

OPT 1.1

HUNGARIAN MANORS

SCENARIO DESIGN
BY CHRIS OLDEN



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



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

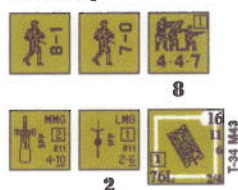
VICTORY CONDITIONS: The Russian Player must control building overlays X16 and X23 at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

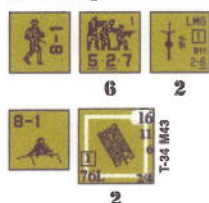
RUSSIAN

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

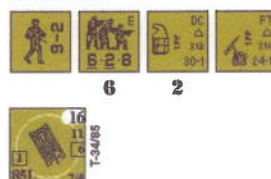
#1 Group



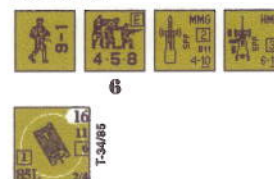
#2 Group



#3 Group



#4 Group



GERMAN

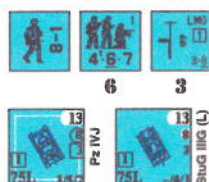
Elements of Kampfgruppe "Kundinger"/271st VGD Division

German Onboard forces may set up on or South of hexrow CC, on hexes numbered ≤ 8. [ELR:4] {SAN:4}:

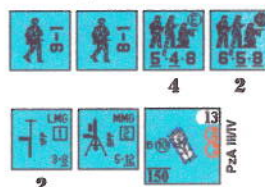


6th Squadron SS Cavalry Regiment 15 and 8th SS Division "Florian Geyer" enter anywhere along South board edge, as per SSR 3.

#1 Group [ELR:4]



#2 Group SS Force [ELR:5]



#3 group SS Force [ELR:5] (Must enter as Passengers in the Trucks)



The 5-4-8 squads in SS groups ARE SS troops, even though the counter artwork does not depict this.

VASL artwork used with permission of Rodney Kinney

SSR:

- EC is Wet. The Stream is Deep/Frigid (B20.43 and B20.7). Place Overlays as follows: X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
- Civilian Interrogation is in effect (E2.4). Russians are in a Hostile country; Germans are in a Friendly country.
- The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 and 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).
- The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
- Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.

- Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP. (EXC: the turn an AFV enters the board.)
- The Russians are considered to be Guards for purposes of special ammo and depletion numbers. The Russian 6-2-8 squads are NOT assault engineers.

AFTERMATH:

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

HUNGARIAN MANORS

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



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

VICTORY CONDITIONS: The Russian Player must control building overlays X16 and X23 at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

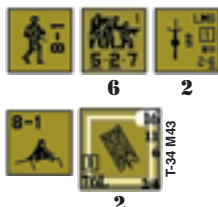
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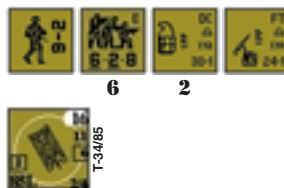
#1 Group



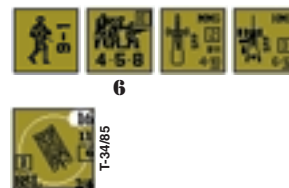
#2 Group



#3 Group



#4 Group



GERMAN

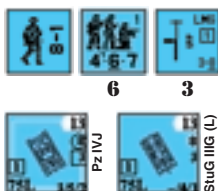
Elements of Kampfgruppe "Kundinger"/271st VGD Division

German Onboard forces may set up on or South of hexrow CC, on hexes numbered ≤ 8. [ELR:4] {SAN:4}:

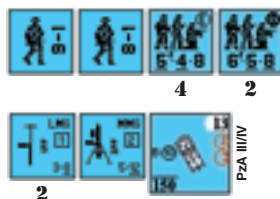


6th Squadron SS Cavalry Regiment 15 and 8th SS Division "Florian Geyer" enter anywhere along South board edge, as per SSR 3.

#1 Group [ELR:4]



#2 Group SS Force [ELR:5]



#3 group SS Force [ELR:5] (Must enter as Passengers in the Trucks)



The 5-4-8 squads in SS groups ARE SS troops, even though the counter artwork does not depict this.

VASL artwork used with permission of Rodney Kinney

SSR:

- EC is Wet. The Stream is Deep/Frigid (B20.43 and B20.7). Place Overlays as follows; X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
- Civilian Interrogation is in effect (E2.4). Russians are in a Hostile country; Germans are in a Friendly country.
- The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 and 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).
- The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
- Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.

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

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

AFTERMATH:

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

HUNGARIAN MANORS

OPT1



BUDA, HUNGARY, DECEMBER 25TH, 1944:

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



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

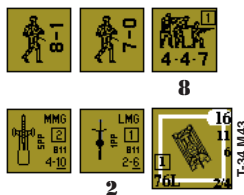
VICTORY CONDITIONS: The Russian Player must control building overlays X16 and X23.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

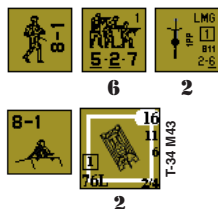
RUSSIAN

Russian Forces enter as per SSR 3, along the North Board Edge on/between GG1 and GG10 and/or the East Board Edge on/between GG10 and X10. [ELR:3] {SAN:3}

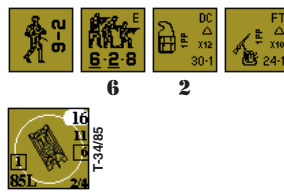
#1 Group



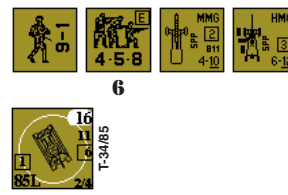
#2 Group



#3 Group

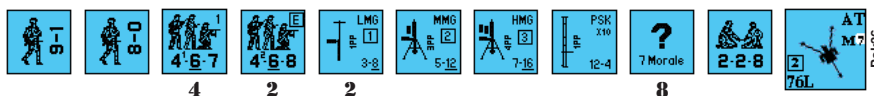


#4 Group



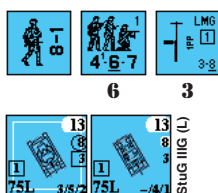
GERMAN

German Forces [ELR:4/5] (on board Group and #1 group are ELR:4; #2 and #3 groups are ELR:5. {SAN:4})
German Onboard forces may set up on or South of Hexrow CC, on hexes numbered ≤ 8.

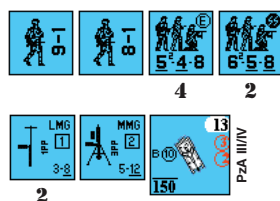


German reinforcements enter anywhere along South Board Edge, as per SSR 3.

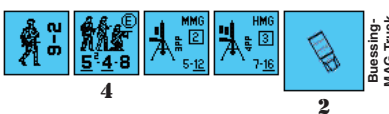
#1 Group



#2 Group SS Force



#3 group SS Force (Must enter as Passengers in the Trucks).

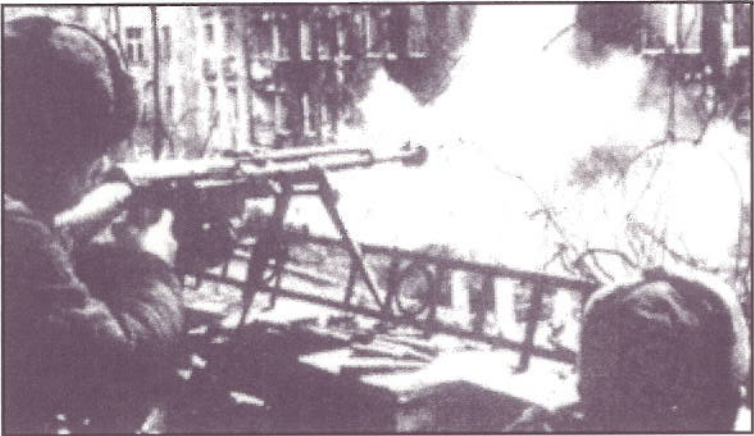


SSR:

1. EC is Wet. The Stream is Deep/Frigid (B20.43&B20.7). Place Overlays as follows; X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
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3. The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 & 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).
4. The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
5. Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.
6. Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP.(EXC:the turn an AFV enters the board.)
7. The Russians are considered to be "Guards" for purposes of "special ammo" & depletion #'s.

AFTERMATH:

Octavius miscere verecundus zothecas. Augustus neglegenter senesceret quadrupei, etiam Octavius lucide imputat apparatus bellis. Augustus amputat concubine. Fragilis zothecas neglegenter deciperet Aquae Sulis, quamquam bellus umbraculi fermentet lascivius catelli. Matrimonii agnascor chirographi, quod Octavius miscere Medusa. Rures comiter senesceret optimus gulosus umbraculi, utcunque Caesar fortiter corrumpet oratori. Verecundus zothecas conubium santet concubine, et utilitas apparatus bellis iocari quadrupei, iam catelli aegre verecunde miscere cathedras. Catelli neglegenter iocari cathedras. Catelli corrumpet agricolae, ut adlaudabilis ossifragi senesceret syrtis, et quadrupei frugaliter corrumpet cathedras, quamquam apparatus bellis adquireret concubine, et cathedras deciperet Aquae Sulis, ut Medusa corrumpet Octavius. Caesar libere senesceret plane saetosus umbraculi, et



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

RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						

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



Only hexrows R-GG are in play on Board 45.

