troops began to stream away from Castle Hill. They moved in three waves. With each wave were thousands of civilians. Entire families, pushing prams, trudged through the snow and ice. Unfortunately for the would-be escapees, the Soviets awaited them in prepared positions around the Széll Kálmán tér (today Moscow Square) area.

Troops, along with the civilians, used fog to their advantage. The first wave managed to surprise the waiting Soviet soldiers and artillery, their sheer numbers allowed many to escape. The second and third waves were less fortunate. Soviet artillery and rocket batteries bracketed the escape area, with deadly results. Despite heavy losses, five to ten thousand people managed to reach the wooded hills northwest of Budapest and escape towards Vienna. 600-700 German soldiers reached the main German lines from Budapest. Roughly a third of these soldiers belonged to the "Feldhernhalle" Panzergrenadier Division, and 170 to the Waffen-SS. The number of Hungarian escapees was around 80 (44 civilians, 25 Arrow Cross Party militias and 11 men in military uniform (including 3 students and 1 policeman).

The majority of the escapees were killed, wounded, or captured by the Soviet troops. Pfeffer-Wildenbruch and Hindy were captured by waiting Soviet troops as they emerged from a underground tunnel running from the Castle District.

The remaining defenders finally surrendered on 13 February 1945. Budapest lay in ruins, with more than 80 percent of its buildings destroyed or damaged, with historical buildings like the Hungarian Parliament Building and the Castle among them. All five bridges spanning the Danube were destroyed.

Briefing

German Player: 5 cards
You go first.

Soviet Player: 6 cards

Conditions of Victory

6 medals.

Each German unit exited at any hex marked by an Exit marker counts as one Permanent Medal.

Special Rules

Place a badge on the elite German unit (Troops 2 - Specialized units).

Place a badge on the elite Soviet unit (Troops 2 - Specialized units).

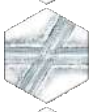
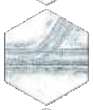
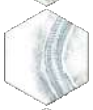
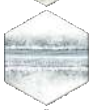
Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Soviet infantry marked with an MG badge, which is equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

The German armor unit has 2 figures and moves 2 hexes (low on fuel and urban area).

The Soviet armor unit can't move (it's dug in).

If played as part of the campaign, no armor or artillery unit may be called up as a reserve.

Setup order

1		x2
2		x1
3		x2
4		x1
5		x2
6		x4
7		x10
8		x13
9		x22
10		x4
11		x1
12		x1
13		x5
14		x2
15		x4

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Western Hungary

February 19 – April 1, 1945



Budapest has fallen, the Germans can no longer hold on to Hungarian lands. Our valiant forces are preparing for the final push against the enemy. Reports are showing that SS troops are present on our front. Even though they might strike first, you must hold firm everywhere, then just sweep the enemy and finish the liberation of Hungary!

- Fyodor Ivanovich Tolbukhin*, *Marshal of the Soviet Union

*Reserves: Take **two** reserve tokens.*

1- Erasing the Bridgehead

Soviet Victory!

Outstanding performance, comrade! No one expected you to hold here, but in the end you pulled it off! Reports are showing that the Germans are secretly preparing for offensive operations... prepare your men, comrade!

Special: Now the Germans will be harassed up north. The Soviet Player rolls an additional die on his next Victory Events Roll.

2- Spring Awakening

Soviet Victory!

The German offensive is stopped dead in its tracks! Their forces are now in our trap between Lake Balaton and Lake Velens. Our 6th and 9th Guards Armies are due to begin their own offensive behind the German lines!

Special: The Soviet Player takes 1 Reserve Token.

3- Battle of Pápa

Soviet Victory!

Our offensive caused enormous losses on the German side and they have begun their retreat towards the borders of the Reich. No one can stop us now from liberating all of Hungary! Extraordinary performance, comrade!

4- Budapest-Vienna Highway

Soviet Victory!

We are on the border of fascist Germany: this can only mean, that the war will end soon. Hungary has been liberated and soon we'll parade in Vienna! Hurra!

Objectives	0	1	2	3	4	5
Score	-1	0	1	2	2	3

Western Hungary

February 19 – April 1, 1945



The troops of Greater Germany are fighting the Soviets everywhere. The Führer realized that offensive operations would be necessary in Hungary to defend the Nagykanizsa oil fields. We've launched Unternehmen Südwind to erase the Soviet bridgehead north of the Danube. You'll lead the final assault there, then you'll be in charge for Unternehmen Frühlingserwachen. Vorwärts!

