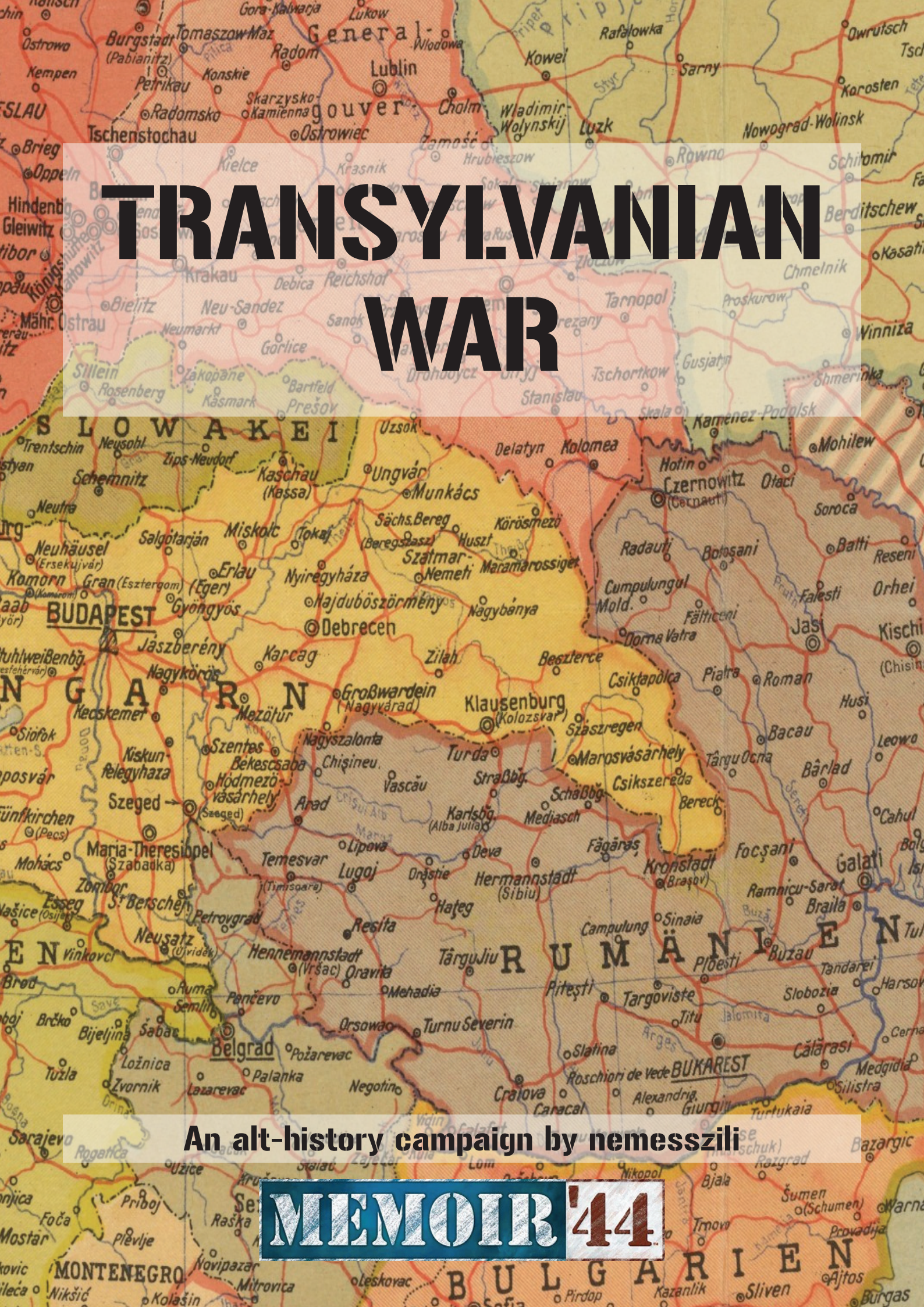
TRANSYLVANIAN WAR
An alt-history campaign by nemesszili
MEMOIR '44

All scenarios designed by nemesszili.

The base game, the Terrain Pack expansion and Campaign Book 1 are required to play.
Additional markers from the Eastern Front, Mediterranean Theater and Winter Wars are optional.

Design advisor and proofreader: zsu

Playtesters: Jeronimon, Misterfunny99, A_Bridge_Too_Far, nandes, IVY440

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The cover is an excerpt from the map Der Europäische Raum (1942) by Richard Schwarz.

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The authors of the propaganda posters: Béla Lamoss, Romeo Storck, Nándor Németh

Two photographs are from the Hungarian World Newsreels Online archive (broadcasts no. 863 and 981).

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# Historical context

No event had greater impact on modern Hungarian history than the Treaty of Trianon of 1920. This formalized the situation that emerged after the Great War, the fall of the Hungarian Soviet Republic and Admiral Horthy's rise to power. The newly created and greatly enlarged neighboring states, the "Little Entente" (Czechoslovakia, Romania and Yugoslavia) annexed the northern, eastern and southern parts of the Kingdom of Hungary. As a result of the treaty, three million ethnic Hungarians found themselves under foreign rule. No plebiscites took place in the areas to be ceded to the "Little Entente", ethnic structure played little to no role in establishing the new borders.

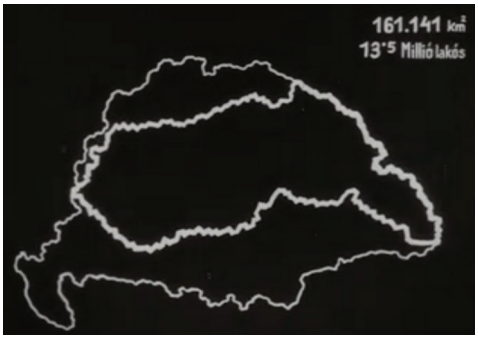


*Propaganda poster*

The wound caused by this treaty was deep and it determined Hungary's course of action for the interwar period and for World War II. Hungarian politics, media, public life, arts were greatly influenced by the perceived injustice, and all segments of society united under the banner of revisionism.

Hungary soon found sponsors for its policy: fascist Italy and later Nazi Germany. Under the First Vienna Award of 1938, issued in the wake of the Munich Agreement, Hungary annexed the largely Hungarian-inhabited parts of Slovakia. In March 1939, it occupied Carpatho-Ruthenia while Germany annexed the remainder of Czech lands and installed a puppet state in Slovakia.

When France capitulated in June 1940, the Soviets pressed their claim for Bessarabia and Northern Bukovina and Romania gave in to their demands. Seizing the opportunity, Hungary also demanded territory from Romania. The Axis powers forced the two parties to reach a settlement; however, the negotiations quickly broke down and Hungary decided to attack. Fearing another Soviet intervention and under pressure from the Axis powers, the Romanian government requested that Germany and Italy step in to arbitrate and Hungary was awarded Northern Transylvania, including Székelyföld, as part of the Second Vienna Award.



*Hungarian newsreel presents the new borders (September 1940)*

**Investments**


*Inauguration of the ski jumping hill in Borsafüred (1944)*

Hungary treated the new state of affairs in Transylvania as final and embarked on a massive investment program affecting all public services: education, healthcare, tourism, infrastructure, electrification and, last but not least, defense. All of them were designed to solidify Hungary's hold on Northern Transylvania.

Several such projects have had long-lasting effects. Highway 4 was modernized to facilitate access to Kolozsvár and Sepsiszentgyörgy. No expense was spared to build a ski resort in Borsafüred, the Hungarian "Garmisch", with the aim of hosting the Winter Olympics after the war. This period also saw the emergence of the classic tourist route from inner Hungary to Transylvania: Nagyvárad – Kolozsvár – Marosvásárhely – Székelyföld.

The Árpád Line was also designed in this period to defend the new eastern border stretching across 600 kilometers in the Carpathian Mountains. It was incomplete when it historically saw action in 1944 against the

combined Soviet-Romanian forces, but it was able to halt the attackers. It was likely the most cost-effective defensive line of World War II.

**Railways**

Probably the most pressing issue for the returning Hungarian administration was the lack of rail connection between Budapest and Székelyföld. Romania did not officially recognize the newly established border and denied transit rights for Hungarian rail traffic between Kolozsvár and Marosvásárhely on the existing track. In a span of two months, a narrow-gauge railway line of 16 kilometers was built between Kolozsnagyida and Szászlekence to facilitate limited passenger traffic. However, the issue of freight transport via rail remained.



*Hungarian newsreel presents the newly built railway track (December 5th, 1942)*



*The facade of Szeretfalva train station (1942)*

To address this, the Hungarian state rail company (MÁV) designed the 48-kilometer-long Déda-Szeretfalva section. After a planning phase of six months, construction took 18 months to complete with an average of 16 thousand workers on site per day, peaking at 27 thousand. This engineering feat is regarded as the last large-scale project that MÁV ever carried out. While this project served primarily Hungarian interests, the German war effort also benefited from it: much of the oil coming from Ploiești was shipped along this rail section towards the Reich.

To illustrate the significance of the Déda-Szeretfalva section, the Budapest-Keleti – Sepsiszentgyörgy journey took 22.5 hours before its inauguration on December 5th, 1942; afterwards this time became only 17 hours. Today it takes 14 hours via Szeretfalva and is projected to further improve once the European Union-sponsored electrification of the Nagyvárad – Kolozsvár railway line is finished.