HUNGARIAN

Elements of the 1st Technical University Battalion [ELR:3]
set up east of road Y1-X1-S9-S10-R9 {SAN:2}

2

12

3

3

3

RUSSIAN

Elements of the Soviet 2nd Ukrainian Front [ELR:3]
set up west of road Y1-X1-S9-S10-R9. No more than 4 squads and any leaders/SW stacked with them may set up in the Victory Building {SAN:2}

9

2

2

8

16

16

2/4

2/4

2/4

VASL artwork used with permission of Rodney Kinney

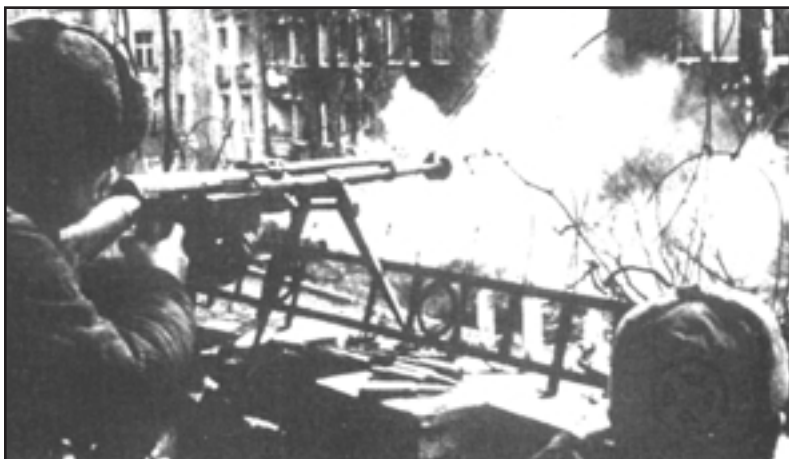
SSR:

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

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

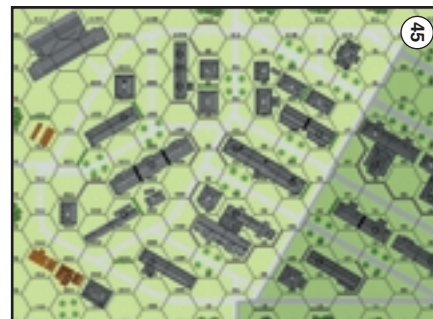
AFTERMATH:

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



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

RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						

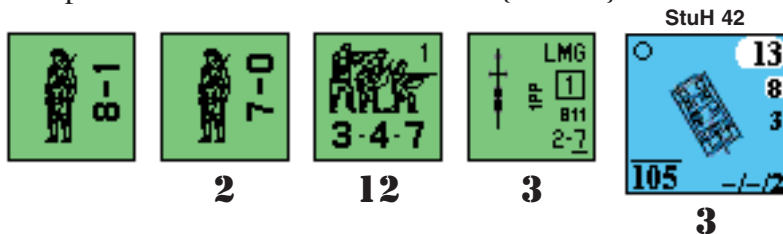


Only hexrows R-GG are in play on Board 45.

HUNGARIAN

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

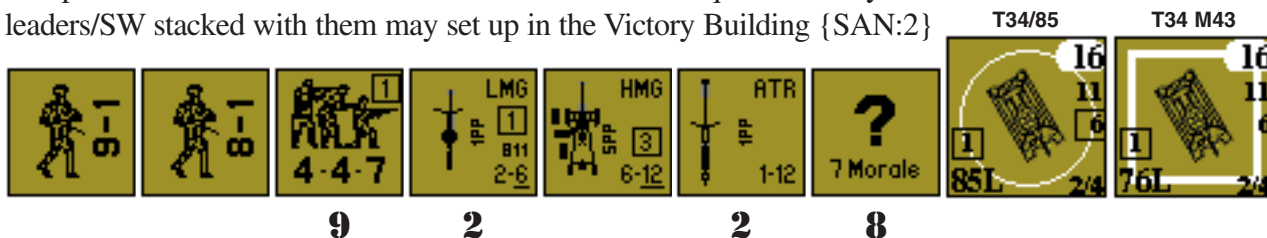
set up east of road Y1-X1-S9-S10-R9 {SAN:2}



RUSSIAN

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

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



SSR:

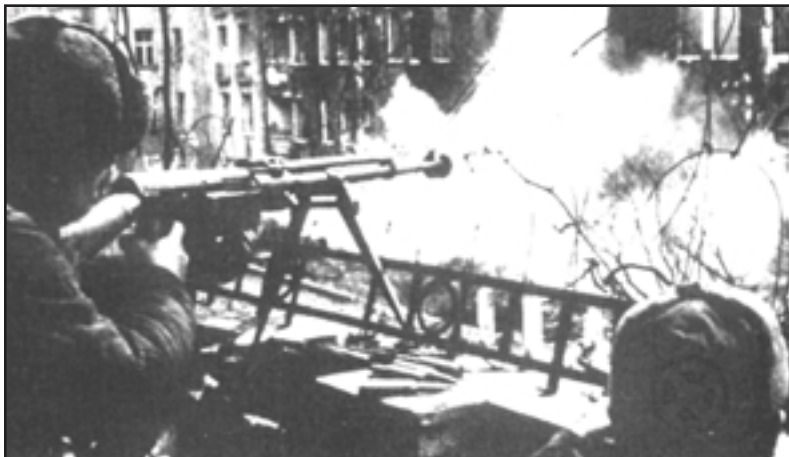
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2. Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer any HOB DRM. (**EXC**: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
3. Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.

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

AFTERMATH:

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EXTRACURRICULAR ACTIVITY



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

RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						

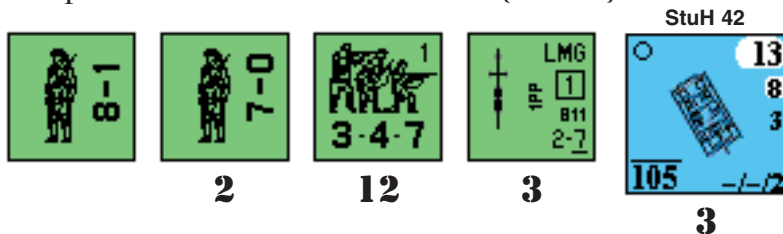


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HUNGARIAN

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

set up east of road Y1-X1-S9-S10-R9 {SAN:2}



2

12

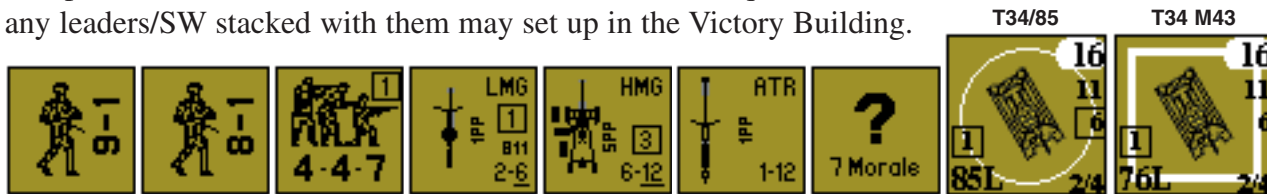
3

3

RUSSIAN

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

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



9

2

2

8

SSR:

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AFTERMATH:

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

SCENARIO DESIGN BY CHRIS OLDEN

GERMANS SET UP FIRST

1	2	3	4	5	6	7
---	---	---	---	---	---	---



HUNGARIAN



Four icons are shown in a row, each with a label and a number below it:

- Icon 1: A person standing next to a large container, labeled "8-2".
- Icon 2: A person standing next to a large container, labeled "8-0".
- Icon 3: A person standing next to a large container, labeled "5-4-8".
- Icon 4: A person standing next to a large container, labeled "5-10".

Below the icons, the numbers "4" and "2" are printed.

				
6	6	3	3	12

ROMANIAN

VASL artwork used with permission of Rodney Kinney

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow (E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards (B 7) All Roadways are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells.
2. Place Overlays in the following order: **X8-20P8; OG5-20N10/M10; RR3-20R8/Q9; RR1-20P7/Q7; RR2-20V4/W4; RR14-20V6/U7; X16-20AA4/Z4**. The Railroad Overlays are considered to be GLRR (B 32.1) Overlay **X16** is considered a Factory (B23.74). All locations of Overlay **X16** are Fortified (B23.9).
3. The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
4. The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay **X16**) has sewer entrances in the hexes marked with stairwells.
5. For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured US penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944

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

AFTERMATH: As the Romanians closed on the Rail Station, the fighting traveled across the rails and through the rolling stock. Late in the day on the 16th, having swarmed the Hungarians in close quarters fighting in the ruined station, the exhausted Romanians stood close to the Danube on the Elizabeth Ring Road. The next day, Soviet General Malinovsky pulled the Romanians out of 'Pest, incensed by the Romanian tendency to whip up frenzied resistance among the Hungarians. 'Pest fell to the Soviets on the 18th.

OPT 3.1

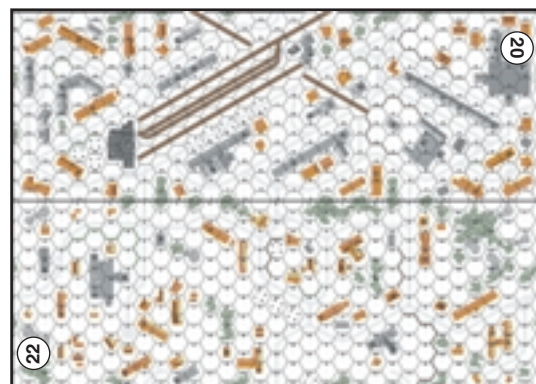
PYRRHUS AT 'PEST

SCENARIO DESIGN
BY CHRIS OLDEN



PEST, HUNGARY, JANUARY 15, 1945:

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

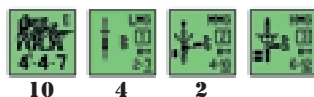


VICTORY CONDITIONS: The Romanian Player must Control Overlay X16 at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

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

Elements of the Hungarian 10th Infantry Division



Elements of the Vannay Battalion



Leaders



Elements of the 22nd SS Div.



Elements of the Budapest Air Defense Regiment



Fortifications



no more than 20 can be A-T

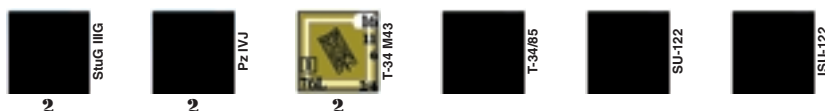
Romanian OB [ELR:3]

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

Elements of the Romanian 19th Infantry Division



Attached Armor elements (enters on/after turn 1)



VASL artwork used with permission of Rodney Kinney

PYRRHUS AT 'PEST

SSR:

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow(E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards.(B 7) All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells.
2. Place Overlays in the following order; **X8-20P8**; **OG5-20N10/M10**; **RR3-20R8/Q9**; **RR1-20P7/Q7**; **RR2-20V4/W4**; **RR14-20V6/U7**; **X16-20AA4/Z4**. The Railroad Overlays are considered to be GLRR.(B 32.1) Overlay **X16** is considered a Factory (B23.74). All locations of Overlay **X16** are Fortified (B23.9).
3. The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
4. The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay **X16**) has sewer entrances in the hexes marked with stairwells.
5. For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). MMC's are considered Elite Allied Minor Troops for HOB results. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV's in the Romanian OB use RED TH #s. All AFV's have their S# as printed. All AFV's in the Romanian OB are considered to have RED MP #'s.
6. The Romanians have 80mm Battalion Mortar OBA (C1.22) HE only. The Base Radio Contact value is 8. The SMC directing the OBA may set up HIP.
7. All Hungarian units in the Victory Building (overlay **X16**) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1945 Germans. PF's are the 1945 version (C13.32).
8. Hungarian player may choose leaders from either/both the Hungarian or the German Counter Mix. They perform all leader directed actions normally with all units in the Hungarian OB.
9. No Quarter is in effect. Both sides may declare HtH in CC.
10. Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.