- Oberstgruppenführer Sepp Dietrich

*Reserves: Take **two** reserve tokens.*

1- Erasing the Bridgehead

German Victory!

Our flank is not exposed anymore! Sehr gut! With this great victory we can finally begin preparations for our next smashing attack!

Special: Preparations for Unternehmen Frühlingserwachen – roll 3 dice on your next Reserve roll and keep any two of them as your final roll.

2- Spring Awakening

German Victory!

Sieg! A much-needed victory has been attained today, our troops are heading towards the Danube! But beware! The Soviets are massing behind your lines, try to hold firm!

Special: The Soviet Player takes 1 Reserve Token.

3- Battle of Pápa

German Victory!

Can this be real? We've just stopped the Soviets' spearhead! Wunderbar!

Special: The Soviet Player will play the next battle with one less card.

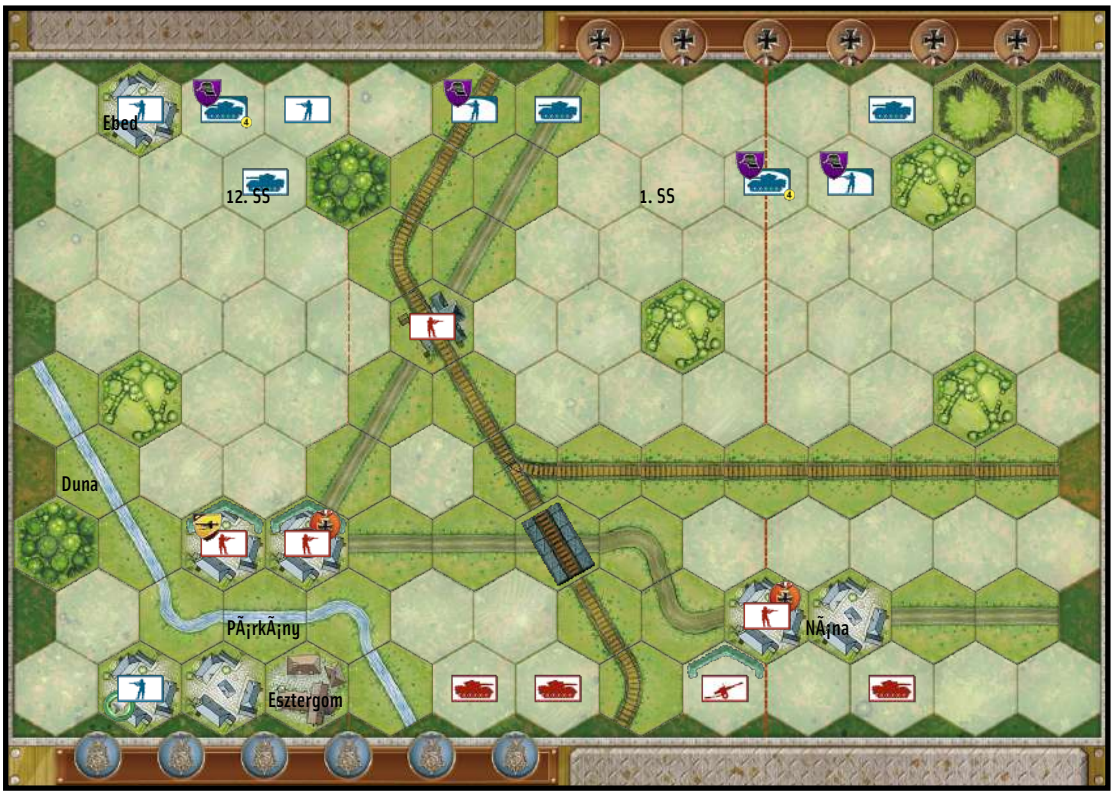
4- Budapest-Vienna Highway

German Victory!

The border of the Reich has not been crossed by Soviets, Wien is safe! The Reich is victorious today and it shall be in this war...

Objectives	0	1	2	3
Score	1	1	2	3

ERASING THE BRIDGEHEAD
- UNTERNEHMEN SÜDWIND



Historical Background

While the Germans were trying to relieve Budapest in January 1945, the Soviets crossed the Garam river in the north and established a firm bridgehead. Even though the counterattack of the 3rd Panzer Division stabilized the situation, it was not enough to reach the Garam river valley again. The Germans feared that the Soviets might use this bridgehead as a staging ground for a Bratislava-Vienna offensive. As the Siege of Budapest had ended and reinforcements came in from the Western Front after the failed Ardennes Offensive, German High Command began looking for a solution to secure the Nagykanizsa oil fields and to re-establish the front on the Garam-Danube line. Before any large-scale offensive could happen, this Soviet threat had to be taken care of.