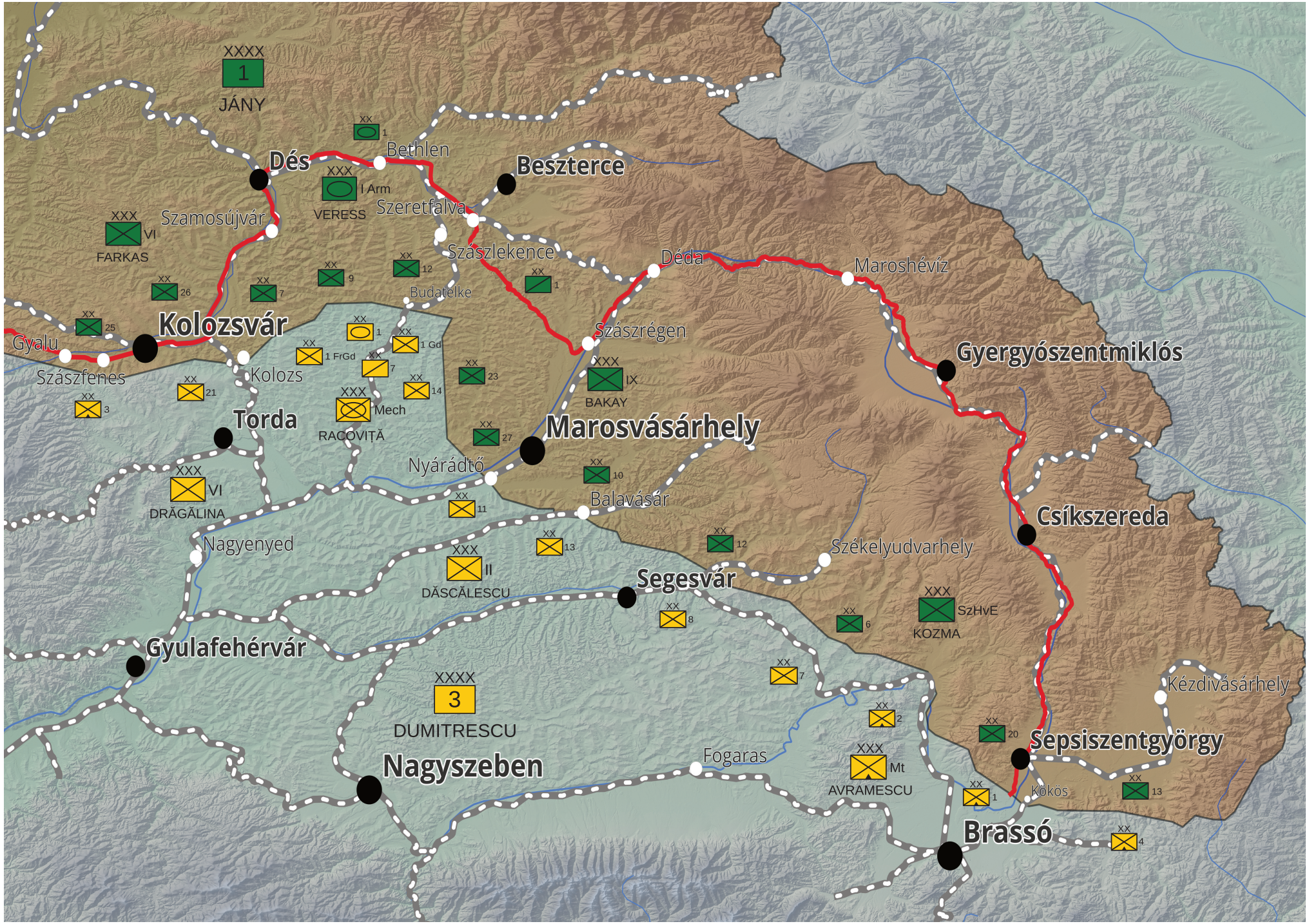
**World War**

*This timeline departs from actual events as of June 22nd, 1941.*

The Soviets were unsure whether the Japanese would attack in the Far East and their reserves were kept in place. Moscow fell in 1941, and by the end of 1942, the Soviet Union asked for a truce. While the Axis were forced to retreat from Africa, the Western Allies were unable to successfully land in mainland Europe, as German reinforcements kept arriving from the Eastern Front. The Western Front reached a stalemate and soon a truce would be signed in mid-1944.

Romania was able to reclaim its lost lands in the east and Hitler believed this would satisfy Romanian territorial ambitions. However, Romania still had a score to settle with Hungary. Feeling confident in Romanian military capabilities during the eastern crusade, Antonescu ordered preparations to begin for reclaiming Transylvania.

Facing unrest in the former Soviet territories and having the bulk of their forces pinned down on the Western Front to maintain the status quo, Hitler had no choice but to accept Antonescu's plea to settle the Transylvanian question. After Hungary's refusal to negotiate, Hitler begrudgingly allowed a limited war to be waged that would not expand beyond the disputed area; otherwise, German forces would have intervened.


XXXX
1
JÁNY
Dés
Bethlen
Beszterce
XXX
I Arm
VERESS
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VI
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Déda
Maroshévíz
Budatelke
Kolozsvár
Gyalu
Szászfenes
Kolozs
Szászrégen
Gyergyószentmiklós
XXX
IX
BAKAY
Torda
XXX
Mech
RACOVIȚĂ
Marosvásárhely
Nyárádtő
Balavásár
Csíkszereda
XXX
VI
DRĂGĂLINA
Nagyenyed
Székelyudvarhely
XXX
II
DĂSCĂLESCU
Segesvár
XXX
SzHvE
KOZMA
Gyulafehérvár
XXXX
3
DUMITRESCU
Kézdivásárhely
Nagyszeben
Fogaras
XXX
Mt
AVRAMESCU
Sepsiszentgyörgy
Kökös
Brassó

# GRAND CAMPAIGN *Notes*

AUGUST 1944

The Transylvanian campaigns can be played as individual campaigns or they can be played together by the following Grand Campaign instructions.

Some campaigns can be finished after 2 scenarios, while other campaigns are 4 scenarios in length.

## SPECIAL RESERVE ROLLS

Reserve rolls are carried out as explained in the core campaign rules. Neither player may bring in any **armor** units as reserves in the **first scenario** of any of the campaigns. **Artillery** units may **not** be brought in as reserves in any scenario.

Special rolls:

### Romania




Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at no Reserve Token cost.




Take 1 Air Sortie / Air Power token, at no Reserve Token cost!



### Hungary




Place 2 wire obstacles adjacent to any of your units at no Reserve Token cost.

If rolled before **Szeretfalva counterattack** and **Retreat of the Spearhead**: Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at no Reserve Token cost.







Take 1 Air Sortie / Air Power token, at no Reserve Token cost!



# GRAND CAMPAIGN *Rules*

AUGUST 1944

## Strategic Reserve Pool

Use the information provided on each Campaign Sheet, at the beginning of each campaign.

## Grand Campaign Progression

Play the different Transylvanian campaigns in this order:

1 - Kolozsvár
2 - Szeretfalva
3 - Marosszék
4 - Háromszék

## Victory

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

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

Once completed, add up all of the Grand Campaign points. The player with the most Grand Campaign Points wins. If both players are tied, add up all of the campaign scores: the player with the most Victory points wins.

## Optional Rule: "What if?" events

This optional rule adds (a)historical elements to your grand campaign. If both players agree, roll 1 die each before the first campaign. Read off the results as per the following list:

**Slovakia attacks Hungary:** ***Slovakia coordinates efforts with Romania on attacking Hungary. Being forced to cope with this new threat, Hungary needs to divide its forces.***

Remove 1 Hungarian Reserve Token in the **Marosszék** and **Háromszék** campaigns each.

**Romanian zeal:** ***Romanian infantrymen have high morale and are eager to liberate Transylvania.***

Romanian infantry gains the **Banzai War Cry** ability from the Imperial Japanese Army Command rules from the Pacific Theater.

**Romanian air superiority:** ***The Romanian Air Force takes control of the skies of Transylvania.***

The Romanian Player rolls 2 dice on playing the Air Power card.

**Unrest in Transnistria:** ***Romania occupied the land between the Dniester and Bug Rivers in 1941. Partisan activity has significantly increased as in other areas of the former Soviet Union.***

The Romanian Player may not call up infantry units as reserves in any of the campaigns.

**"Rongyos gárda":** ***Hungary reactivates the "Rongyos gárda" and sends it behind Romanian lines to hinder logistics.***

Remove 1 Romanian Reserve Token in the **Szeretfalva** campaign.

**Székely-Hungarian tenacity:** ***Hungarian infantrymen fight for their homeland and stand their ground.***

Hungarian infantry gains the **Yamato Damashi Concept** ability from the Imperial Japanese Army Command rules from the Pacific Theater.

**Hungarian intelligence:** ***Intelligence delivers crucial information on Romanian movements right before the invasion.***

The Hungarian Player starts with +1 Command Card in the first scenario of every campaign.

**Hungarian air superiority:** ***The Hungarian Air Force takes control of the skies of Transylvania.***

The Hungarian Player rolls 2 dice on playing the Air Power card.

**Refugees:** ***Hundreds of refugees flee on the roads before the Romanian advance. The streams of men and women delay the Hungarian forces that try to go to the front.***

The Hungarian Player may not call up infantry units as reserves for any of the campaigns.

**Romanian partisans:** ***Eager to help with liberating Transylvania, Romanians take up arms and harass Hungarian logistics.***

Remove 1 Hungarian Reserve Token in the **Szeretfalva** campaign.




***Note:*** *Some events, while rolled by one player, may favor his opponent!*

# KOLOZSVÁR

## - TRANSYLVANIAN WAR -

August 1st - August 6th, 1944



*The Conducător has given the green light. The glorious Romanian Army will soon cross the shameful borders established by the Vienna Diktat of 1940. We will soon liberate our compatriots under horthyist oppression in Sălaj, Bihor and Cluj. Your task, Commander, will be to reclaim the Treasure City for once and for all. Înainte!*

*- Lt. General Corneliu Drăgălina*

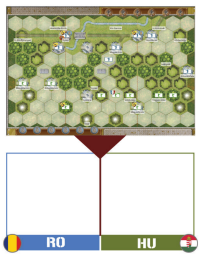
**Start with**

**1**

**Reserve Token**

### 1 GYALU p.10

**Special:** If you hold an objective hex at the end of the battle, the Hungarians may only roll 1 die in the Reserve Roll before **Kolozsvár**.



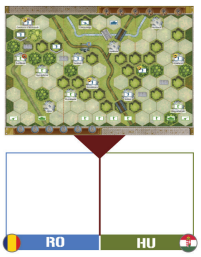

**ROMANIANS WIN**

*Well done, Commander! The Hungarians are now unable to reinforce the city from the west. Now it's time for the main strike! Capture the Apahida train station and sever the railway link.*

**Play Battle of Apahida next.**

### 2 BATTLE OF APAHIDA p.11

**Special:** You must win by 2 or more medals. If you don't, the Hungarians win.




**ROMANIANS WIN**

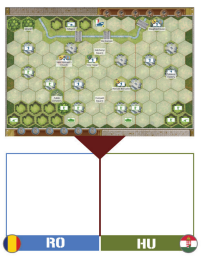
*We have dealt a severe blow to the Hungarians; they are fleeing the battlefield. The road is wide open to Cluj. There is no stopping now. Take the city immediately!*

**Play Kolozsvár next.**

### 3 KOLOZSVÁR p.12

**ROMANIANS WIN**

*The Romanian flag flies once again over the capital of Transylvania, thanks to you, Commander! The Hungarians have been definitively routed.*




**END CAMPAIGN**

**If you win the Campaign after Battle of Apahida**

*These damned Hungarians got lucky again! Commander, your efforts were only enough to tie down their forces, but not to retake Cluj. We will return one day...*

**GRAND CAMPAIGN**
**move on to Szeretfalva**

**If you win the Campaign after Kolozsvár**

*Cluj is once again firmly in our hands. The Conducător sends his warmest thanks for making Romania proud.*

**GRAND CAMPAIGN**
**move on to Szeretfalva**



| Objectives | none | | | | | |
|---|---|---|---|---|---|---|
| Points | -1 | 1 | 1 | 2 | 2 | 3 |

• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# KOLOZSVÁR

## - TRANSYLVANIAN WAR -

August 1st - August 6th, 1944



*It has been four years since our glorious Honvédség returned to the Treasure City. The winds of war have so far avoided our homeland: intelligence reports show that the villainous Romanians plan to attack! Commander, it is your responsibility that the Hungarian flag keeps flying in the birth town of Matthias Corvinus! As the Regent himself said, whatever the Hungarian soldier takes, he keeps.*

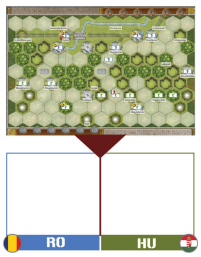
*- Lt. General Ferenc Farkas de Kisbarnak*

**Start with**
**1**
**Reserve Token**

### 1 GYALU p.10

**HUNGARIANS WIN**

*What a headache it would have been if the Romanians had succeeded here. I am grateful that you have put our minds at ease. Unfortunately, this was just a diversion; the primary Romanian effort only begins now at Kolozs. Stop them!*



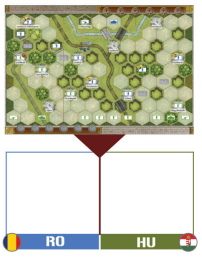

**Play Battle of Apahida next.**

### 2 BATTLE OF APAHIDA p.11

**Special:** If the Romanians do not win by 2 or more medals, you win.

**HUNGARIANS WIN**

*You have really shown your talents now, Commander! The enemy will think twice before attacking our beloved Transylvania!*

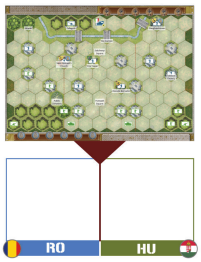



**END CAMPAIGN**

### 3 KOLOZSVÁR p.12

**HUNGARIANS WIN**

*If the Treasure City had fallen again, it would have terribly hurt every Hungarian. What a relief that you have prevented this!*