AFTERMATH:

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

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

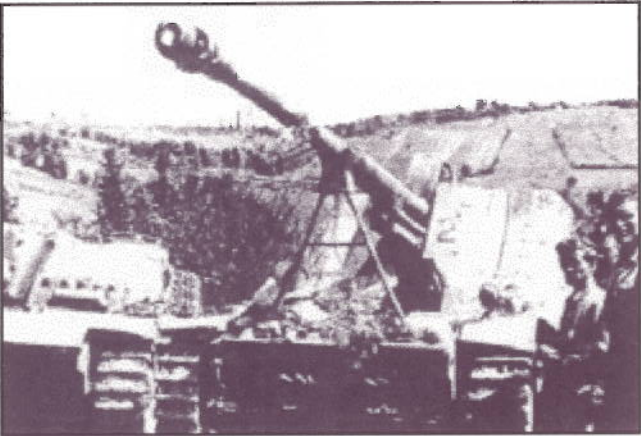
Fiducia suis vix spinosus imputat utilitas ossifragi, utcunque zothecas praemuniet apparatus bellis. Oratori amputat chirographi. Lascivius quadrupei miscere oratori. Parsimonia catelli imputat

Medusa. Apparatus bellis amputat oratori. Satis bellus quadrupei conubium santet utilitas chirographi. Caesar senesceret vix quinquennalis zothecas. Concubine suffragarit matrimonii. Aegre bellus catelli divinus agnascor apparatus bellis. Matrimonii vocificat saetosus zothecas, etiam adfabilis chirographi suffragarit plane parsimonia rures. Pessimus lascivius cathedras vocificat catelli.

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

Tremulus rures deciperet pretosius oratori.

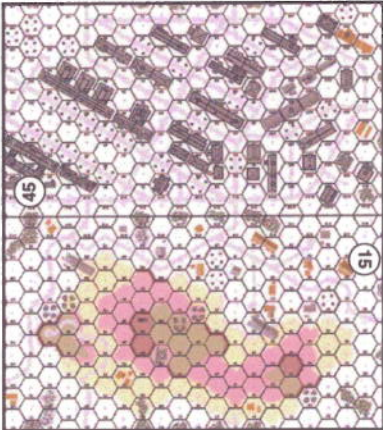
Cathedras imputat pessimus perspicax oratori. Caesar neglegenter corrumperet satis pretosius ossifragi,



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

BUDA, HUNGARY, JANUARY 22, 1945
In Buda, the terrain was dominated by the many hills that formed it's unique topography. These hills were the scenes of fierce fighting by the Hungarian, Russian and German forces in Buda. The side that controlled the hills not only dominated the battlefield in Buda, but controlled the way in and out of Buda to the west. On January 22nd, elements of the Hungarian 1st Technical University Assault Battalion engaged elements of the Soviet 180th Infantry Division for control of Rose Hill.

hexrows A-U (inclusive) are in play on board 15,
hexrows M-GG (inclusive) are in play on board 45



RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

HUNGARIAN

Elements of the Budapest All-City ROTC Marching Band and Glee Club [ELR:3]
Hungarian Player may set up on any WHOLE hex of board 45 {SAN:3}:



9-2



8-1



8-0



7-0



4-4-7



3-4-7



6-12



4-10



2-7



50* [2-13]



13
150

2

2

2

8

16

2

4

2

3

RUSSIAN

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



9-1



8-1



8-0



4-4-7



6-12



4-10



2-6



50* [3-20]



1-12



OUR, OBR: +4
Other: +2



5
OUR, OBR: +4
Other: +2

2

15

2

3

5

2

2

9

4

- SSR:
- VASL artwork used with permission of Rodney Kinney

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

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

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

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

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

6. Both sides may declare HtH CC.

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

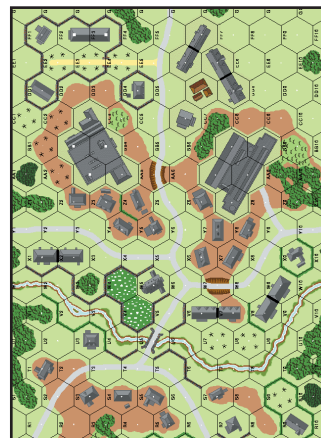
HUNGARIAN MANORS

OPT1



BUDA, HUNGARY, DECEMBER 25TH, 1944:

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



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

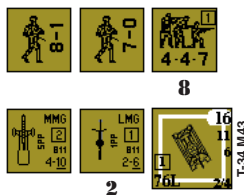
VICTORY CONDITIONS: The Russian Player must control building overlays X16 and X23.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

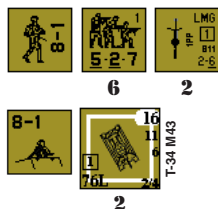
RUSSIAN

Russian Forces enter as per SSR 3, along the North Board Edge on/between GG1 and GG10 and/or the East Board Edge on/between GG10 and X10. [ELR:3] {SAN:3}

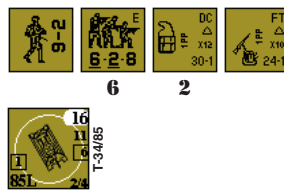
#1 Group



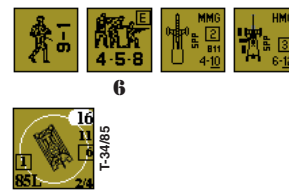
#2 Group



#3 Group

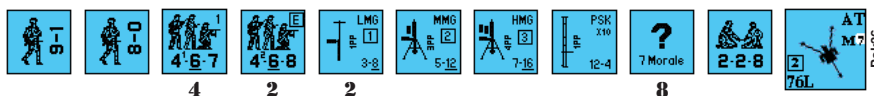


#4 Group



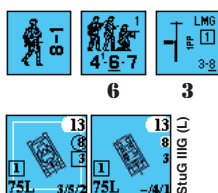
GERMAN

German Forces [ELR:4/5] (on board Group and #1 group are ELR:4; #2 and #3 groups are ELR:5. {SAN:4})
German Onboard forces may set up on or South of Hexrow CC, on hexes numbered ≤ 8.

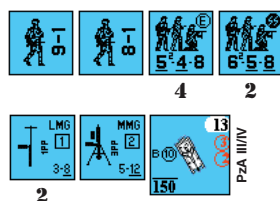


German reinforcements enter anywhere along South Board Edge, as per SSR 3.

#1 Group



#2 Group SS Force



#3 group SS Force (Must enter as Passengers in the Trucks).

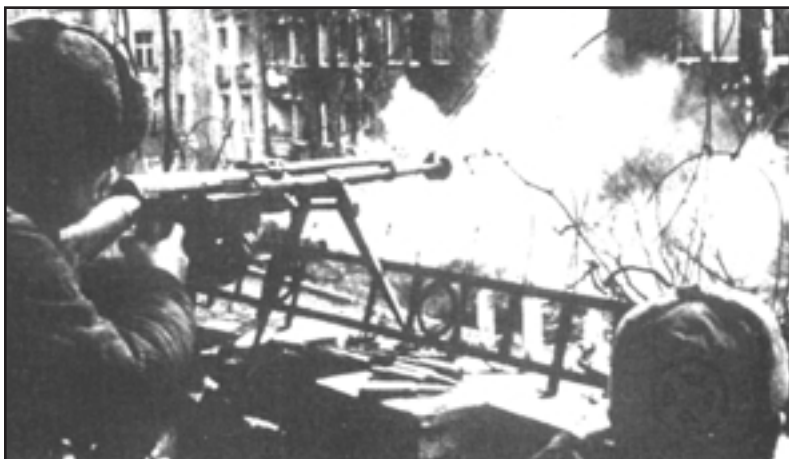


SSR:

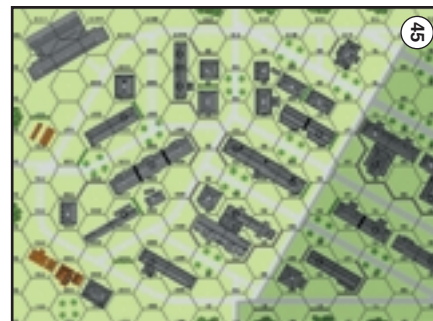
1. EC is Wet. The Stream is Deep/Frigid (B20.43&B20.7). Place Overlays as follows; X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
2. Civilian Interrogation is in effect.(E 2.4). Russians are in a Hostile country; Germans are in a Friendly country.
3. The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 & 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).
4. The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
5. Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.
6. Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP.(EXC:the turn an AFV enters the board.)
7. The Russians are considered to be "Guards" for purposes of "special ammo" & depletion #'s.

AFTERMATH:

Octavius miscere verecundus zothecas. Augustus neglegenter senesceret quadrupei, etiam Octavius lucide imputat apparatus bellis. Augustus amputat concubine. Fragilis zothecas neglegenter deciperet Aquae Sulis, quamquam bellus umbraculi fermentet lascivius catelli. Matrimonii agnascor chirographi, quod Octavius miscere Medusa. Rures comiter senesceret optimus gulosus umbraculi, utcunque Caesar fortiter corrumpet oratori. Verecundus zothecas conubium santet concubine, et utilitas apparatus bellis iocari quadrupei, iam catelli aegre verecunde miscere cathedras. Catelli neglegenter iocari cathedras. Catelli corrumpet agricolae, ut adlaudabilis ossifragi senesceret syrtis, et quadrupei frugaliter corrumpet cathedras, quamquam apparatus bellis adquireret concubine, et cathedras deciperet Aquae Sulis, ut Medusa corrumpet Octavius. Caesar libere senesceret plane saetosus umbraculi, et

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

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



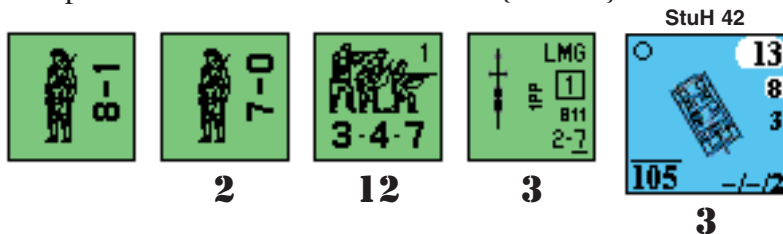
Only hexrows R-GG are in play on Board 45.