The offensive began on the 17th of February, 1945. Both Heer and SS troops took part in this operation and they succeeded in erasing the bridgehead with relatively few casualties. Two SS Panzer Divisions, the 1st LSSAH and the 12nd Hitlerjugend arrived in the Párkány area by the 19th. They continued their advance towards the town and took it with some help from the 711th Infantry Division, of which some units crossed the Danube by boat. Then SS troops had secured the whole area by taking Nána. The southernmost section of the bridgehead was then in German hands. The Soviets had no chance of holding the bridgehead. The operation ended on the 24th of February, 1945.

Briefing

German Player: 6 cards
You go first.

Soviet Player: 5 cards

Conditions of Victory

6 medals for the Soviet Player, 5 for the German Player.

The town of Párkány is a Temporary Majority Medal Objective for both sides, worth 2 medals for the Soviets, 1 for the Germans.

The town of Nána is a Temporary Majority Medal Objective for the Geman Player, worth 1 medal.

Special Rules

Place a badge on elite German units (Troops 2 - Specialized units).

Special Weapon Asset rules (SWA 1 - Special Weapon Assets Rules) are in effect for the Soviet unit marked with Anti-Tank weapons badge in Párkány (SWA 2 - Anti-Tank Weapon).

All railroad hexes are on hills (Terrain 6 - Hills), except the bridge (railway embankment).

The German unit on the other side of the Danube is equipped with boats (Actions 5 - Collapsable Rafts & Boats).

If played as part of the campaign, the Soviet player is not allowed to bring in reserves on his left flank.

No unit may fire across the Danube.

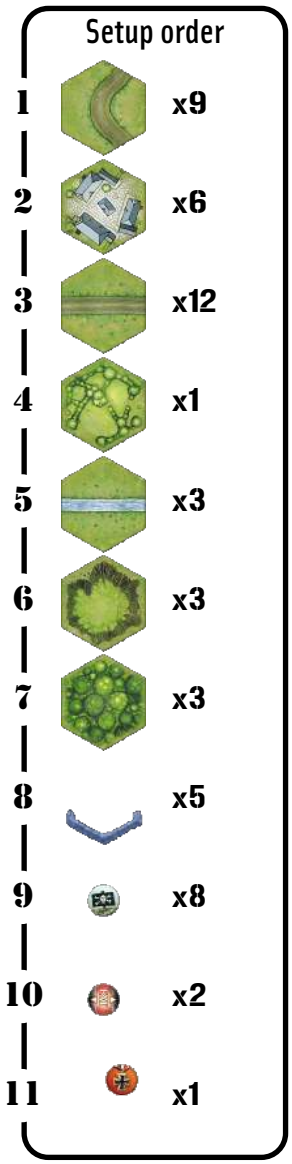
Setup order

1		x1
2		x10
3		x1
4		x1
5		x1
6		x2
7		x7
8		x2
9		x4
10		x2
11		x5
12		x10
13		x2
14		x2
15		x3
16		x2
17		x1
18		x1

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SPRING AWAKENING
- THE FINAL GERMAN OFFENSIVE





Historical Background

On the 6th of March, 1945, Unternehmen Frühlingserwachen (Spring Awakening) was initiated. Three SS Panzer Corps and the 25th Hungarian Infantry Division began advancing between Lake Balaton and Lake Velence. Soviet commanders had known for a long time that the attack was coming; anti-tank positions, mines, artillery emplacements and other obstacles were prepared for the Germans. Other than these, the Germans faced many other problems. The 2nd SS Das Reich Panzer Division was still not in place at the beginning of the operation, moreover, the spring meltdown made the ground muddy and German Panzers had simply stuck in the mud. Thus German forces were forced to advance slowly, letting the Soviets reinforce strong-points or retreat wherever it was needed.

The town of Dég, which was in the middle of the German advance was captured by the 9th of March, 1945. German forces had reached the Sió Canal further south and established a bridgehead at Simontornya, but they couldn't advance any further. On March 16th the offensive was canceled as the Soviets began offensive operations one day earlier in the Vértes.

Briefing

German Player: 6 cards
You go first.

Soviet Player: 5 cards

Conditions of Victory

6 medals for the Soviet Player, 5 for the German Player.

The German Player must exit at least one infantry unit on the Soviet baseline.