**END CAMPAIGN**

**If you win the Campaign after Battle of Apahida**

*Not only has Kolozsvár not fallen, but its supply links are also intact. The defense of the city is in perfect hands, thanks to you, Commander!*

**GRAND CAMPAIGN**
**move on to Szeretfalva**

**If you win the Campaign after Kolozsvár**

*You barely avoided catastrophe: Romanian forces were in the city center! Thanks to your skill, they did not spend too much time in Kolozsvár; they are on the run. While you failed to stop the numerically superior invaders sooner, luckily you managed to hold on to the city.*

**GRAND CAMPAIGN**
**move on to Szeretfalva**



| Objectives | none | | | |
|---|---|---|---|---|
| Points | 0 | 1 | 2 | 3 |

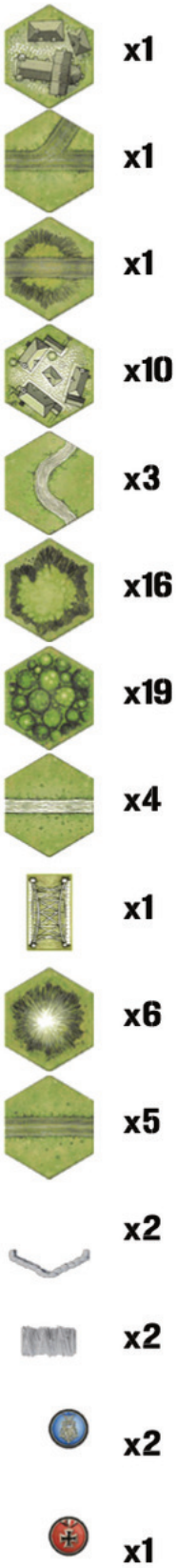
• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# 1. GYALU

**08/01/1944 - 08/03/1944**




## Historical Background

In the early hours of August 1, the Romanian 3rd Mountain Division was given the green light to cross the border and to occupy the towns of Gyalu and Szászfenes, west of Kolozsvár. Its task was to cut Highway 4 and tie down the Hungarian 25th Infantry Division.

The Romanian mountaineers advanced in the valley of the Fenes Creek towards Magyarlóna. The alerted Hungarian border guards fought ferociously to hold on to the village. With the help of reinforcements from Szászfenes, they were able to halt the Romanian advance.

Facing stiff resistance, the Romanians shifted their efforts to probe the flanks. While the Gyalu garrison successfully resisted by holding on to Rákóczi Castle, the Hungarian defense of Szászfenes showed signs of cracking, but ultimately held.

The skirmish ended as a costly Hungarian success: the highway stayed open, though it remained under mortar fire. The Romanians achieved their goal of tying down key Hungarian forces.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

5 medals

The church in Gyalu is a Temporary Medal Objective for both the Romanian and Hungarian Player.

The hex marked in Szászfenes is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

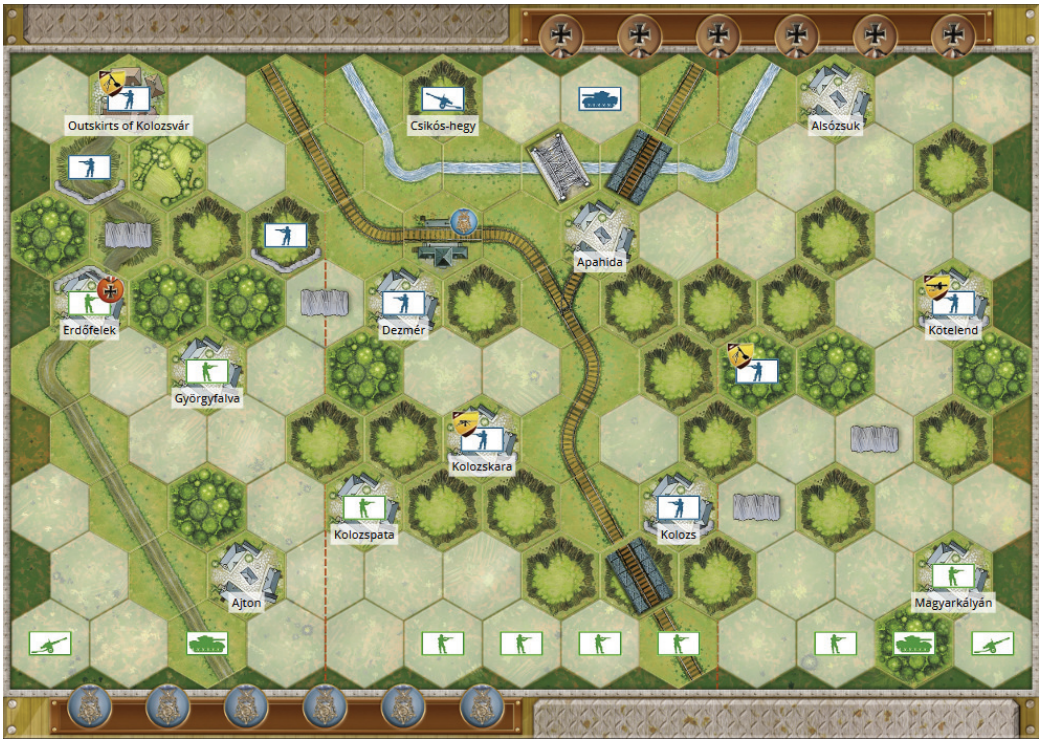
All forest hexes are hills with forests and are on the same level as regular hills (Terrain 48 - Hills With Forests).

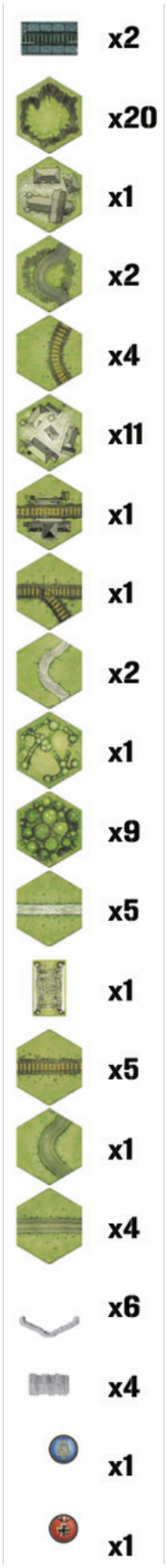
The Romanian unit in the center marked with the French Resistance Badge is a mountaineer and is elite (Troops 2 - Specialized units).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 2 Romanian and 2 Hungarian units equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 2. BATTLE OF APAHIDA

**08/02/1944 - 08/04/1944**




## Historical Background

While Hungarian forces were busy defending the westward approaches of Kolozsvár, the main Romanian effort to capture the city was launched. The operation's first objective was the strategically vital railway station of Apahida: capturing it would have cut the Kolozsvár-Dés road and railway link.

An assault regiment of the 21st Romanian Infantry Division crossed the border at the Kolozsbós railway tunnel and successfully captured both Kolozs and Kolozskara. The alerted Hungarian 26th Infantry Division organized its defense in the hills outside Apahida and in the village of Dezmér. Armored reinforcements arrived in time and their counterattack stalled the Romanian advance towards Kötelend. Romanian assault groups met stiff resistance around Dezmér and failed to reach Apahida station.

Initially successful, the Hungarian counterattack at Erdőfelek was broken by Romanian artillery superiority. The Hungarians were forced to withdraw to Kolozsvár; the Romanians retook Erdőfelek, and the way lay open to the campaign's main objective.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

6 medals

Apahida railway station is a Temporary Medal Objective for the Romanian Player.

Erdőfelek is a Temporary Medal Objective for the Hungarian Player.

## Special Rules

Both sides roll 1 die for Air Power.

Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

The hill hex in the center with a railroad bridge on top is a railway tunnel. It functions as a regular hill hex.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War), the 2 Hungarian units equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 3. KOLOZSVÁR

**08/04/1944 - 08/06/1944**





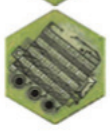
x1


x1


x1


x1


x12

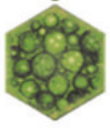

x2


x3


x2


x13


x7


x3


x3


x2


x1

## Historical Background

Following the collapse of the Hungarian defense at Apahida, Romanian forces closed in on Kolozsvár from the direction of Felek and Szamosfalva. The understrength Hungarian troops set up defensive positions in the center of the city.

The Romanian battle plan relied on superior firepower and aimed to eliminate Hungarian strongpoints one by one. The main forces were to arrive from Felek and approach Hunyadi Square, then secure the city center by capturing Saint Michael's Church.

The first Romanian assault squads were quickly pinned down at Honvéd Barracks. It was deemed too risky to commit tanks here due to the presence of Hungarian anti-tank guns, so they were diverted towards the tobacco factory. They succeeded in taking it, but an armored Hungarian counterattack eliminated them all.

The stalemate was broken by the fall of Honvéd Barracks; Romanian troops were getting ever closer to the city center. A fierce Romanian infantry assault completely broke Hungarian resistance at Saint Michael's Church. The remnants of the 26th Hungarian Infantry Division retreated first to the other side of the Kis-Szamos River and from there towards Kisbács. The city changed hands for the third time since 1918.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

6 medals

Saint Michael's Church is a Temporary Medal Objective for both players.

The slaughterhouse is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

Place a Sniper badge on the single figure Hungarian unit in the Fire Tower (Troops 10 - Snipers).

Place a badge on the Hungarian elite tank unit with Zrínyi II assault guns (Troops 2 - Specialized Units).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War), the 1 Hungarian unit equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).




*"The army is, and will always be the shield of the country."*
*(Romanian propaganda poster, 1941)*

# SZERETFALVA

## - TRANSYLVANIAN WAR -

August 1st - August 14th, 1944



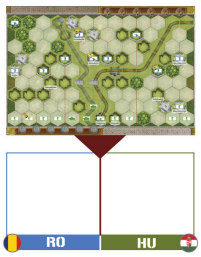
*Commander, you have been tasked with launching a lightning attack with the Mechanized Corps from the Câmpia salient and capture Sărățel! If you succeed, we will cut Ținutul Secuiesc from Hungary and from then on the liberation of all of Transylvania will be just a matter of time. Beware, the terrain and the quality of the roads is far from ideal for our armored formations...*

*- Lt. General Ioan Mihail Racoviță*

**Start with**
**2**
**Reserve Tokens**

## 4 BUDATELKE p.16

### ROMANIANS WIN

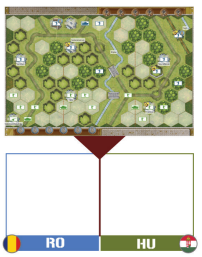



*Overwhelming victory! Our tanks advance at a staggering pace; the Hungarians flee in panic. We have captured Sângeorzu Nou. Commander, head north, cross the Dipșa stream and capture Sărățel! If possible, secure our flank too at Lechința.*

**Play Szeretfalva next.**

## 5 SZERETFALVA p.17

### ROMANIANS WIN



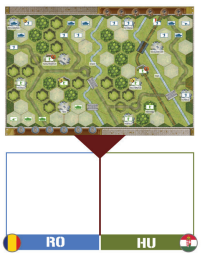

*Minunat! Despite the terrible terrain, you have prevailed; the station and Lechința are ours! Reconnaissance reports Hungarian armored columns arriving from the north. Don't waste any time: immediately fortify your positions and repel them!*

**Play Szeretfalva counterattack next.**

## 6 SZERETFALVA COUNTERATTACK p.18

**Special:** Your reserves may not enter the battle on the right flank.

### ROMANIANS WIN




*Commander, we have won! The Hungarians have run out of options; we have cut the railway link to Ținutul Secuiesc. Their surrender is only a matter of time...*