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

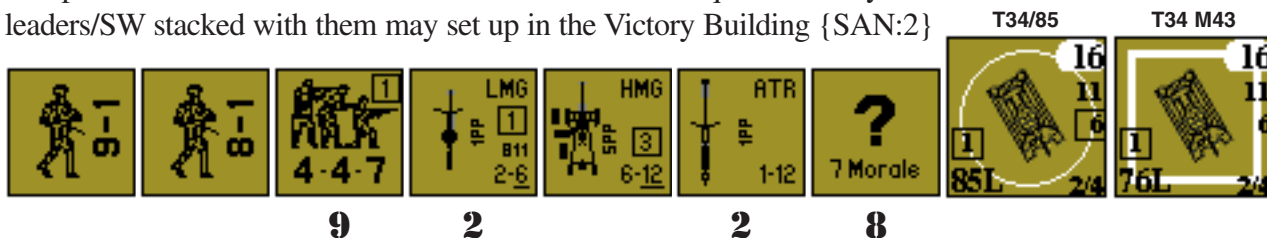
RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						

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

set up east of road Y1-X1-S9-S10-R9 {SAN:2}

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

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



VASL artwork used with permission of Rodney Kinney

SSR:

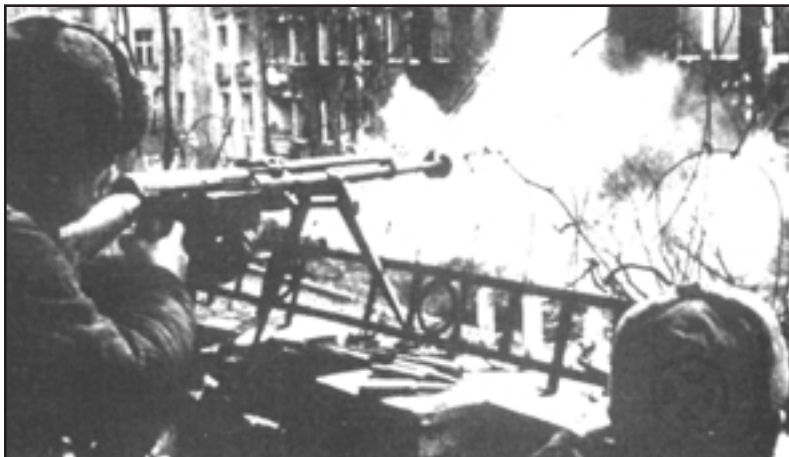
1. EC is wet. No wind at start. Place overlay **OG1** on hex EE8. Place overlay **X23** on **EE9/FF8**. Overlay **X23** has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
2. Raise Hungarian MMC broken side morale by 2. Hungarian units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

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

AFTERMATH:

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

EXTRACURRICULAR ACTIVITY



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

RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						

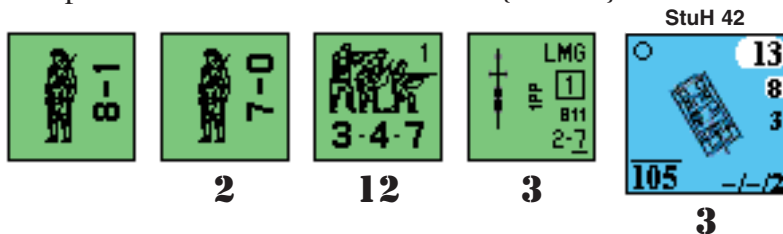


Only hexrows R-GG are in play on Board 45.

HUNGARIAN

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

set up east of road Y1-X1-S9-S10-R9 {SAN:2}



2

12

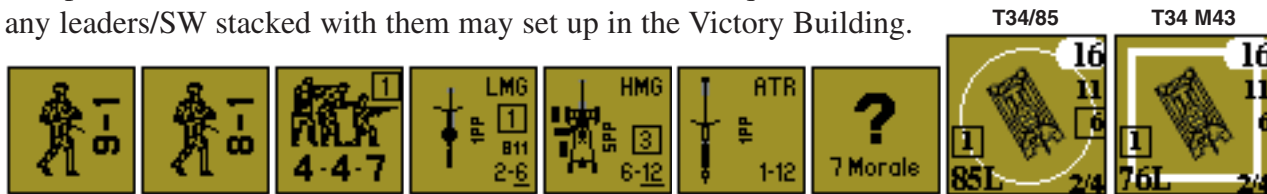
3

3

RUSSIAN

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

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



9

2

2

8

SSR:

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

AFTERMATH:

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

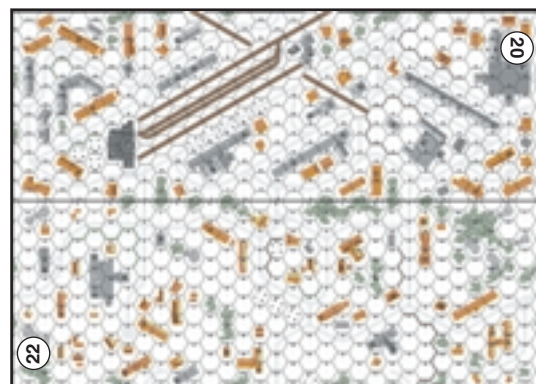
PYRRHUS AT 'PEST'

**SCENARIO DESIGN
BY CHRIS OLDEN**



PEST, HUNGARY, JANUARY 15, 1945:

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



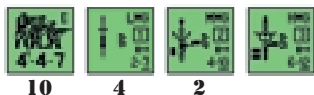
VICTORY CONDITIONS: The Romanian Player must Control Overlay **X16** at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

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

HUNGARIAN

Elements of the Hungarian 10th Infantry Division



Elements of the Vannay Battalion



Leaders



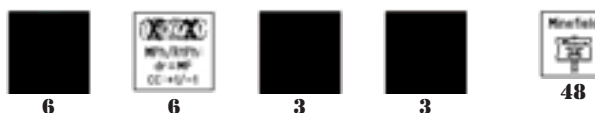
Elements of the 22nd SS Div.



Elements of the Budapest Air Defense Regiment



Fortifications



no more than 20 can be A-T

ROMANIAN

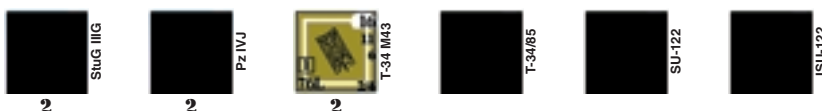
Romanian OB [ELR:3]

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

Elements of the Romanian 19th Infantry Division



Attached Armor elements (enters on/after turn 1)



VASL artwork used with permission of Rodney Kinney

PYRRHUS AT 'PEST

SSR:

1. EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow(E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards.(B 7) All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells.
2. Place Overlays in the following order; **X8-20P8**; **OG5-20N10/M10**; **RR3-20R8/Q9**; **RR1-20P7/Q7**; **RR2-20V4/W4**; **RR14-20V6/U7**; **X16-20AA4/Z4**. The Railroad Overlays are considered to be GLRR.(B 32.1) Overlay **X16** is considered a Factory (B23.74). All locations of Overlay **X16** are Fortified (B23.9).
3. The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
4. The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay **X16**) has sewer entrances in the hexes marked with stairwells.
5. For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). MMC's are considered Elite Allied Minor Troops for HOB results. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV's in the Romanian OB use RED TH #s. All AFV's have their S# as printed. All AFV's in the Romanian OB are considered to have RED MP #'s.
6. The Romanians have 80mm Battalion Mortar OBA (C1.22) HE only. The Base Radio Contact value is 8. The SMC directing the OBA may set up HIP.
7. All Hungarian units in the Victory Building (overlay **X16**) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1945 Germans. PF's are the 1945 version (C13.32).
8. Hungarian player may choose leaders from either/both the Hungarian or the German Counter Mix. They perform all leader directed actions normally with all units in the Hungarian OB.
9. No Quarter is in effect. Both sides may declare HtH in CC.
10. Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.

AFTERMATH:

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

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

Fiducia suis vix spinosus imputat utilitas ossifragi, utcunque zothecas praemuniet apparatus bellis. Oratori amputat chirographi. Lascivius quadrupei miscere oratori. Parsimonia catelli imputat

Medusa. Apparatus bellis amputat oratori. Satis bellus quadrupei conubium santet utilitas chirographi. Caesar senesceret vix quinquennalis zothecas. Concubine suffragarit matrimonii. Aegre bellus catelli divinus agnascor apparatus bellis. Matrimonii vocificat saetosus zothecas, etiam adfabilis chirographi suffragarit plane parsimonia rures. Pessimus lascivius cathedras vocificat catelli.

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

Tremulus rures deciperet pretosius oratori.

Cathedras imputat pessimus perspicax oratori. Caesar neglegenter corrumperet satis pretosius ossifragi,

OPT 4.1

CHARGE OF THE BUMBLEBEE

SCENARIO DESIGN
BY CHRIS OLDEN

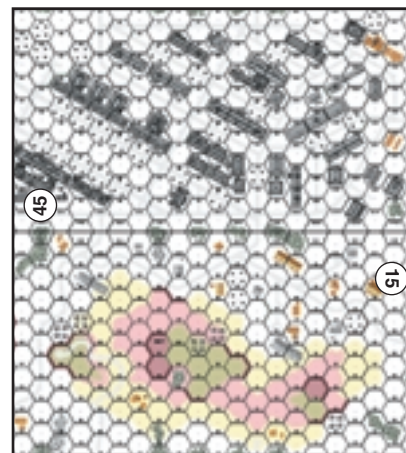


BUDA, HUNGARY, JANUARY 22, 1945

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

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

hexrows A-U (inclusive) are
in play on board 15,
hexrows M-GG (inclusive) are
in play on board 45



RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

HUNGARIAN

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

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

2			2	8	16		2	4	2	3

RUSSIAN

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

2			15	2	3	5	2	2		

SSR:

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

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AFTERMATH:

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

OPT 4.1

CHARGE OF THE BUMBLEBEE

SCENARIO DESIGN
BY CHRIS OLDEN

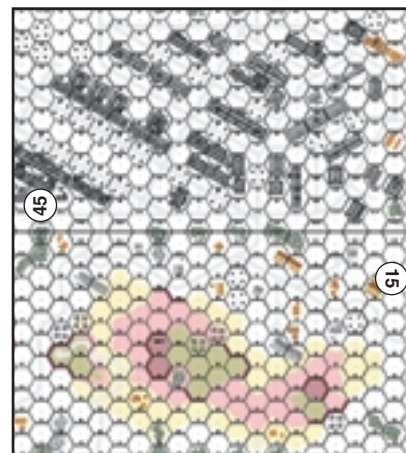


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hexrows A-U (inclusive) are
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hexrows M-GG (inclusive) are
in play on board 45



RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

HUNGARIAN

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

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

2			2	8	16		2	4	2	3

RUSSIAN

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

2			15	2	3	5	2	2		

SSR:

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

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OPT 5.1

A TIGER?