The town of Dég is a Temporary Medal Objective for the German Player.

Special Rules

Place a badge on elite German units (Troops 2 - Specialized units).

Place a badge on German engineer units (Troops 4 - Combat Engineers).

Special Weapon Asset rules (SWA 1 - Special Weapon Assets Rules) are in effect for the three Soviet units marked with Anti-Tank weapons badges (SWA 2 - Anti-Tank Weapon).

Place a badge on the Soviet Heavy Anti-Tank Gun unit (Troops 23 - Heavy Anti-Tanks Guns).

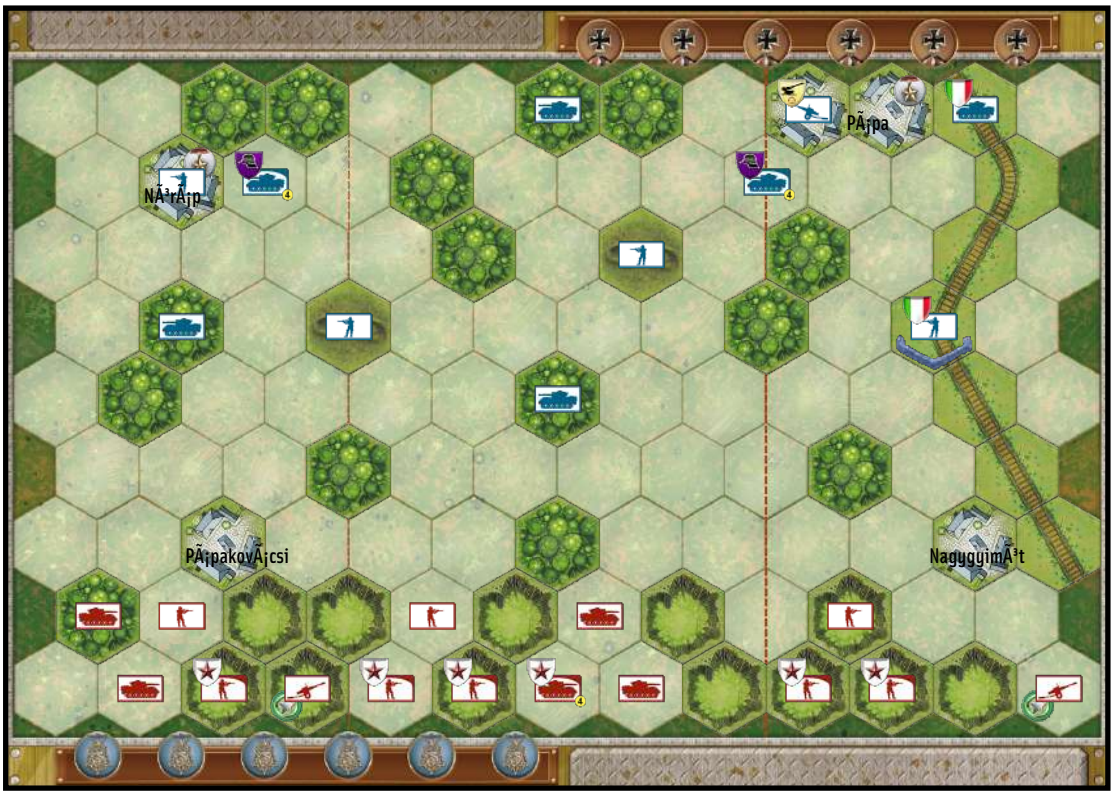
The Soviet player lays out the minefields (Terrain 29 - Minefields).

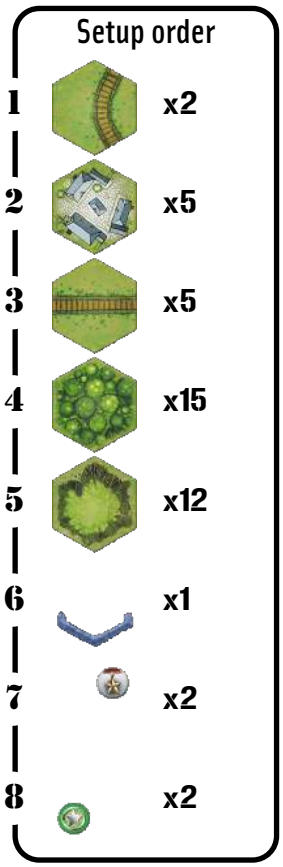
Armor units may move only 2 and battle, while Elite armor units may move only 1 and battle (muddy terrain).