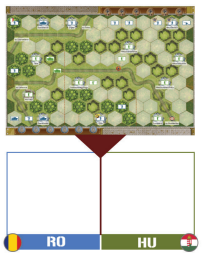
**END CAMPAIGN**

## 7 RETREAT OF THE SPEARHEAD p.19

**Special:** You may not make a Reserve roll this battle.

*What do you mean you want reserves?*
*We are trying to escape the Hungarian pincer.*

### ROMANIANS WIN




*You have outsmarted the Hungarians! They thought their trap would work, but you kept your cool and got the Mechanized Corps out unharmed.*

**END CAMPAIGN**

### If you win the Campaign after Szeretfalva counterattack

*Commander, you have achieved Romania's greatest military victory! The Conducător wishes to decorate you personally. Long live Greater Romania!*

**GRAND CAMPAIGN**
**move on to Marosszék**

### If you win the Campaign after Retreat of the Spearhead

*Commander, you were assigned an impossible task and you got the most out of the situation. While the plan failed to achieve its intended goal, you have tied down the best Hungarian formations. I believe this will bring about our victory on other fronts.*

**GRAND CAMPAIGN**
**move on to Marosszék**

| Objectives | none | | | | | |
|---|---|---|---|---|---|---|
| Points | -2 | 0 | 1 | 1 | 2 | 3 |

• Objective Track •

| MEDALS | + | OBJ. TRACK | = | VICTORY POINTS |
|---|---|---|---|---|
| | | | | |

# SZERETFALVA

## - TRANSYLVANIAN WAR -

August 1st - August 14th, 1944



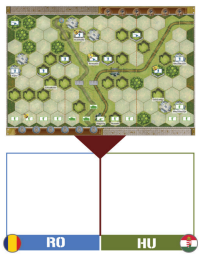
*Reports indicate that the Romanian Mechanized Corps, the cream of their army, is being deployed to Nagysármás. Commander, we must prepare for the worst: the Romanians are planning to attack. The border has already been fortified, but I fear we will be unable to stop the invaders...*

*- Lt. General Lajos Veress de Dálnok*

**Start with**
**1**
**Reserve Token**

## 4 BUDATELKE p.16.

### HUNGARIANS WIN

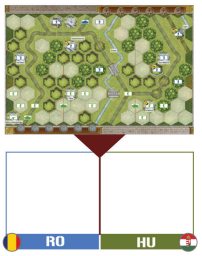



*Thanks to your heroic stand, our forces were able to make an orderly withdrawal. The Romanian spearhead advances north and presumably will attempt to cut Székelyföld off by capturing Szeretfalva. Unfortunately, we are still outnumbered, but reinforcements are on their way. Stop them!*

**Play Szeretfalva next.**

## 5 SZERETFALVA p.17.

### HUNGARIANS WIN

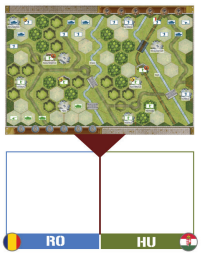



*Romanian troops were dangerously close to capturing Szeretfalva station. All of Hungary can feel relieved; the Romanian attempt has failed. Now they will pay for their recklessness, don't let them retreat!*

**Play Retreat of the Spearhead next.**

## 6 SZERETFALVA COUNTERATTACK p.18.

### HUNGARIANS WIN

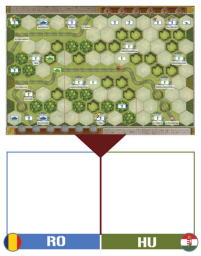



*What a feat, Commander! They surely did not expect such a swift counterattack. Pursue them immediately with the First Armored Division; don't let the enemy catch his breath!*

**Play Retreat of the Spearhead next.**

## 7 RETREAT OF THE SPEARHEAD p.19.

### HUNGARIANS WIN




*The Romanian attempt failed miserably and their spearhead suffered irrecoverable losses while retreating. It's certain that we have seen the last of them for a good while, thanks to you, Commander!*

**END CAMPAIGN**

### If you win the Campaign after Szeretfalva counterattack

*Szeretfalva has fallen, but their troops have suffered so many casualties that they were forced to withdraw. Crazy luck, Commander!*

**GRAND CAMPAIGN**
**move on to Marosszék**

### If you win the Campaign after Retreat of the Spearhead

*Transylvania remains united with Hungary and it is thanks to you! The Regent insists on meeting you in person. You will become a member of the Order of Vitéz, Commander!*

**GRAND CAMPAIGN**
**move on to Marosszék**

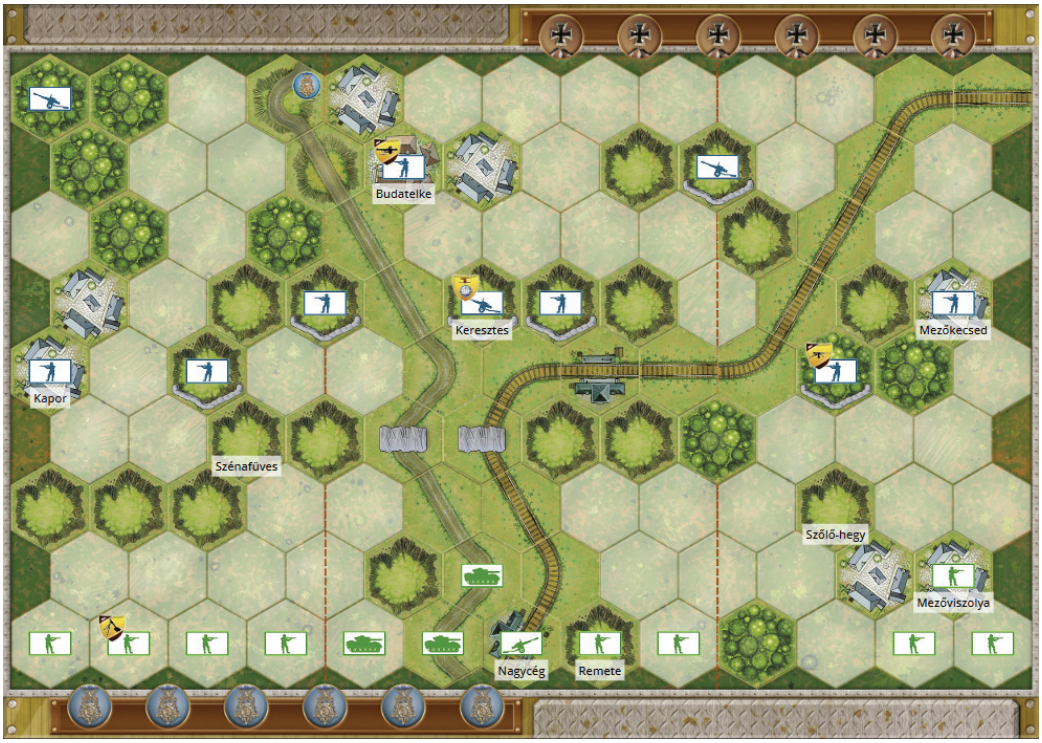
| Objectives | none | | | |
|---|---|---|---|---|
| Points | 0 | 1 | 2 | 3 |

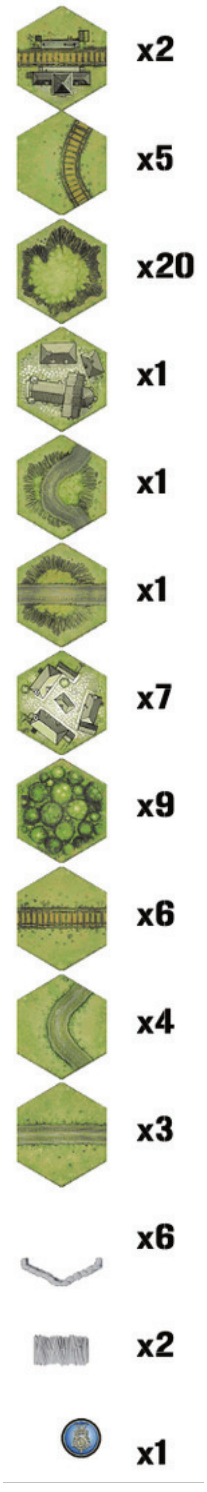
• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# 4. BUDATELKE

**08/01/1944 - 08/02/1944**




## Historical Background

In the early hours of August 1, the Romanian Mechanized Corps under the command of Lieutenant General Racoviță received orders to attack. The 1st Armored and 1st Guard Divisions, both veterans of the Eastern Front, attacked in the most critical section of the front and were tasked with capturing Budatelke. Speed was of the essence: the only road in reasonably good condition ran through this sector towards Szeretfalva, the main Romanian objective, some 35 kilometers away.

Lieutenant General Veress was aware of this: while the 12th Hungarian Infantry Division was spread thin along the border, this section was considerably better fortified. However, Veress had no doubt that the infantry could only delay, but not halt the offensive.

The Romanian tanks stormed across the border, but were met with well-directed Hungarian anti-tank fire. Brigadier General Radu Korne, commander of the 1st Armored Division, pressed on with the attack regardless, and his tanks eliminated the anti-tank guns. Hungarian infantry retreated to Budatelke.

Ill-equipped for capturing the village on their own, Romanian armor had to wait for the infantry to catch up on the flanks. The attack at Kapor was fairly successful, but was eventually halted by the nearby Hungarian battery. The advance on Mezőkecsed quickly broke down as well; the Hungarians even managed to mount a successful counterattack.

To break the impasse, Korne ordered his armor to bypass Budatelke and leave the infantry to deal with it. By nightfall, Veress ordered his remaining troops to retreat north to avoid being completely cut off by Romanian tanks.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 6 cards.
You move first.

Hungary
Take 4 cards.

## Conditions of Victory

6 medals

The curved road on a hill hex on the Hungarian baseline is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

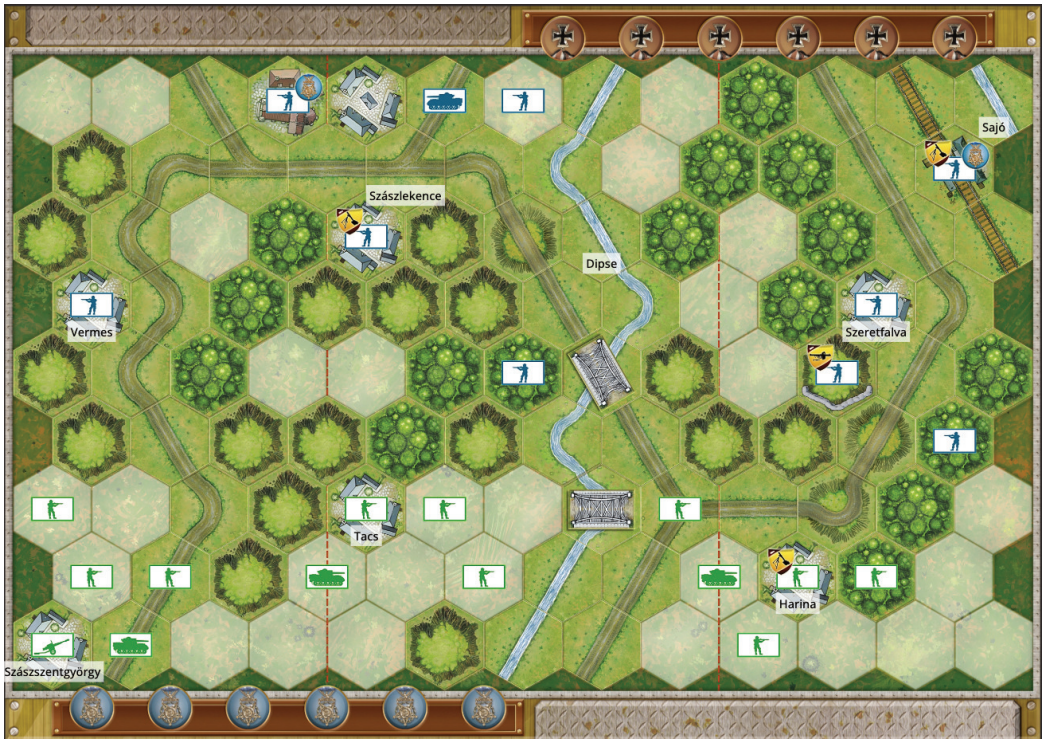
Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

Place a badge on the Hungarian Heavy Anti-Tank Gun unit in the center (Troops 23 - Heavy Anti-Tank Guns).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 5. SZERETFALVA

**08/04/1944 - 08/07/1944**







## Historical Background

The tanks of Brigadier General Korne were in pursuit of the retreating 12th Hungarian Infantry Division and captured Szászszentgyörgy on their way to Szeretfalva. Much to the surprise of the Hungarian forces, the 1st Romanian Armored Division did not immediately continue its advance along the good-quality road to Szászlekence. Instead, it turned northeast, established a bridgehead across the Dipse stream and captured Harina along Highway 4.