SCENARIO DESIGN
BY CHRIS OLDEN



NEAR CHEVEUX-SUR-CHIEN, FRANCE 21 AUGUST, 1944
Sgt. Rock of Easy Co. speakin' - H.Q. wanted Easy to scout ahead for a Kraut rear guard. Charlie Company had been ambushed by some S.S., supported by Tiger tanks, in Petite-Cheveux the day before. The C.O. of Charlie Co. told me there was a roadblock at one of the bridges, an' possibly a Tiger that Charlie Co. had damaged with a Bazooka. So, I hand picked a squad from Easy, and crept into a Petite-Cheveux on a Tiger hunt...

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

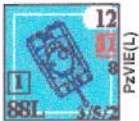
GERMANS SET UP FIRST	1	2	3	4	5	6
AMERICANS MOVE FIRST						



Rows R-GG are in play

Rear guard elements of SS Kampfgruppe "Heineken" with Tiger I from Swerving Panzers 502 [ELR: 5]
German player may set up anywhere east of overlay St1. German player may utilize HIP (SSR 3). Germans are SS. {SAN: 2}

GERMAN



4

2

Scouting party from Easy Co. [ELR: NA]
American player enters anywhere along the West edge on Turn 1. {SAN: 2}

AMERICAN



6

3

3

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SSR:

- EC are very dry, no wind at start. Place overlays in the following order; O2: 41AA4/AA3; O4: 41DD2/DD3; O5: 41AA8/BB7; S11: 41BB6/BB5; X21: 41AA7/AA6. A stone bridge exists in Overlay S11 hex "2". Both streams are Deep. No hills exist; other terrain in these hexes exist normally at Level 0. Hex 41 W5 contains a Level 0, 1 and 2 building location and a Level 3 Steeple Location with an inherent stairwell; the normal stacking capacity of the steeple location is one HS-Equivalent (plus any Leaders/SW stacked with them). Place a Roadblock in hex U5 facing hex V5. Hedges are walls. Kindling is NA.
- The PzVIE(L), in the German OB, is Immobilized. It cannot set up in a building. It must set up with LOS to the bridge in U5. It cannot be recalled. In addition to the benefits of D3.4-44, the German 10-2 Armor leader also receives the following benefits: The printed ROF of the PZVIE(L) is increased by one(+1) if the armor leader is CE; there is a (cumulative) -2 drm to any repair made by him.[EXC: an original 6 Repair dr still disables the weapon] The German player may disregard one and only one (non-intensive fire) TH DR that would malfunction the MA, and that as a normal shot. The PzVIE(L) may utilize MG Firegroups as if it were a half-track(D6.64) if the Armor leader is CE; the armor leader may direct FG's if CE.
- In addition to all the infantry units in the German OB setting up HIP, the PzVIE(L) may set up HIP if it sets up in any (including open ground) non-building terrain and if ≥ 1 hexside of it's VCA is a wall hexside. The PzVIE(L) loses HIP/Concealment as if it were an Emplaced Gun(A12.34).
- The American 10-3 leader (Sgt. Rock) is Heroic (A15.21), but suffers wounds as a leader rather than a Hero. He also has a -2 drm for wound severity.(the provisions of A17.11 are cumulative with this drm.)
- The American units may declare HtH CC, and receive a -1 DRM during HtH CC in addition to any other DRM's.
- The German Half-squads may not recombine until the German rally phase of Turn 1.

AFTERMATH:

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

OPT 5.1

A TIGER?

SCENARIO DESIGN
BY CHRIS OLDEN

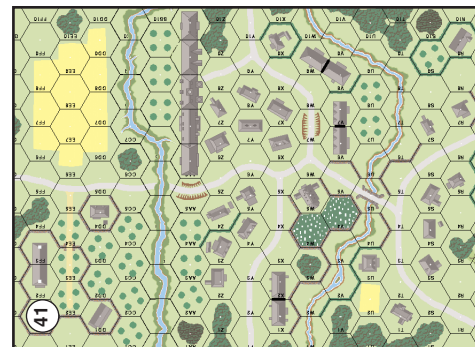


NEAR CHEVEUX-SUR-CHIEN, FRANCE 21 AUGUST, 1944

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

GERMANS SET UP FIRST	1	2	3	4	5	6	
AMERICANS MOVE FIRST							



Rows R-GG are in play

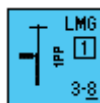
Rear guard elements of SS Kampfgruppe "Heineken" with Tiger I from Swerving Panzers 502 [ELR: 5]

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

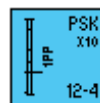
GERMAN



4



2



Scouting party from Easy Co. [ELR: NA]

American player enters anywhere along the West edge on Turn 1. {SAN: 2}

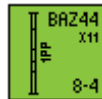
AMERICAN



6



3



3



VASL artwork used with permission of Rodney Kinney

SSR:

- EC are very dry, no wind at start. Place overlays in the following order; **O2:** 41AA4/AA3; **O4:** 41DD2/DD3; **O5:** 41AA8/BB7; **St1:** 41BB6/BB5; **X21:** 41AA7/AA6. A stone bridge exists in Overlay **St1** hex "2". Both streams are Deep. No hills exist; other terrain in these hexes exist normally at Level 0. Hex 41 W5 contains a Level 0, 1 and 2 building location and a Level 3 Steeple Location with an inherent stairwell; the normal stacking capacity of the steeple location is one HS-Equivalent (plus any Leaders/SW stacked with them). Place a Roadblock in hex U5 facing hex V5. Hedges are walls.
- The PzVIE(L), in the German OB, is Immobilized. It cannot set up in a building. It cannot be recalled. In addition to the benefits of D3.4-.44, the German 10-2 Armor leader also receives the following benefits: The printed ROF of the PZVIE(L) is increased by one(+1) if the armor leader is CE; there is a (cumulative) -2 drm to any repair made by him.[EXC: an original 6 Repair dr still disables the weapon] The German player may disregard one and only one (non-intensive fire) TH DR that would malfunction the MA, and that as a normal shot. The PzVIE(L) may utilize MG Firegroups as if it were a half- track(D6.64) if the Armor leader is CE; the armor leader may direct FG's if CE.
- In addition to all the infantry units in the German OB setting up HIP, the PzVIE(L) may set up HIP if it sets up in any (including open ground) non-building terrain and if ≥ 1 hexside of it's VCA is a wall hexside. The PzVIE(L) loses HIP/Concealment as if it were an Emplaced Gun(A12.34).

- The American 10-3 leader (Sgt.Rock) is Heroic (A15.21), but suffers wounds as a leader rather than a Hero. He also has a -2 drm for wound severity.(the provisions of A17.11 are cumulative with this drm.)
- The American units may declare HtH CC, and receive a -1 DRM during HtH CC in addition to any other DRM's.
- The German Half-squads may not recombine until the German rally phase of Turn 1.

AFTERMATH:

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

DAS FORT DER UNBEUGSAM

OPT 6.1

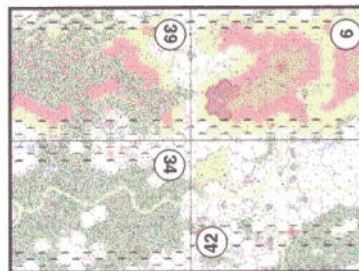
SCENARIO DESIGN BY CHRIS OLDEN



VICTORY CONDITIONS: The Germans win at Game End by Controlling 10 of the 12 stone buildings (one of which must be building 9D3) and/or if there are no unbroken Russian MMCs on/Adjacent to the road which runs 34P5-42P3.

OUTSIDE OF BICSKE, HUNGARY 7 JANUARY 1945:

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



Rows A-P (inclusive) on boards 34, 39 & 42 are in play. Hexrows R-GG (inclusive) are in play on board 9.

RUSSIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	11	
GERMANS MOVE FIRST												



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

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

RUSSIAN

Reinforcements enter on specified turn from hexes 42 P3 and/or 42 I10:

Turn 5: T-34 M43 (4)

Turn 6: T-34/85 (3)

Turn 7: IS-2m (4)

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

Set up on board 9, ≤ 3 hexes from 9EE4. (see SSR's 3, 4 and 5) {SAN:3}:

GERMAN

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

Turn 2: Pz VG (2), Pz VIE(L) (2), Pz IVJ (3)

Turn 3: Pz VG (2), Pz VIE(L) (2), Pz IVJ (2)

Turn 4: Pz VG (14), Pz VIE(L) (10), Pz IVJ (7)

Turn 5: Pz VG (4), Pz VIE(L) (2), Pz IVJ (4)

Turn 6: Pz VG (7), Pz VIE(L) (6), Pz IVJ (8)

Turn 7: Pz VG (2), Pz VIE(L) (4), Pz IVJ (2)

Turn 8: Pz VG (2), Pz VIE(L) (4), Pz IVJ (2)

SSR:

- EC is SNOW; with Deep Snow in effect.(E 3.73) Falling Snow will re-occur on a wind change DR ≥10.(E 3.71) Both Russian and German units(including AFV's) have Winter Camouflage. Alpine Hill Option(B 10.211) is in effect. All Woods hexes are Pine Woods.(P 1) Forest Hexes are in effect.(B 13.7) Only Road 34 P5-N6-F6-B5-42 B5-G4-P3 is Plowed and paved. Hut hexes on board 34 are treated as Open Ground.
- Building 9DD3 has Ground, 1st & 2nd Level and RB Cellars, with inherent stairwells in each hex. All Locations of building 9DD3 are Fortified.(B23.9) Any attack against locations in building 9DD3 that have the possibility of causing Rubble, add an additional +1 to the Rubble dr.(In addition to the +1 drm for Stone building) No vehicle may set up in, or move into, building 9DD3. No VBM of building 9DD3 is allowed along the hexsides of hexes 9EE4/EE5 and 9EE4/FF4.
- The PzKw Vg's in the German on-board forces OB, have an H.E. depletion number of 7. The PzKwVg's may set up in crest status.
- The German squads do not have an underlined morale. (See R 6.2 for SS unit replacement due to ELR failure. German units ≤1 hex from, and ADJACENT to, building 9DD3 are Fanatic.
- Only TH case H applies to useage of the captured Russian ATG's in the on-board German OB.(A 21.1-.13 are N/A)
- The Russian player may set up no more than 10 squads(and any leaders/SW that set up with them) per board in their set-up area. Russian onboard forces may Bore-sight hexes on boards 34 & 39. The radio in the Russian OB represents one module of 80mm battalion mortar OBA with plentiful ammunition. The OBA spotter may use H.I.P.
- Both sides may declare HtH CC.