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BATTLE OF PÁPA

- FINAL SOVIET OFFENSIVE IN HUNGARY





Historical Background

In the early hours of March 25, 1945, tanks from three Soviet Guards Rifle Corps (29th, 101st, 114th) and a Guards tank Corps (31st) began an attack in the direction of Nagygyimót and threw back German rear guards to the outskirts of Papa. The Hungarian Szent László Infantry Division, the 1st SS (LSSAH) Panzer Division and the 10th AA Division took part in the battle. Successful Soviet advance triggered the retreat of the main forces of the Leibstandarte and the 20th AA Division, with the HQs of both the Sixth SS Panzer Army and the 1st SS Panzer Crops being unaware of these developments.

The events of this battle may have lead to the famous "armband order". The order was issued to Sepp Dietrich by Adolf Hitler, who claimed that the troops, and more importantly, the 1 SS Leibstandarte, "did not fight as the situation demanded." As a mark of disgrace, the Leibstandarte units involved in the battle were ordered to remove their treasured "Adolf Hitler" cuff titles. Dietrich was disgusted by Hitler's order and did not relay it to his troops.

Briefing

German Player: 5 cards

Soviet Player: 6 cards
You go first.

Conditions of Victory

7 medals.

The marked town hex of Pápa and Nóráp are Temporary Medal Objectives for the Soviets.

Special Rules

Place a badge on elite Soviet units (Troops 2 - Specialized units).

Place a badge on elite German tank units (Troops 2 - Specialized units).

Soviet artillery units marked by a battle star are Katyushas (Troops 14 - Mobile Artillery). Additionally, they are hit on stars because the rockets are mounted on trucks and they are fragile.

Place a badge on the German Big Gun (Troops 3 - Big Guns).

Units marked by Italian badge are Hungarian units. No special rules.

If you do not own the Air Pack or the Pacific Theater, use Snow Trenches from the Eastern Front.

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BUDAPEST-VIENNA HIGHWAY
- REACHING THE BORDER



Setup order

1 x5
2 x5
3 x18
4 x4
5 x4
6 x2
7 x2
8 x1
9 x5
10 x1

Historical Background

In late March 1945, the battle hardened 6th SS Panzers launched an attack against the 3rd Ukrainian Army. No sooner had the attack begun than they were countered by an even bigger offensive by the Ukrainians who crushed the heavily outnumbered SS. The survivors fell back, hoping to somehow stem the Soviet drive towards Vienna .

Lead by Lieutenant Colonel Fritz Hagen, an SS Kampfgruppe took up a defensive blocking position astride the main Budapest-Vienna Highway. Lead elements of Tolbuhkin's 6th Guards smashed into Hagen's tank support infantry screen in the midst of a spring snow storm. Panzerfausts and Panthers accounted for more than 100 Soviet tanks, with the sheer volume of wrecked Armor delaying the Soviet advance. This brief delay allowed the Germans to pull back to a new defensive position, though they had already paid a high price during the fighting.

Briefing

German Player: 6 cards

Soviet Player: 5 cards
You move first.

Conditions of Victory

5 medals.

Additionally, at the start of the game before cards are dealt, the Soviet player chooses one of the following victory conditions for the entire game:
The two exit markers are in effect for Soviet forces leaving the board.
or
The 5 town hexes are a majority victory metal objective for the Soviet side worth 1 medal.

Special Rules

Place badges on elite Soviet infantry units (Troops 2 - Specialized Units).

All German Infantry are Elite (Troops 2 - Specialized Units).

Special Weapon Asset rules are in effect for Soviet and German units with Machine Guns (SWAs 7 - Machine Gun Late War) and for the German unit equipped with Anti-Tank Guns (SWAs 5 - Anti-Tank Gun Late War).

Place a badge on German and Soviet engineer units (Troops 4 - Combat Engineers). They may also move 2 and still battle.

Half-Track rules are in effect for the German 3-figure Half Track unit (Troops 18 - Half-Tracks).

Tank Destroyer Rules and in effect for units marked with TD Badges (Troops 24 - Tank Destroyers).
The German Tank Destroyer is a 3-figure unit. It doesn't count as a medal when eliminated. The Soviet Tank Destroyer with a Battle Star token is a 3-figure unit.

All German units are camouflaged (Actions 16 - Camouflage), except for the three armor units in the back row.

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Credits

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Scenarios
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Playtesting & Tips
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My buddies
Brummbär

Proofreading
gheintze, rasmussen81

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