Lieutenant General Veress assessed the situation and realized that Romanian command was desperate to capture Szeretfalva, even at the cost of leaving the Spearhead's flank exposed. He ordered the defenders of Szeretfalva to hold out as long as possible, while the rest of his forces, reinforced with leading elements of the Hungarian 1st Armored Division, would make a stand at Szászlekence and harass the Romanian flank. The battle for the most important railway station in all of Hungary would soon commence.

Korne opened with an attack towards Szászlekence. The skirmish turned into a stalemate, as the Romanians could not advance past Vermes. While the Hungarians were occupied at Szászlekence, the Romanian attack on Szeretfalva began. The battered troops of the Hungarian 12th Infantry Division fought fiercely, but were losing ground to the elite Romanian 1st Guard Division with tank support.

Lieutenant General Veress made the controversial decision of ordering a full retreat from both Szászlekence and Szeretfalva after three days of constant fighting. The Mechanized Corps of Lieutenant General Racoviță captured the main objective of the campaign.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

5 medals

The fortified church of Szászlekence is a Temporary Medal Objective for the Romanian Player.

The railway station of Szeretfalva is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War) and the 1 Romanian and 2 Hungarian units equipped with Mortars (SWAs 6 - Mortar Late War).

# 6. SZERETFALVA COUNTERATTACK

**08/08/1944 - 08/10/1944**







## Historical Background

Romanian troops captured the evacuated villages of Százlekence and Szeretfalva. Even Brigadier General Korne was surprised to learn of the Hungarian retreat. Regardless, he immediately proceeded to organize the defense of the area.

In the meantime, Lieutenant General Veress was preparing for his gambit: he launched a counterattack with the incoming 1st Hungarian Armored, reinforced by the 12th Hungarian Infantry Division. The Hungarian troops advanced in three columns: from Kékesújfalu on the right flank, from Kerlés in the center and from Sajómagyaros on the left. Veress figured that a synchronized attack would ensure his success, as Romanian strength was inadequate to hold both villages. If they gave up Szeretfalva, the Hungarians could secure the railroad again. Otherwise, if they gave up Százlekence, the Romanian defenders of Szeretfalva could easily be cut off from there. Korne was also aware of the situation; he kept his armored reserves to support the defense of Százlekence.

The attack commenced and superior Hungarian firepower brought swift success: the Romanians retreated from Szeretfalva. The fortified church of Százlekence fell to the Hungarians as well. Korne's tanks, however, checked the advance there and threw back the attackers who tried to push on.

The Romanians fought tenaciously but their efforts were in vain. Racoviță was receiving reports of a Hungarian buildup on both flanks of the Spearhead. He did not dare to risk having the cream of the Romanian army cut off, so he ordered Korne to retreat with his tanks towards Százszentgyörgy.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.

Hungary
Take 6 cards.
You move first.

## Conditions of Victory

6 medals

The fortified church of Százlekence is a Temporary Medal Objective for the Hungarian Player.

The railway station of Szeretfalva is a Temporary Medal Objective for the Hungarian Player.

## Special Rules

Both sides roll 1 die for Air Power.

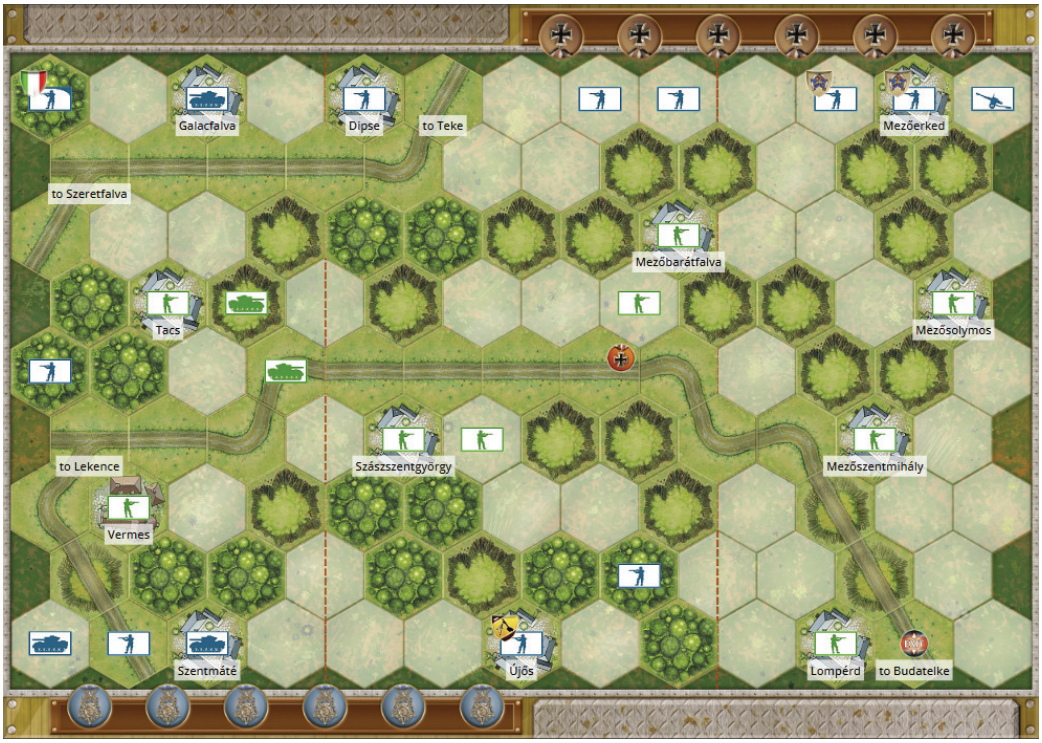
Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

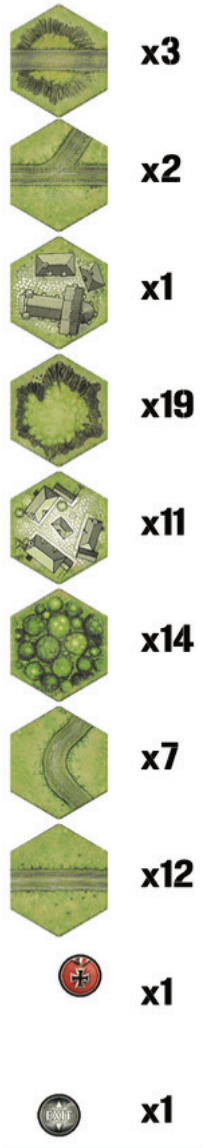
The Hungarian infantry marked with an Italian badge is motorized and is elite (Troops 2 - Specialized units).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Romanian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War) and the 1 Hungarian unit and 1 Romanian unit equipped with Mortars (SWAs 6 - Mortar Late War).

# 7. RETREAT OF THE SPEARHEAD

**08/11/1944 - 08/14/1944**




## Historical Background

The grand plan of Lieutenant General Veress was coming together well. The counterattack of the 1st Hungarian Armored at Szeretfalva succeeded and the Hungarian 1st Hussar Division and the 9th Infantry Division were now in position on the flanks of the Romanian bulge. The Spearhead found itself in a perilous situation, but thanks to the foresight of Lieutenant General Racoviță, it could at least still avoid being completely entrapped.

The Hungarian attack began on the morning of August 11. The 1st Hungarian Armored's pincer hit the Tacs-Vermes line, while the hussars struck Mezőbarátfalva, endangering Romanian logistics. Brigadier General Korne had no option but to gradually retreat to his starting lines while fighting rearguard actions. The Hungarians advanced steadily, launching numerous harassing attacks on the Romanian flanks, and eventually recaptured Százszentgyörgy.

All that was left for Korne to do was to retreat with his remaining armor to safety. The Hungarians were victorious.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 6 cards.

Hungary
Take 5 cards.
You move first.

## Conditions of Victory

6 medals

The Hungarian Player is awarded a medal when any of its units start their turn on a road hex in the center or the Romanian right flank. The medal is lost at turn start if this condition does not hold any more.

Exit Markers rules are in effect on the road hex on the Romanian Player's baseline, for the Romanian armor units. A Romanian armor unit that moves through this exit hex is removed from the board and the Romanian Player places one of its figures on the Victory track as a medal.

## Special Rules

Both sides roll 1 die for Air Power.

Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

The Hungarian infantry marked with an Italian badge is motorized and is elite (Troops 2 - Specialized units).

Place a badge on the Hungarian cavalry units (Troops 8 - Cavalry).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Mortars (SWAs 6 - Mortar Late War).

# MAROSSZÉK

## - TRANSYLVANIAN WAR -

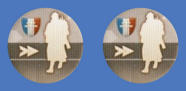
August 1st - August 9th, 1944



*Today is a big day, commander! We will redress the egregious injustice committed at the Belvedere palace! Our troops are ready to retake Târgu Mureș and to settle the score with the tyrants. Lead our men to victory.*

*- Lt. General Nicolae Dăscălescu*

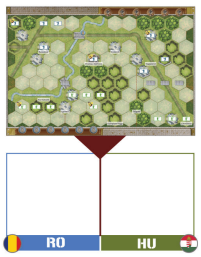
**Start with**
**2**
**Reserve Tokens**



## 8 BATTLE OF KEND p.22

### ROMANIANS WIN

*Well done! Hungarian logistics have been further complicated. Meanwhile, our units have crossed the border without encountering any serious resistance at Ungheni and have advanced as afar as Nazna. Proceed further to Târgu Mureș!*

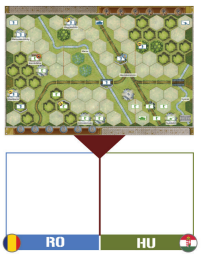



**Play Maroskeresztúr next.**

## 9 MAROSKERESZTÚR p.23

### ROMANIANS WIN

*I was certain of your victory, Commander! The Hungarians are already preparing the defense of the city. Attack at once!*

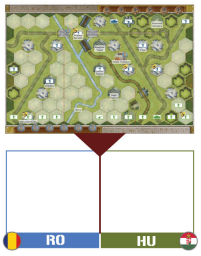



**Play Marosvásárhely next.**

## 10 MAROSVÁSÁRHELY p.24

### ROMANIANS WIN

*Bravo! The nightmare is over, we have evicted the Hungarian forces from Târgu Mureș! The tricolour flies again over city hall.*




**END CAMPAIGN**

**If you win the Campaign after Maroskeresztúr**

*While you failed to extend the Ungheni bridgehead, you caused the Hungarians a fair share of headaches. Keep it up!*

**GRAND CAMPAIGN**
**move on to Háromszék**

**If you win the Campaign after Marosvásárhely**

*We have reached a new milestone in liberating our lands: Târgu Mureș is once again Romanian, thanks to you, Commander!*

**GRAND CAMPAIGN**
**move on to Háromszék**



| Objectives | none | | | | |
|---|---|---|---|---|---|
| Points | -1 | 1 | 1 | 2 | 3 |

• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# MAROSSZÉK

## - TRANSYLVANIAN WAR -

August 1st - August 9th, 1944



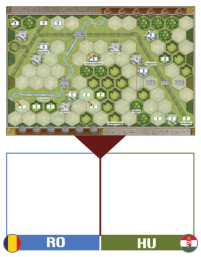
*"Your coming is the gift of patience." The Székely capital welcomed our Honvédség with this greeting four years ago. Reports indicate a larger Romanian buildup across the border around Nyárádtő and Balavásár. Commander, earn the loyalty of our brethren and defend Marosszék!*

*- Lt. General Szilárd Bakay*

**Start with**
**1**
**Reserve Token**

## 8 BATTLE OF KEND p.22

### HUNGARIANS WIN

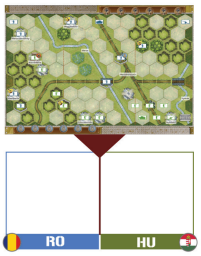



*You managed to beat back this Romanian infantry assault, but likely this was just a diversion from the main strike. Commander, the Romanians are advancing on both sides of the Maros river, Nyárádtő has fallen and they got as far as Náznánfalva on the other side. Don't let them advance any further!*

**Play Maroskeresztúr next.**

## 9 MAROSKERESZTÚR p.23

### HUNGARIANS WIN

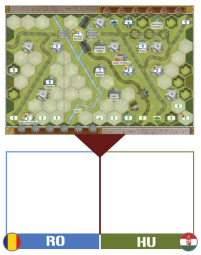



*You were able to stop the intruders even with limited resources. We have shown them what the Hungarian soldier is capable of defending his homeland!*

**END CAMPAIGN**

## 10 MAROSVÁSÁRHELY p.24

### HUNGARIANS WIN




*It's unfortunate that the Romanians managed to reach the gates of Vásárhely. Luckily you were clever enough to avoid a catastrophe. Thank you!*

**END CAMPAIGN**

**If you win the Campaign after Maroskeresztúr**

*Commander, be proud of yourself! You have brought glory to the Honvédség and the people of Marosszék will be forever grateful for your resilience.*

**GRAND CAMPAIGN**
**move on to Háromszék**

**If you win the Campaign after Marosvásárhely**

*The people of Marosvásárhely have suffered enough, but are grateful for avoiding Romanian occupation. Commander, you have fulfilled your duty to our country in perilous times; the city remains ours.*

**GRAND CAMPAIGN**
**move on to Háromszék**



| Objectives | none | | |
|---|---|---|---|
| Points | -1 | 0 | 1 |

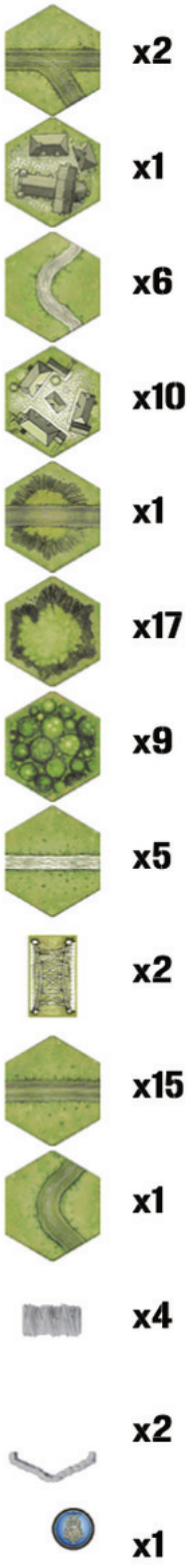
• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# 8. BATTLE OF KEND

**08/01/1944 - 08/02/1944**




## Historical Background

Kend lies halfway between the cities of Marosvásárhely and Segesvár, not far from the Kis-Küküllő River. Legend has it that it became part of Hungary in 1940 because Count Somsics owned several estates here.

At dawn on August 1, 1944, assault groups of the 13th Romanian Infantry Division crossed the border. Their mission was to capture the bridge between Balavásár and Nagykend. The attackers first captured Château Somsics. From there, they had a perfect vantage point on the bridge. In parallel, Romanian troops attacking on the right flank met resistance so strong that they also diverted towards the château instead of attacking frontally. On the left flank, they crossed the Kis-Küküllő at Egrestő and attacked the road junction at Balavásár.

In the meantime, the 10th Hungarian Infantry Division was alerted and reinforcements were arriving at Balavásár. The attackers were stopped there, but a stalemate developed at the château. This was resolved by a pincer attack from Balavásár and Nagykend that recaptured the château. By nightfall, the Romanian incursion was repelled.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

5 medals

The bridge on the Kis-Küküllő between Balavásár and Kiskend is a Temporary Medal Objective for the Romanian Player.

## Special Rules

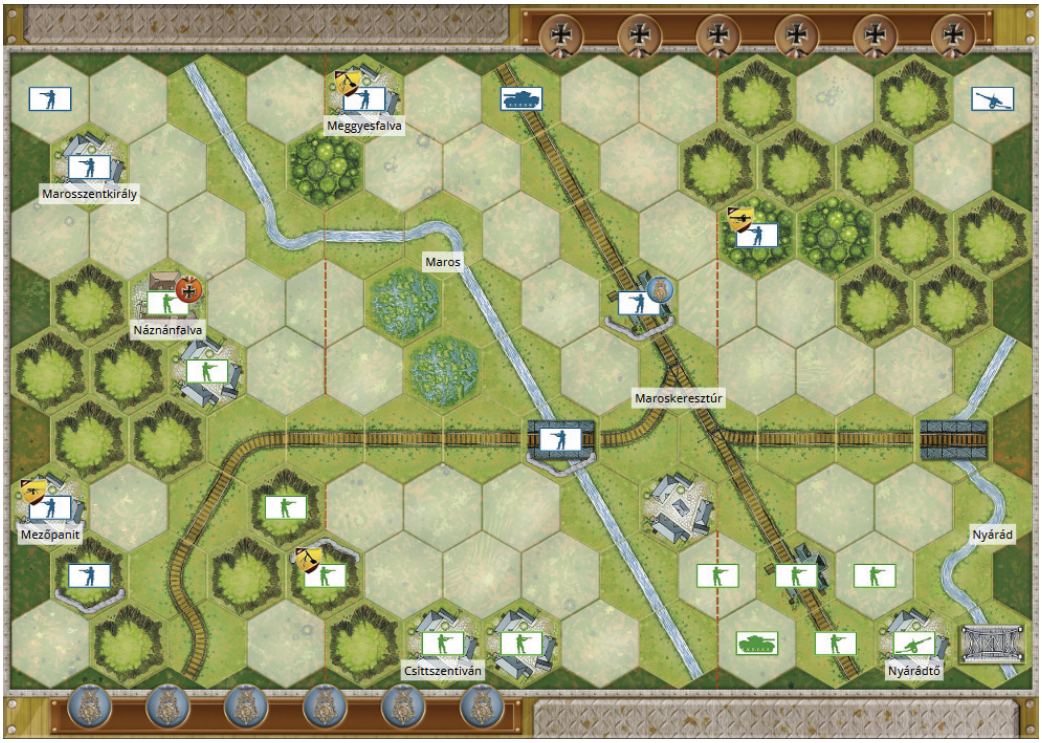
Both sides roll 1 die for Air Power.

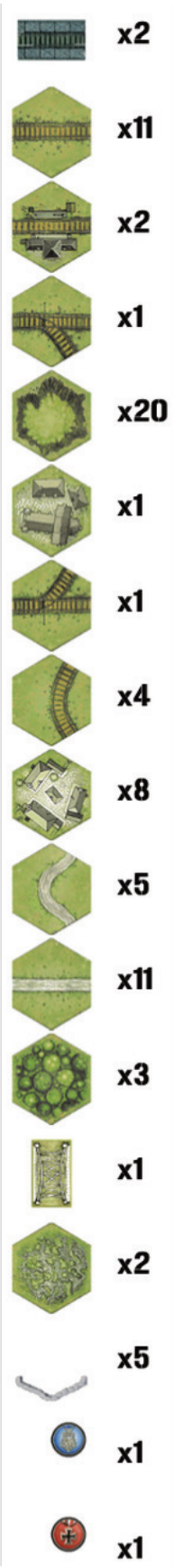
The Kis-Küküllő is fordable (Terrain 41 - Fords & Fordable Rivers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 2 Hungarian and 2 Romanian units equipped with Mortars (SWAs 6 - Mortar Late Was) and the Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 9. MAROSKERESZTÚR

**08/03/1944 - 08/05/1944**




## Historical Background

The Romanian attack on Marosszék began on August 1. Its aim was to secure the right flank of Romanian armored formations by taking Marosvásárhely. The reinforced 11th Romanian Infantry Division faced virtually no Hungarian resistance on the first day of the invasion and easily occupied the border town of Nyárádtő. On the opposite bank of the Maros River, units of the same division captured Malomfalva and Csittszentiván. Much to the surprise of the Romanian troops, they met no resistance at Náznánfalva either and captured it promptly.

Lieutenant General Szilárd Bakay was aware that the only possible axis of attack that could endanger Marosvásárhely was along the Nyárádtő-Maroskeresztúr line. It would have been possible to hold Nyárádtő and the Nyárád River line, but because of the flat terrain, this could only have delayed the Romanian advance. Accordingly, the 27th Székely Light Infantry Division retreated and fortified its positions at the more defensible railway junction of Maroskeresztúr.

A combined Romanian attack successfully captured the railway bridge across the Maros, but met resistance from Hungarian infantry supported by artillery at the railway station of Maroskeresztúr. Meanwhile, a two-pronged Hungarian counterattack towards Náznánfalva started developing from the direction of Mezőpanit and Marosszentkirály. A Hungarian armored detachment arriving from Marosvásárhely also joined the defense of the railway station at Maroskeresztúr.

Náznánfalva fell into Hungarian hands again after a day of fighting and this opened the road for the withdrawal of the Hungarian units from Mezőpanit. The fall of the railway station of Maroskeresztúr was, however, only a matter of time. The 27th Székely Light Infantry Division retreated and prepared for the defense of Marosvásárhely.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 4 cards.

## Conditions of Victory

6 medals

The church in Náznánfalva is a Temporary Medal Objective for the Hungarian Player.

The railway station of Maroskeresztúr is a Temporary Medal Objective for the Romanian Player.

## Special Rules

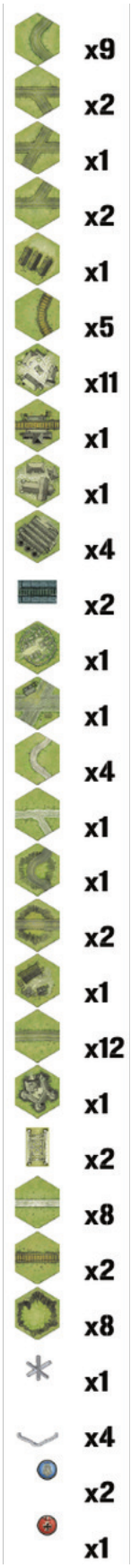
Both sides roll 1 die for Air Power.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War), the 1 Hungarian and 1 Romanian unit equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 10. MAROSVÁSÁRHELY

**09/06/1944 - 09/09/1944**




## Historical Background

The 27th Székely Light Infantry Division fell back on both sides of the Maros River. They still held on to the distillery in Marosszentkirály, but the main Romanian forces on the left bank of the Maros were dangerously approaching the city. It was not feasible to stop them at the Main Railway Station, so Hungarian forces established defensive positions in the center.

The 11th Romanian Infantry Division managed to capture the distillery in Marosszentkirály: the remaining Hungarian forces fell back to Hídvég. In the meantime, the main Romanian force reached the city center, and the fighting continued over the Palace of Culture.