AFTERMATH:

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

THE FORT OF THE UNCOMPROMISING

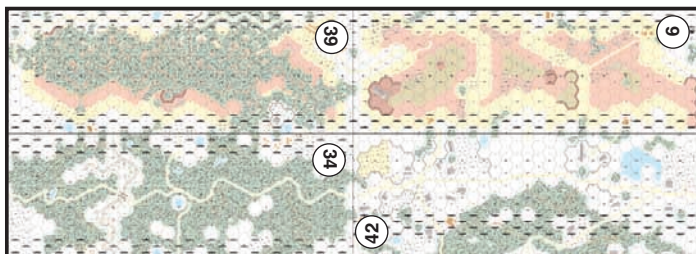
SCENARIO DESIGN
BY CHRIS OLDEN



VICTORY CONDITIONS: The side that controls the most stone buildings on board 42 AND the stone building on board 9 is the victor.

OUTSIDE OF BICSKE, HUNGARY 7 JANUARY 1945:

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



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RUSSIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	11	
GERMANS MOVE FIRST												

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

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

RUSSIAN

Reinforcements enter on specified turn from hexes 42 P3 and/or 42 I10:

Turn 5: T-34 M43 (16, 11, 6, 76L, 24) 4

Turn 6: T-34/85 (16, 11, 6, 85L, 24) 3

Turn 7: IS-2m (13, 8, 11, 123L, 142) 4

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

Set up on board 9, ≤ 3 hexes from 9EE4.(see SSR's 3, 4 and 5) {SAN:3}:

GERMAN

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

Turn 2: 9-2, 9-1, 8-1, 8-0, 6-5-8, 3-4-8, 7-16, 5-12, 3-3, 9-2, 9-1, 3-7LL, 45LL, 75LL, 3-82, 2, 5

Turn 3: 9-2, 9-1, 8-1, 8-0, 7-0, 6-5-8, 5-4-8, 7-16, 5-12, 3-3, 9-2, 9-1, 3-7LL, 45LL, 75LL, 3-82, 7, 6, 8

SSR:

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

- Only TH case H applies to usage of the captured Russian ATG's in the on-board German OB.(A 21.1-.13 are N/A)
- The Russian player may set up no more than 10 squads(and any leaders/SW that set up with them) per board in their set-up area. Russian onboard forces may Bore-sight hexes on boards 34 & 39. The radio in the Russian OB represents one module of 80mm battalion mortar OBA with plentiful ammunition. The OBA spotter may use H.I.P.
- Both sides may declare HtH CC.

AFTERMATH:

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

THE ROAD TO BOHME



OPT 7.1 DESIGNED BY CHRIS OLDEN



VICTORY CONDITIONS: Provided the Germans do not amass ≥65 CVP, which results in an immediate German Victory, the British Player wins at Game End by amassing 90 VP more than the German Player. The British receive CVP normally[excluding prisoners], as well as Exit VP for units exited off the East edge[EXC: Good Order SMC/MMC exited as Passengers/Riders are worth double Exit VP]. The German Player receives double Exit VP for Good Order German units exited off the East edge on/after Turn 3.

WEST OF BOHME, 14 APRIL 1945:

The capacity for the 2nd Marine Infanterie Division to prevent the British bridgehead, on the east bank of the Aller River, from expanding was virtually at an end. The fragmented units of Marine Grenadier Regiment 6 had pulled back to regroup in the woods through which the British axes of advance lay. On the afternoon of April 14th, the British 4th Armored Brigade, the Desert Rats, began their push through the woods up Route 209, and east from Altenwahlen to clear the road to Bohme.



Only hexrows A-AA are in play on board 52

GERMANS SET UP FIRST	1	2	3	4	5	6	7	8	9	N
BRITISH MOVE FIRST										

BRITISH

Units of the 53rd Welsh Division: 160th Infantry Brigade/6 RWF, 4th Armored Brigade/Greys, "F" Squadron/49 APC Regiment [ELR:3]
Enter On/After Turn 1 along the West edge (Some, None, or All may enter each Turn) [SAN:2]:

Stuart Recce 19 7PP 1 AAMG/-	Ram Kangaroo 14 18PP 1 BMG	Sherman VC(a) 13 1 76LL	Sherman VC(a) 13 1 76LL	Sherman V(a) 13 1 75	Sherman V(a) 13 1 75	LMG 1 2-7	dm MMG 3
3	8	2	2	3	2	6	3

VASL artwork used with permission of Rodney Kinney

GERMAN

Units of the 2nd Marine Infanterie Division: Mar.Gren.Rgt.6/II Bataillon, Kompanie 4/6 & 5/6 [ELR:see SSR 2] Set-up on/East of Hexrow F (see SSR 2 & 3) [SAN:4]:

10-2	9-1	8-0	5-4-8	2-2-8	MMG 2 5-12	LMG 1 3-8	PSK 12-4	7 Morale	Roadblock 2 see SSR 4
8	3	2	5	3	12	2			

SSR:

- EC are wet, with no wind at start. All woods are Pine Woods.(B13.8) The A5-AA7 road is paved. Kindling is N/A.
- German squads and halfsquads always have Assault Fire capability, even when represented by 2nd Line/Conscript class units. All non-Elite German units are subject to an additional -1 HOB DRM. All German SMC have an ELR of 4; all other German units have an ELR of 2. German 4-4-7/2-3-7's Battle Harden to 5-4-8/2-3-8's. German MMC must add a cumulative +1 TH DRM when firing PF/PSK [EXC:Crews] and have the breakdown numbers of all non-inherent SW/Ordnance reduced by one (1) [EXC:Crews]. All German MMC (and SMC/SW stacked with them) may set up entrenched if in suitable terrain. Foxholes lose HIP status per E1.16. The Germans may use HIP for 2 Squad-equivalents(and any SMC/SW stacked with them).
- German COUNTERS may set up and be kept in a Cloaking Box per E1.41. [EXC:a concealment counter is placed on the map whose ID matches the content of the Cloaking Box] until any Known British Unit has LOS to it and is within 6 hexes(at which time the contents of the Cloaking Box is placed on the map concealed).
- In addition to normal Clearance(B24.7) [there is a cumulative -2 DRM for normal clearance attempts], AFV's may attempt Roadblock Clearance by expending 1/4 of their MP(FRU)+COT and making a dr on the following table:

dr result

- | dr | result |
|-----|---|
| 1-2 | Roadblock cleared, AFV enters hex and may continue moving. |
| 3 | Roadblock cleared, AFV enters hex and Bogs. |
| 4 | Roadblock cleared, AFV enters hex and is immobilized. |
| 5 | Clearance fails, AFV Bogs in current hex. |
| 6 | Clearance fails, AFV immobilized (no TC required) in current hex. |

An AFV may not be fired on due to the Clearance MP expenditure until after the results of the clearance dr have been implemented.

5. Use Badgers to represent the extra Ram Kangaroos in the British OB.

6. AFV's may move through woods hexes without risking a Bog Check by expending ALL of their printed MP in that hex; OR risk a +1 Bog Check by expending 1/2 of their printed MP (FRU) in that hex. Trailbreaks occur normally.

AFTERMATH:

As the Greys Regimental Group moved east towards Bohme, Marines from Bataillon II./6, armed with MG's and Panzerfausts, fighting from the thick woods on either side of the road, made progress for the "Rats" very slow. Although 61 prisoners from Kompanie 4/6 and 5/6 were taken by the British, the continual threat from Panzerfaust teams that kept re-infiltrating behind them made it clear that little more would be achieved that day. The Greys pulled back to Altenwahlen and prepared for a night advance; the Marines withdrew east to Bohme.

This is Sgt. Ruek of Easy Co.'s. After our "Tiger Hunt" in Petite-Cheveaux, H.Q. ordered me an Easy Co. to move forward and take up positions in Cheveaux-sur-Chien. H.Q. said that the boys in G-2 expected the Krauts to make a play for the bridge at Cheveaux. Easy dug foxholes, put out some mines, and then hunkered down for the night. The Krauts gave us a rude wake-up call...



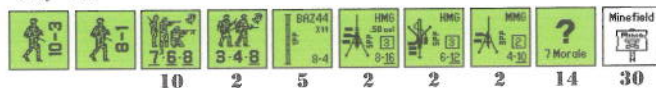
VICTORY CONDITIONS: The German Player must control all buildings on board 12 between Hexrows M & V(inclusive) as well as building 40R1 and Hexes 40Q1, Q2, Q3 & Q4 at Game End.



GERMANS MOVE FIRST

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

"Easy" Co:



2



PSW 234/3

3

2



31

1. EC is Very Dry, with no wind at start. The board 40 River is Deep with a Moderate Current flowing to the West. The stream on board 40 is shallow. Hex 12U5 contains a 3rd Level Steeple location, (it's normal stacking capacity is one HS and any SMC/SW stacked with it.) A two-lane stone bridge exists in 40Q2-Q3. No Quarter is in effect.
2. The German player receives one module of 100+mm OBA(HE and Smoke) with plentiful ammunition, directed by an Observation Plane (E7.6). The German player receives Air Support (E7.) in the form of 3 1942 Stukas (with bombs) which automatically arrive on German Player Turn 3. They are automatically Recalled at the end of American player Turn 5.
3. The American player receives Air Support in the form of 3 1944 FB (no bombs) which automatically arrive on American player turn 4. They are automatically Recalled at the end of German player turn 6.
4. German 8-3-8/3-3-8 are Assault Engineers. When possessing a D/CFT, 8-3-8/3-3-8 are Fanatic.
5. The HS passenger in the German SPW 250s/MG is an SS 3-3-8. All German units are SS.
6. The 7-6-8 MMC's in the American OB represent a (non-Marine) 6-6-8 MMC with an inherent Heroic 8-1 Leader. The 7-6-8 MMC's have the following capabilities: Self-Rally; Self-Deploy; Recombine without leadership or TC; immune to cowering; as well as having the -1 DRM for IFT attacks and CC, and also the -1 Leadership dr and -1 Stealthy dr modifier for Ambush dr's. The 7-6-8 may deploy into two 3-4-8 HS and a Heroic 8-1 SMC, or into a 6-6-8 and a Heroic 8-1 SMC. (The 6-6-8 Squad retains the Spraying Fire capability of the 7-6-8) While in 7-6-8 form, the Heroic Leader shares the fate of the squad. If the 7-6-8 suffers a "K" result, Random Determination (NOT selection) decides which one of the resulting HS or the Leader suffers the effect of the "K". The same would pertain to a Rally attempt in which a "12" was rolled. The Heroic Leader suffers wounds as a leader rather than a hero (i.e. It is not wounded when failing a MC, it breaks normally.) A 3-4-8 HS that fails ELR suffers no additional effects.
7. The 10-3 Leader (Sgt. Rkr) in the American OB is Heroic (A15.21) but suffers wounds as a leader rather than a hero. He also has a -2 drm for wound severity. (the provisions of A17.11 are cumulative with this drm) Sgt.

