

RED BANNER DAYS



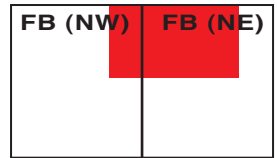
ASL SCENARIO FB18

Scenario Design: Bill Cirillo and Sean Deller



BUDA, HUNGARY, 26 January 1945: With the arrival of the 297th Rifle Division to their south, the regiments of the Soviet 108th Guards Rifle Division were able to shorten the width of their front lines in order to bring additional pressure on the Axis units defending the blocks on the north side of Olasz fasor. Supported by the recent arrival of the 5th Guards Tank Corps' 21st Guards Tank Brigade with its T-34/85s, the Soviets were preparing to push toward the west bank of the Danube just north of the Ganz Works. On 25 January, the Soviets were tipped off to an impending Axis counterattack when several POWs made it known that elements of Panzer-Division 13 would be attacking the next day. The new Soviet plan was to meet this attack head on, but first they would have to get by Lt. Kunfalvi's 3rd Company of the Vannay Battalion headquartered in the Cartographic Institute located at the corner of Olasz fasor and Ezredes utca.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 6 and ≤ 31 on/north-of hexrow M on the NE and NW maps are playable)

VICTORY CONDITIONS: Provided the Axis amass ≤ 26 CVP, the Russians win immediately upon amassing ≥ 26 CVP of German units (*only*) or at game end by amassing ≥ 12 VP [EXC: the Russians win if both sides reach the CVP limit simultaneously]. CVP are earned only for Personnel/inherent-crew/prisoners, and prisoners are not worth double. The Russians earn 1 VP at game end for each of the following that is east of the A19-B18-F16-G17-L19-M20 road:

- each Good Order Russian non-crew squad-equivalent;
- each non-Recalled, Mobile (D.7) Russian T-34/85 with a functioning MA; and
- each Russian-Controlled building (including completely rubble buildings).

BALANCE:

- ☒ In the VC, increase the required Russian VP from 12 to 14.
- ☒ In the VC, increase the required Axis CVP to 28.

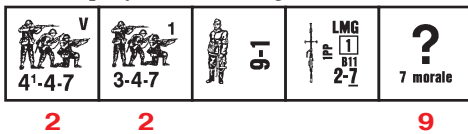
TURN RECORD CHART

☒ ☒ AXIS Sets Up First [231]	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First [171]								

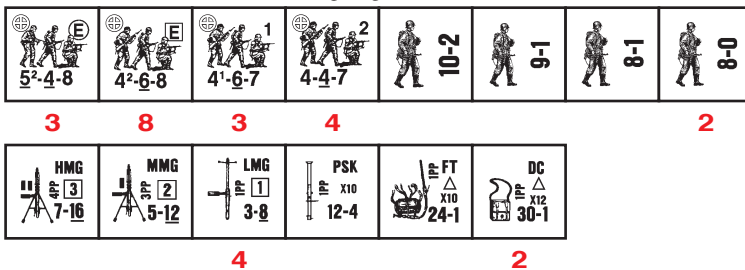


Elements of Hungarian 3rd Company, Vannay Battalion, and German Panzer-Division 13 set up as noted: {SAN: 3}

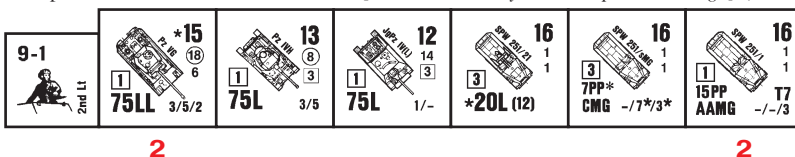
3rd Company [ELR: 3] set up inside the B18-F16-G17-L19-J22-B18 road:



Panzer-Division 13 [ELR: 4] set up at ground level in hexes numbered ≤ 12 (see also SSR 3):



Set up in Level 0 hexes numbered ≤ 12 [EXC: AFVs may not set up in buildings] (see also SSR 3):



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ASL SCENARIO FB18 (continued)



Elements of 108th Guards Rifle Division, 21st Guards Tank Brigade, 5th Guards Tank Corps, 245th Guards Artillery Regiment, and 260th Cannon Artillery Regiment [ELR: 4] set up on/west-of the A19-M25 Hex Grain [EXC: AFVs may not set up in buildings]: {SAN: 3}



6 ² -2-8	4-5-8	5-2-7	4-4-7	2-2-8	9-2	9-1	8-1	8-0	2 4-10	1 2-6	1-12
3	6	3	3	4			2	2	3		
24-1	30-1	? 7 morale	9-1 2nd Lt	16 11 6 85L 2/4	21 26S ★ ★ T-4 29 PP	15 ★ ★ T-4 33 PP	152 M2	76L 2 M9	82* 3 M11 [3-78]		
2	12			4					2		

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the northwest at start. Ground Snow (E3.72) is in effect. See FB SSR.
- Prior to setup, the Axis player makes a Rubble Generation Check (FB3.4) for buildings B19, C13, C20, D14, D20, E21, F17, F21, G20, G22, H22, I17, I19, I23, and J20. After all Rubble Generation Checks have been made, both players (Axis first) may remove ≤ 2 counters of any generated Rubble/Debris.
- Each German unit starts the scenario under the effects of No Move (E1.21) and may only attempt to move/advance per the conditions stated in E1.21 [EXC: the Russians must attack a German, not a Hungarian unit before the Axis player may conduct a Freedom of Movement and Hungarian leaders may not bestow Freedom of Movement upon German units]. All remaining No Move counters are removed at the end of Game Turn 2.
- Axis units are under Ammunition Shortage Level 2 (FB16.1).

AFTERMATH: Launching their assault from the area around the Ganz Works around noon, the battalion-sized German assault group set out with the intent of recapturing Blocks 1525 and 1528. While not attempting to break out, the German force was trying to stem the tide of the Soviet reduction of the area directly to the west of the Ganz Works. Unfortunately for the Germans, the success of their assault was severely blunted by a pre-emptive strike by the Soviet 108th Guards Rifle Division. For their role in the siege of Budapest, the 108th Guards Rifle Division would be awarded the Soviet Honor title “Budapest” and finish the war with two of their nation’s highest awards, the Order of Suvorov and the Order of the Red Banner. By 30 January, the 108th Guards Rifle Division would successfully finish their drive eastward and reach the area around the Danube where it would link up with elements of the 109th Guards Rifle Division. Together the two units would turn south in an attempt to finally clear the Ganz Works on their way toward the northern tip of Castle Hill.