The Hungarian defense seemed to crumble, but Lieutenant General Szilárd Bakay still had an ace up his sleeve: the graduating class of the Csaba királyfi Officer School joined the fight with their tanks and reinforcements were also arriving from Ákosfalva. A swift counterattack drove the Romanians back to the outskirts of the city. A last-ditch Romanian rush for the bridge on the Maros also failed; Lieutenant General Nicolae Dăscălescu called for a general retreat after three days of fighting.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

6 medals

The Palace of Culture is a Temporary Medal Objective for both the Romanian and Hungarian Player.

The bridge across the Maros is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

The Reformed Cemetery is on the same elevation as the surrounding hill hexes.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War), the 1 Hungarian and 2 Romanian units equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).




"Transylvania is Hungarian once again!"
(Hungarian propaganda poster, 1940)

# HÁROMSZÉK

## - TRANSYLVANIAN WAR -

August 1st - August 9th, 1944



*We have sat by for too long and watched the Hungarians usurp Transylvania: tomorrow we will commence the liberation of our homeland. Commander, you have the honor of crossing the border with the Mountain Corps and marching into Sfântu Gheorghe. Our veteran troops should have no difficulty overcoming even stronger Hungarian resistance.*

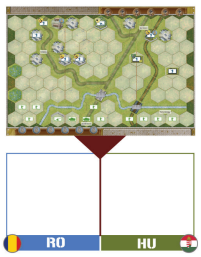
*- Lt. General Gheorghe Avramescu*

**Start with**
**1**
**Reserve Token**

### 11 BRIDGES OF KÖKÖS p.28

**ROMANIANS WIN**

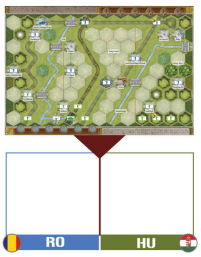
*The Hungarians were expecting us and fought fiercely. They couldn't handle our mountain troops though and are in retreat. Press on to Ozun!*




**Play Battle of Uzon next.**

### 12 BATTLE OF UZON p.29

**Special:** If you earn the medal from taking Sepsiszentgyörgy and win the battle, end campaign immediately!




**ROMANIANS WIN**

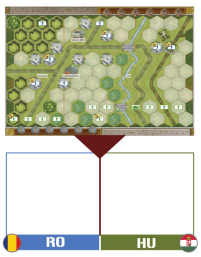
*The complete Hungarian defense has collapsed, Câmpul Frumos is ours! Inexplicably, the Hungarians still cling to Sfântu Gheorghe. Bring them to their knees!*

**Play Sepsiszentgyörgy next.**

### 13 SEPSISZENTGYÖRGY p.30

**ROMANIANS WIN**

*The Hungarians have definitively given up on Trei Scaune and are retreating towards Ciuc. Our mountain troops excel even in urban fighting! As I said, there is no obstacle too big for them.*




**END CAMPAIGN**

**If you win the Campaign after Battle of Uzon**

*Commander, your assault has delivered us Sfântu Gheorghe so swiftly that the Hungarians were unable to make an orderly withdrawal. Your outstanding performance deserves an appropriate reward; you're getting a medal!*

**END GRAND CAMPAIGN**

**If you win the Campaign after Sepsiszentgyörgy**

*Commander, your military genius did not disappoint. We can proceed with the liberation of Transylvania.*

**END GRAND CAMPAIGN**



| Objectives | none | | | | | | |
|---|---|---|---|---|---|---|---|
| Points | -2 | -1 | 0 | 1 | 2 | 3 | 4 |

• Objective Track •

MEDALS + OBJ. TRACK = VICTORY POINTS

# HÁROMSZÉK

## - TRANSYLVANIAN WAR -

August 1st - August 9th, 1944



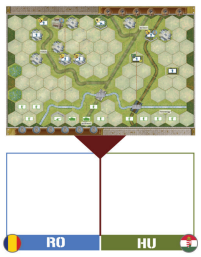
*For all of my deployment in Székelyföld, I have known only one mission: to organize the defense of my homeland and to help and strengthen the Székely people. Commander, Székelyföld braces for siege, Romanian troops rally at the border. Stop them! Our reserves are sparse, so make good use of them.*

*- Lt. General István Kozma*

**Start with**
**1**
**Reserve Token**

### 11 BRIDGES OF KÖKÖS p.28

**Special:** if you prevent the Romanians from taking any objectives, the Romanian player may only roll 1 die in the next battle's Reserve Roll.




*The sacrifice of the heroes of Kökös was not in vain. For the motherland!*

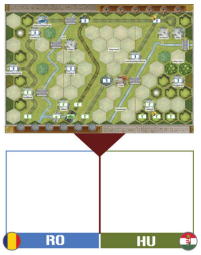
**HUNGARIANS WIN**

*Your perseverance today is a worthy successor to the battle of 1849; even Áron Gábor would be proud of our artillerymen. The Romanians have crossed the border on our flanks, so we must give up Kökös. We will stop the invasion at Uzon!*

**Play Battle of Uzon next.**

### 12 BATTLE OF UZON p.29

**Special:** If the Romanians earn the medal from taking Sepsiszentgyörgy and win the battle, end Campaign immediately!



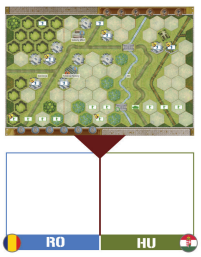

**HUNGARIANS WIN**

*Despite the Romanian superiority in firepower, you have stood your ground and stopped their advance. This is the true Székely-Hungarian spirit!*

**END CAMPAIGN**

### 13 SEPSISZENTGYÖRGY p.30

**HUNGARIANS WIN**




*Szentgyörgy is saved! I was hoping it wouldn't get to this, but luckily we can all breathe a sigh of relief. The Romanian advance has collapsed.*

**END CAMPAIGN**

**If you win the Campaign after Battle of Uzon**

*The Romanian Mountain Corps was a worthy opponent, but the Hungarian soldier was defending his very home and stopped the enemy. Commander, I will personally recommend you for promotion!*

**END GRAND CAMPAIGN**

**If you win the Campaign after Sepsiszentgyörgy**

*"Pounded and crushed upon the rocks, the Székely few." But they are victorious! Commander, you have proven your worth!*

**END GRAND CAMPAIGN**



| Objectives | none | | |
|---|---|---|---|
| Points | -1 | 0 | 1 |

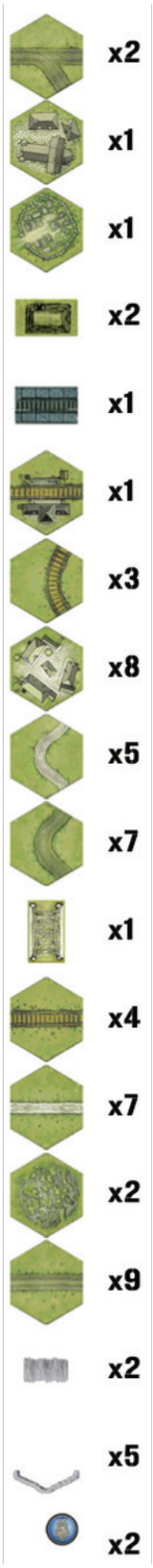
• Objective Track •

| MEDALS | + | OBJ. TRACK | = | VICTORY POINTS |
|---|---|---|---|---|
| | | | | |

# 11. BRIDGES OF KÖKÖS

**08/01/1944 - 08/02/1944**




## Historical Background

Kökös lies at the confluence of the Olt and Feketeügy rivers, halfway between the cities of Brassó and Sepsiszentgyörgy. Áron Gábor, the legendary Székely cannon founder and artillery officer of the 1848–49 Hungarian Revolution, died in battle between Kökös and Uzon on July 2, 1849. At that moment, the Székely forces were driving the invading Austro-Russian troops back across the Feketeügy River. Kökös became part of Romania in 1918, was awarded to Hungary in 1940, leaving it a border settlement facing Romania.

Lieutenant General Gheorghe Avramescu was given command of the Romanian Mountain Corps with orders to invade Háromszék in 1944. He assigned the 1st Romanian Mountain Division to cross the border on the Illyefalva-Kökös-Bikfalva line. The capture of Kökös was critical to the plan because of the railway bridge over the Feketeügy on the edge of the village, so the regiment attacking here was reinforced with tanks.

The Romanian mountain troops crossed the Feketeügy River at dawn and were met by small arms fire. They advanced methodically and managed to eliminate the Hungarian strongpoints one by one with armored support. By noon the train station had fallen. The attack launched on Kökös itself was far less successful. Already at the outskirts of the village, the attackers met stiff Hungarian resistance and suffered heavy losses. The Hungarian artillery battery in the cemetery was inflicting casualties with deadly accuracy.

By nightfall, Illyefalva and Bikfalva were lost on the Hungarian flanks, so holding on to Kökös became increasingly risky. The Hungarian defenders retreated to Szotyor under cover of the night.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 6 cards.
You move first.

Hungary
Take 4 cards.

## Conditions of Victory

5 medals

The Calvinist church in Kökös is a Temporary Medal Objective for the Romanian Player.

The train station of Kökös is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

The Feketeügy is fordable only for infantry units (Terrain 41 - Fords & Fordable Rivers).

Place a Sniper badge on the single figure Hungarian unit in the Field Bunker (Troops 10 - Snipers).

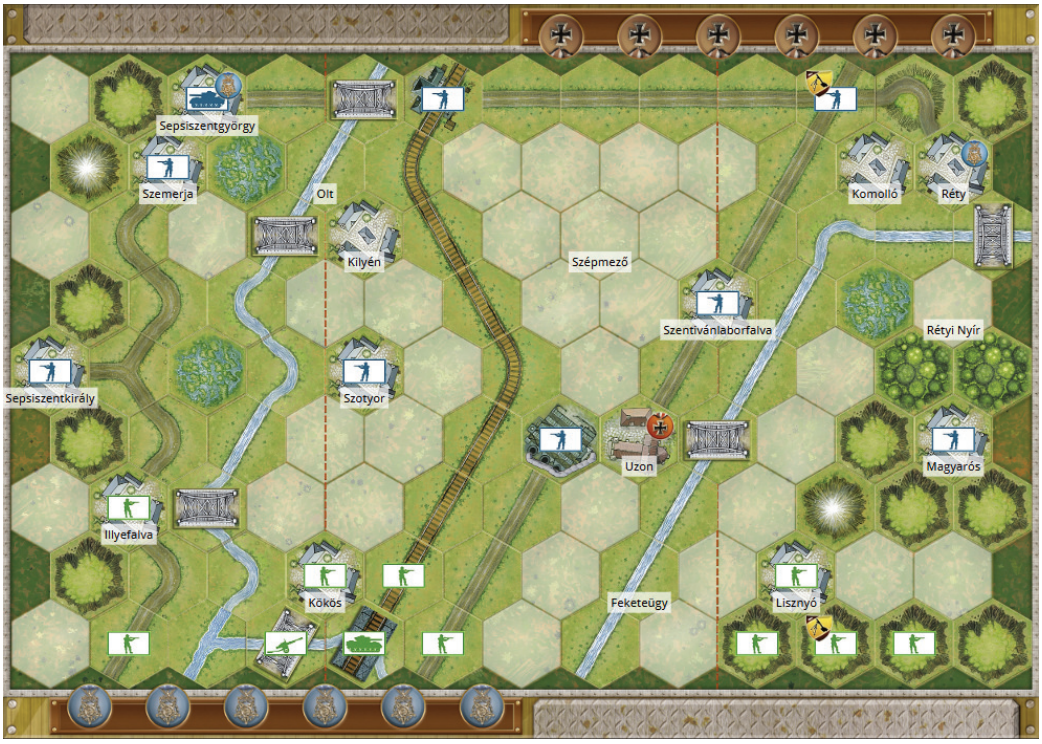
The Hungarian sniper and infantry unit on the right flank occupy field bunkers (Terrain 22 - Field Bunkers).