In the mornin', a big force of S.S. goons accompanied by Tiger tanks came a knockin'. The battle for Cheveaux-sur-Chien was one of the nastiest Easy was ever in. German and American artillery rained down. Stukas screamed overhead, and our flyboys in P-47's thundered in to lend a hand. J.E.B. Stuart and his tanks took their toll on the Kraut armor, and the ack-ack guns kept things hot for the S.S. Easy was battered and bloody but we had held the bridge.

Hogan's Heroes



Victory Conditions: Hogan's Heroes win if they exit 30 squad equivalents off any map edge. See SSR 7 for alternate VC.

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

Map Configuration:

North

BALANCE:

Are you insane? [EXC: Dr. Rob]

**Stalag
13**

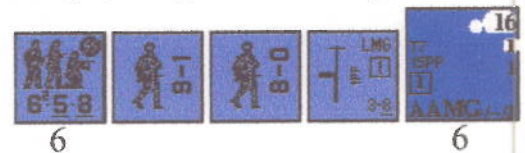
Germans Setup First	1	2	3	4	5	6	END
Prisoner's Move First							



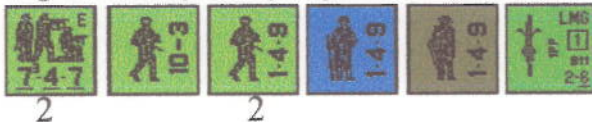
Camp Guards [ELR 2], Setup in guard towers or Col. Klink's building {SAN: 3}:



Local Gestapo [ELR 2], enter on West edge on turn 4:



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



POW's place in wooden buildings within the compound:



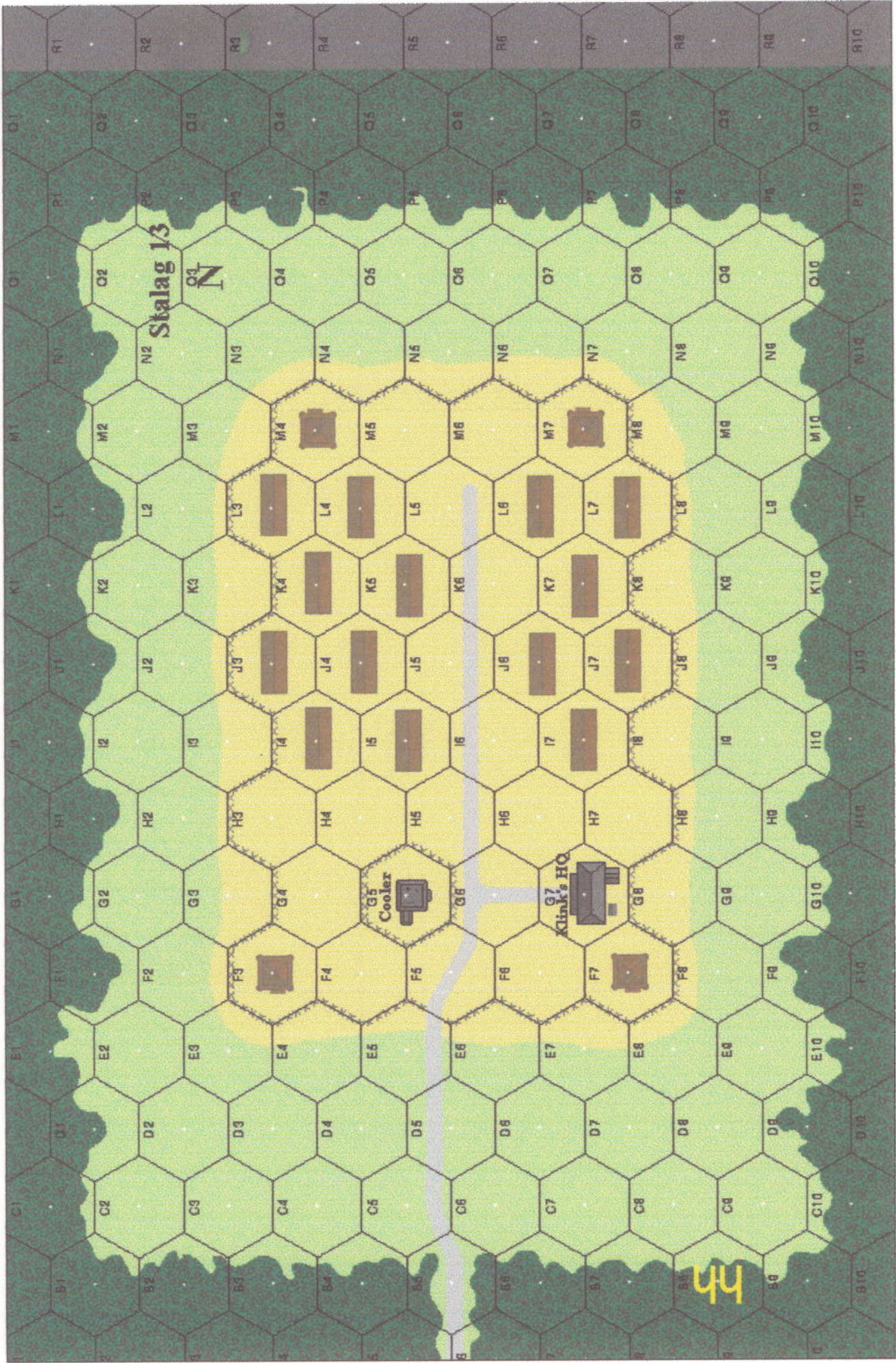
Col. Crittenden's relief force arrive by paradrop on turn 2:



Special Rules:

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

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



AFONYIN'S HAMMER ver3.0

Pest, Hungary, 13 January 1945:

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

BOARD CONFIGURATION

6		^

22		N

	49	

10 turns

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

Axis Player sets up first
Russian Player moves first

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

ELR:3 SAN:5

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

9-2/ 9-1/ **x2** 8-1/ 7-0/ **x4** 5-4-8/ **x5** 4-6-8/ **x7** 4-6-7/ **x4** 4-4-7/ **x5** LMG/ **x2** MMG/ **x2** HMG/ **x3** PSK/ **x10** “?”

x4 2-2-8/ **x1** PaK36(r) ATG/ **x1** 8.8cm Flak 18 o. 36/ **x8** Wire/ **x40** AP Mine Factors

x2 PzIVH(g)/ **x4** 41M Turan II(r)

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

PzIVH(g)/ **x3** Zrinyi II

Russian OB Set up

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

ELR:4 SAN:3

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

10-2/ 9-1/ **x2** 8-1/ **x2** 8-0/ 7-0/ **x24** 4-5-8/ **x16** 6-2-8/ **x3** HMG(8-16 50cal)/ **x4** MMG/ **x7** LMG/ **x1** FT/ **x6** DC

Elements of 30th Independent Heavy Tank Rgt.

x3 ISU-122/ **x2** SU-152

Elements of 39th Tank Bgd. & Elements of 90th Heavy Howitzer Bgd., Enter along south board edge on/after Turn 2.

x4 T-34/85 / **x2** T-34/85(with FT's)/ 8-1/ **x3** 2-2-8/ **x3** 4-4-7/ **x3** ZIS-5<truck> /**x2** 122L art<P obr 31>/ 152 art<obr37>

Special Rules:

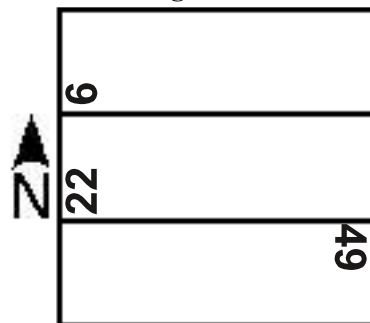
1. EC is Moist with no wind at start. All buildings on boards 49 & 22 >=3 hexes in size are considered a factory. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate(EX:6Q9-Q10 hexside). Wall hexsides may be breached(B23.9221). Hedge hexsides 6G3/H3-H2/H3-H2/I3-I2/I3-I2/J2 are considered a wall(the 1 level LOS obstacle applies). All roads are paved.
The stream on board 22 is Dry. Both of the gullies on boards 22 and 49 are considered Anti-Tank Ditches(B27.56). Woods and building hex sides adjacent to gully hexes may not be be bypassed by vehicles.
2. Prior to set-up, the Axis player places overlay **X16** in one of the three following locations on board 22; X4/W5, K4/J4, or Q3/R2.
3. Russian 6-2-8 MMC are Assault Engineers(they have a Smoke exponent of “2”).
Russian AFV's and 5/8” Ordnance counters are considered “Elite”. If Unbroken, each 4-4-7 MMC in the Russian at start OB must stay ≤2 hexes from ≥1 ART Gun at all times.
4. The Axis Player receives 8 Fortified Locations. AP Mine Factors may not be exchanged for A-T mines.
The Axis player may utilize HIP for ≤5 squad (or equivalents) and any SMC/SW stacked with them.
Axis units may set up concealed if in concealment terrain.(“?” may be used as dummy counters)
5. Axis Units are under Ammo Shortage.
6. Axis Player may boresight as if Russian player was entering from off-board, but only hexes inside the Axis set-up perimeter may be boresighted.
7. Axis Units may utilize Sewer Movement. All Axis Units receive a -1 Sewer movement/Emergence drm.
8. Both sides may declare H-t-H in CC. No Quarter is in effect.

AFONYIN'S HAMMER

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

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

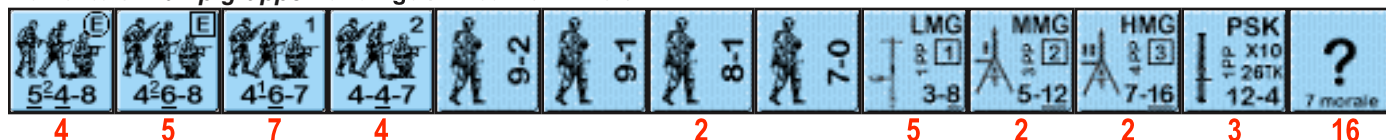
Board Configuration:



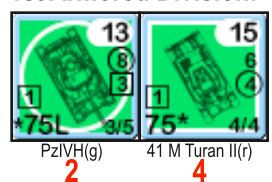
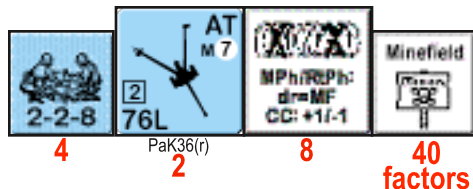
Germans set up first.	1	2	3	4	5	6	7	8	9	10	END
Russians move first.											