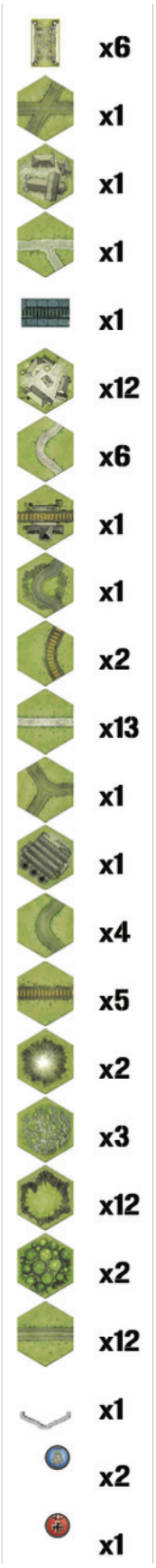
Place a Big Gun badge on the Hungarian heavy artillery unit in the cemetery (Troops 3 - Big Guns).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Hungarian unit equipped with Anti-Tank weapons (SWAs 5 - Anti- Tank Gun Late War), the 2 Hungarian units equipped with Mortars (SWAs 6 - Mortar Late War) and the Hungarian unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# 12. BATTLE OF UZON

**08/03/1944 - 08/06/1944**




## Historical Background

The 1st Romanian Mountain Division successfully crossed the border and advanced to the Illyefalva-Kökös-Lisznyó line. Due to the heroic Hungarian defense of Kökös, however, the division was slightly behind schedule and the Hungarians were able to bring in reinforcements in time.

The Romanian plan called for an attack along both sides of the Olt River with a supporting attack through the Rétyi Nyír to harass the Hungarian flank on the banks of the Feketeügy River. The attack along the Olt went smoothly; Sepsiszentkirály and Szotyor soon fell. The attack on Uzon failed miserably, despite Romanian superiority in firepower. The Hungarian defenders of the distillery were heavily entrenched and were continuously reinforced. The originally planned attack to Réty was diverted to Uzon, but was also beaten back. Arriving Hungarian tanks were also constantly harassing the Romanian advance, leading to a stalemate at Uzon.

The Romanians kept probing the flanks, but all their attacks were narrowly repelled. A reckless Romanian infantry charge across the Réty bridge finally broke Hungarian resolve, and the retreat was called. The defense of Uzon once again bought precious time and allowed an orderly withdrawal towards Sepsiszentgyörgy. Romanian forces were in pursuit.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

6 medals

The church in Uzon is a Temporary Medal Objective for the Hungarian Player.

Sepsiszentgyörgy is a Temporary Medal Objective for the Romanian Player.

Réty is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

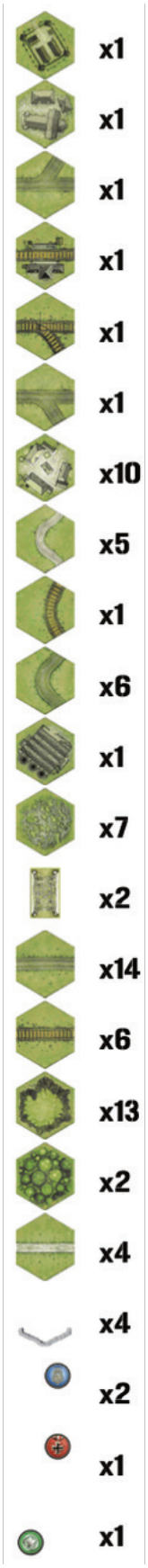
Armor and artillery units: movement up onto a hill hex is a 2 hex move, unless it happens along a continuous road. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move. Taking ground up a hill is still permitted.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Romanian and 1 Hungarian unit equipped with Mortars (SWAs 6 - Mortar Late War).

# 13. SEPSISZENTGYÖRGY

**08/07/1944 - 08/09/1944**




## Historical Background

The Székely-Hungarian forces made an orderly withdrawal to Sepsiszentgyörgy and towards Kézdiszék. There was no sense in holding the city in the face of overwhelming Romanian numerical superiority, as it could easily be flanked from the east through Szépmező. Besides, its main supply link, Highway 4, was easy to cut after crossing the Olt River. Hungarian High Command therefore originally opted to halt the Romanian offensive at Málnás, further north, where the terrain was more favorable.

The commander of the Székely Border Defense Force, Lieutenant General István Kozma, was aware that giving up the city without a fight would have a negative effect on the morale of Székely soldiers throughout the Transylvanian theater. He deployed his main forces along the Olt River as far as Gidófalva and he left a brigade-sized force reinforced by Székely volunteers to defend the city.

The commander of the Romanian Mountain Corps, Lieutenant General Gheorghe Avramescu, was forced to split his forces between the Réty, Gidófalva and Sepsiszentgyörgy sections. He did not expect much resistance in Szentgyörgy and therefore he only dispatched a single brigade with light armored support to take the city. The Romanian battle plan called for approaching the city center from three directions: Szemerja, the banks of the Olt River and the railway station.

Romanian infantry advancing on the left encountered stiff Hungarian resistance upon entering Szemerja. The defenders had a perfect vantage point atop the hill of the Calvinist church and kept the attackers under constant mortar fire. Only with the support of the riflemen attacking from the Olt were the Romanian assault groups able to gradually push the Hungarian defenders back and capture the tobacco factory in close combat. The Romanian right flank had an easier time: the train station fell, but they lost all their tanks in the process.

The defenders were not abandoned; they received reinforcements and an infantry assault was able to drive the Romanians out of the tobacco factory. Avramescu called for a general retreat due to significant losses and the incessant Hungarian mortar fire. Szentgyörgy remained in Hungarian hands after a three-day siege. The Romanian advance stalled.

The stage is set, the battle lines are drawn, and you are in command. The rest never happened.

## Briefing

Romania
Take 5 cards.
You move first.

Hungary
Take 5 cards.

## Conditions of Victory

5 medals

The tobacco factory is a Temporary Medal Objective for both players.

Székely Mikó is a Temporary Medal Objective for the Romanian Player.

## Special Rules

Both sides roll 1 die for Air Power.

The bridge marked with a battle star can only be crossed by infantry units.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 3 Hungarian and 2 Romanian units equipped with Mortars (SWAs 6 - Mortar Late War) and the 2 Hungarian units equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

# GRAND CAMPAIGN *Scores*

AUGUST 1944

| CAMPAIGNS | ROMANIA | | HUNGARY | |
|---|---|---|---|---|
| | VICTORY POINTS | Grand Campaign Points | VICTORY POINTS | Grand Campaign Points |
| KOLOZSVÁR | | | | |
| SZERETFALVA | | | | |
| MAROSSZÉK | | | | |
| HÁROMSZÉK | | | | |
| | | | | |

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.

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

MEMOIR '44


Gora-Kalwarja
Lukow
Tomaszow Maz
Burgstadt
(Pabianitz)
Ostrowo
Kempen
Petrikau
Konskie
Radom
Włodowa
Lublin
Kowel
Rafalowka
Owrutsch
Sarny
Korosten
Skarzysko-Kamienna
Radomsko
Tschenstochau
Ostrowiec
Cholm
Wladimir-Wolynskij
Luzk
Nowograd-Wolinsk
Zamość
Hrubieszow
Rowno
Schitomir
Brieg
Oppeln
Kielce
Krasnik
Rozwadow
Sokal
Stojanow
Dubno
N. Miropil
Berditschew
Beuthen
Hindenbg.
Bendsbg.
Gleiwitz
Sosnowitz
Pintschow
Tomaschow
Tarnow
Jaroslau
Rawa Ruska
Brody
Scheretowka
Zloczow
Kasatin
Königshütte
Kattowitz
Krakau
Debica
Reichshof
Chmelnik
Bielitz
Neu-Sandez
Przemysl
Lemberg
Tarnopol
Proskurow
Mähr. Ostrau
Neumarkt
Sanok
Brezany
Winniza
Görlice
Sambor
Drohobycz
Stryj
Tschortkow
Gusjatyn
Shmerinka
Sillein
Zakopane
Bartfeld
Rosenberg
Kasmark
Prešov
Stanislau
Skala
Kamenez-Podolsk
S L O W A K E I
Uzsok
Trentschin
Neusohl
Zips-Neudorf
Delatyn
Kolomea
Mohilew
Hotin
Schemnitz
Kaschau
(Kassa)
Ungvár
Munkács
Czernowitz
(Cernauti)
Otaci
Soroca
Neutra
Sächs. Bereg
(Beregszasz)
Körösmezö
Miskolc
Tokaj
Huszt
Radauti
Botosani
Batti
Reseni
Salgótarján
Szatmar-Nemeti
Maramarossiget
Neuhäusel
(Ersekujvár)
Erlau
(Eger)
Nyiregyháza
Cumpulungul Mold.
Falesti
Orhei
Komorn
Gran (Esztergom)
Hajdúböszörmény
Nagybánya
Fälticeni
Jasi
Kischi
BUDAPEST
Gyöngyös
Debreczen
Dorna Vatra
Jászberény
Karcag
Zilah
Beszterce
Nagykörös
Csiktapòlca
Piatra
Roman
Husi
Großwardein
(Nagyvárad)
Klausenburg
(Kolozsvar)
Kecskemet
Mezötur
Siszszregen
Bacau
Leowo
Siofok
Nagyszalonta
Turda
Marosvásárhely
Târgu Ocna
Kiskun-Felegyhaza
Szentes
Bekescsaba
Chisineu.
Straßbg.
Csikszereda
Bârlad
Hódmezövásárhely
Vascău
Schäßbg.
Szeged
Arad
Karlsbg.
(Alba Julia)
Mediasch
Bereck
Cahul
Fünfkirchen
(Pecs)
Maria-Theresiopel
(Szabadka)
Lipova
Deva
Făgăraș
Focșani
Galati
Mohács
Temesvar
Lugoj
Onești
Hermannstadt
(Sibiu)
Kronstadt
(Brașov)
Ramnicu-Sarat
Zombor
(Timisoara)
Hațeg
Braila
Esseg
(Osijek)
St. Berschen
Petrovgrad
Campulung
Sinaia
Resita
Neusatz
(Újvidék)
Târgu Jiu
R U M Ä N I E N
Buzau
Ploesti
Tandarei
Vinkovci
Hennemannstadt
(Vršac)
Oravita
Mehadia
Piteşti
Targoviste
Slobozia
Brod
Ruma
Pančevo
Titu
Turnu Severin
Orsowa
Jalomita
Brčko
Bijeljina
Šabac
Belgrad
Požarevac
Slatina
Călărasi
Cerna
Tuzla
Ložnica
Palanka
Roschiori de Vede
BUKAREST
Medgidia
Zvornik
Lazarevac
Negotin
Alexandria
Silistra
Cralova
Caracal
Giurgiu
Turtukaia
Sarajevo
Vidin
Calafat
Turnu Magurele
Ruse
(Rustschuk)
Bazargic
Čačak
Jagodina
Kula
Lom
Razgrad
Rogatica
Užice
Stalać
Zaječar
Nikopol
Bjala
Kruševac
Aleksinac
Orěchovo
Pleven
Šumen
(Schumen)
Priboj
Ferdinand
Serbien
Foča
Raška
Nič
Berkovica
Vraca
Lukovit
Tmovo
Provadija
Mostar
Plevlje
Kuršumlija
Pirot
Sevlievo
Novipazar
MONTENEGRO
B U L G A R I E N
Ajtos
Mitrovica
Leskovac
Pirdop
Kazanlik
Sliven
Nikšić
Kolašin
Burgas