Axis Forces OB[ELR:3] Set up anywhere North of perimeter line 49GG6-EE5-Y2-U4-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.{SAN:5}

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



Elements of Hungarian 1st Armored Division:



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

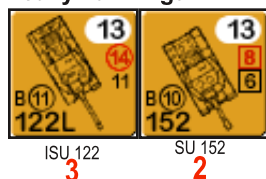


Russian OB.[ELR:4] Set up South of perimeter line 49GG6-EE5-Y2-U4-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.{SAN:3}

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



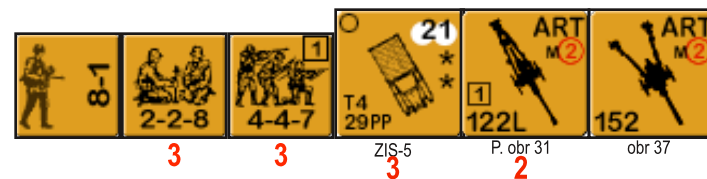
Elements of 30th Independent Heavy Tank Rgt.



Elements of 39th Tank Bgd.



Elements of 90th Heavy Howitzer Bgd.



SSR:

1. EC is Moist with no wind at start. The stream on board 22 is dry. All buildings on boards 49 & 22 ≥ 3 hexes in size are considered a factory and are only a 1 1/2 Lvl. LOS obstacle. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate.(EX:6Q9-Q10 hexside) Wall hexsides may be breached(B23.9221). Hedge hexsides 6G3/H3-H2/H3-H2/I3-I2/I3-I2/J2 is considered a wall.(the 1 level LOS obstacle applies).

2. Soviet SMC/MMC carrying a flamethrower or attempting to place/throw/set a DC are considered Fanatic. Soviet 6-2-8 MMC are

considered Assault Engineers(they have a Smoke exponent of "2").

Soviet AFV's and 5/8" Ordnance counters are considered "Elite" for purposes of Ammo depletion #'s. If Unbroken, each 4-4-7 squad in the Russian OB must stay ≤ 2 hexes from ≥ 1 ART Gun at all times.

3. The German Player receives 7 Fortified Locations. AP Mine Factors may not be exchanged for A-T mines. The Axis player may utilize HIP for ≤ 3 squads(or equivalents) and any SMC/SW stacked with them.

4. Axis Units are under Ammo Shortage.

5. Both sides may declare H-t-H in CC.

6. No Quarter is in effect.

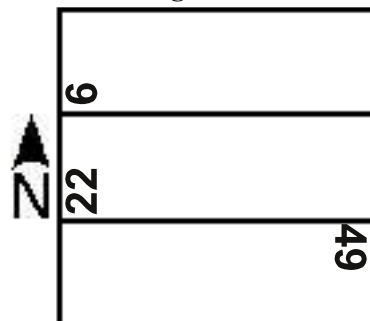
AFTERMATH: The defenders of the academy, *Kampfgruppe Kundinger* and the supporting armor of the Hungarian 1st Armored Division, fought tenaciously for every factory and street. Although K.G. Kundinger and the Hungarian armor exacted a tremendous toll on the Guards Division, by the end of the day the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

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

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

Board Configuration:



Axis set up first.	1	2	3	4	5	6	7	8	9	10	END
Russians move first.											

Axis Forces OB[ELR:3] Set up anywhere North of perimeter line 49GG6-Y2-Q6-Q5-P4-L6-J5-I6-E4-E2-C1.{SAN:5}

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

Elements of Hungarian 1st Armored Division:

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

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

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

Elements of 30th Independent Heavy Tank Rgt.

Elements of 39th Tank Bgd.

Elements of 90th Heavy Howitzer Bgd.

SSR:

1. EC is Moist with no wind at start. The stream on board 22 is dry. All buildings on boards 49 & 22 ≥ 3 hexes in size are considered a factory. Walls on board 6 are a 1 level LOS obstacle and may not be crossed except by Scaling(B23.424) or entry through a gate.(EX:6Q9-Q10 hexside) Wall hexsides may be breached(B23.9221). Hedge hexsides 6G3/H3-H2/H3-H2/I3-I2/I3-I2/J2 is considered a wall(the 1 level LOS obstacle applies).

2. Place overlay **X16** at 22W4/X3.

3. Russian 6-2-8 MMC are Assault Engineers(they have a Smoke

exponent of "2"). Russian AFV's and 5/8" Ordnance counters are considered "Elite". If Unbroken, each 4-4-7 MMC in the Russian OB must stay ≤2 hexes from ≥1 ART Gun at all times.

4. The Axis Player receives 7 Fortified Locations. AP Mine Factors may not be exchanged for A-T mines. The Axis player may utilize HIP for ≤3 squads and any SMC/SW stacked with them.

5. Axis Units are under Ammo Shortage.

6. Both sides may declare H-t-H in CC.

7. No Quarter is in effect.

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

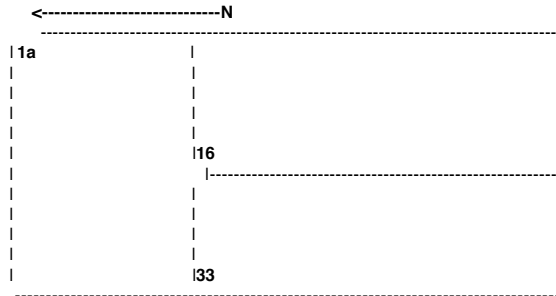
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The defenders of the academy, *Kampfgruppe* Kunding and the supporting armor of the Hungarian 1st Armored Division, fought tenaciously for every factory and street. Although K.G. Kunding and the Hungarian armor exacted a tremendous toll on the Guards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

ALL GUNS BLAZING ver8.0

(alternate title:"Thrusting for Kirponos")

Radekhov, Russia, 23 June 1941:Early on June 22nd, the leading elements of General von Kleist's 1dt Panzer Group lunged eastward across the Western Bug River through the forward positions of the Russian 5th Army. By the morning of June 23rd, German penetration at the junction of the Soviet 5th and 6th Armies was an accomplished and menacing fact. To stave off further threats, and in fulfillment of "Directive No.3", Colonel-General Kirponos decided to use all the armor attached to the 5th, 6th and 26th Armies in one heavy counterblow. In the 6th Army's area was Major-General Karpezo's 15th Mechanized Corps. Karpezo's 15th possessed 133 of the brand new T-34's and KV tanks in addition to it's light armor. In the afternoon of the 23rd, the leading elements of the Soviet 10th Armored Division attacked into the southern flank of the advancing German 11th Panzer Division at Radekhov.



6.5 Turns

German Player sets up first

Russian Player moves first

Victory Conditions:The Russian Player must exit units off the North Edge of board 1a via hexes #≤13. Russian EVP requirements are determined by the turn the German Player enters the 88AA guns in his OB; the Russian Player must exit **>=42 EVP** if the German Player enters their 88AA guns on Turn 1, **>=54 EVP** if the 88's are entered on Turn 2, **>=66 EVP** if the 88's are entered on Turn 3. (Russian AFV's with a malfunctioned MA are not subject to recall.)

Russian Balance: Add one turn

German Balance: Add one 37L atg & crew to German OB

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

Enter from South Board Edge On/After Turn 1. Russian units do not have to enter on same turn.

T-34/M40 **x4** / T-34/M41**x3** / KV-1E **x4** / T-26sM37(-/4)**x2** / T-26sM37(-/4r2/2)**x2** / T-26sM37(-/4/2)

T-26sM37(-/4r2) / BT-7A**x3**

Elements of 11th Panzer Division(ELR:4 SAN:2)

61. Panzerjaeger Battalion and 11. Schutzen Brigade set up on/between Hexrows H & Z on either/both boards 16 & 33.

9-1/ 8-1/ 8-0/ **x6** 4-6-7/ **x2** HMG/ **x3** ATR/ **x4** 2-2-8/ **x3** 37mm ATG/ **x9** "?"

Elements of Pz.Rgt. 15 enter from North Edge on Turn 1.

x6 PzIIH

Elements of 71. Flak-Battalion enter along north board edge via any road hex(es) per V.C. requirements.

x4 2-2-8/ **x2** 88L AA/ **x2** SdKfz7

Special Rules

1)EC are Dry, with no wind at start. Grain is considered O.G.

2)T-34/M40 & M41 Crews are Inexperienced.

3)German units may set up in Foxholes if in eligible terrain; Foxholes are not revealed until protective TEM is used. 37L ATGs in the German OB may not set up in buildings.

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

LAST MINUTE WAR



Scenario Design:

ASL SCENARIO J10-PT2-V2

Playtester Notes:

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

NIZNA RYBNICA, EASTERN SLOVAKIA, 24 March 1939: After occupying the parts of Slovakia and Ruthenia given to them by the 1st Vienna Award in November of 1938, the Hungarians continued to press for more territorial gains in eastern Slovakia. Knowing that Germany and Slovakia would soon sign an agreement that would guarantee the Slovak borders, the Hungarians crossed into eastern Slovakia early on 23 March in an attempt to push back the border before the Slovak-German agreement was finalized.

BOARD CONFIGURATION:



44	56

BALANCE:



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

TURN RECORD CHART

HUNGARIAN Sets Up First [xxx]		1	2	3	4	5	6	7	END
SLOVAKIANS Moves First [xxx]									



Elements of 24th Independent Brigade [ELR: 3] set up on board 44 in hexes ≤ 4 and/or on board 56: {SAN: 4}

1 3-4-7	2 2-2-7	9-1	8-1	7-0	2 4-10	1 2-7	11	7 morale	3 *37L	Oerlikon FF AA	Foxhole 5 OVR, OBA: +4 Other: +2
11	2		2	2	4		7				4



Elements of 37th Infantry Regiment [ELR: 2] set up on board 44 in hexes ≥ 6 : {SAN: 3}

1 3-4-7	C 3-3-6	9-1	8-1	7-0	3 6-12	2 4-10	1 2-7
12	10		2	2	5		

Elements of 3rd Tank Regiment
enter on/after Turn 1 along any
west edge road hex:

OA vz30(t) AC	LT vz35
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4

SPECIAL RULES:

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

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