

Battalion Combat Series:

Panzers Last Stand

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Game Design: Carl Fung
Series Design: Dean Essig

Graphics Design: Dean Essig
Box Art: Niko Eskubi

Game Development: Dean Essig

Production: Chas Argent

Play Testing and Proofreading: John Bowen, Lynn Brower, Maurice Buttazoni, Andrew Fischer, Hans Kishel, John Kisner, Joe Linder, *Metropolitan Wargamers* (Mike Willner, Tom Zombek), Rod Miller, Mike Solli, Randy Strader, Herman Wu

Research Assistance: Carl Gruber, Joel Maynard

VASSAL Support: Jim Pyle



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Introduction

Panzers Last Stand is a *Battalion Combat Series (BCS)* game that simulates the operations around Budapest from January to March 1945: *Konrad I, II, III, Südwind* (Southwind), and *Frühlingserwachen* (Spring Awakening).

There is no traditional “Campaign Game” (where play starts at the beginning of January and runs all the way through March). Instead, it is split into independent actions as these armies could not manage three months of solid activity.

Scale

The map scale for **Panzers Last Stand** is 1.2 km per hex.

1.0 Common Special Rules

1.1 Weather

Determine the Weather Conditions each turn during the Reinforcement Phase. Roll one die on the Weather Table (located on the Turn Record Track) based on the current game turn date and use the resulting column.

The possible Weather conditions and their effects are:

- **Good:** Visibility is 4 hexes.
Trafficability is Good.
- **Normal:** Visibility is 2 hexes.
Trafficability is **Poor**.
- **Poor:** Visibility is 1 hex.
Trafficability is **Poor**.

Historical Weather. If you want to use the historical conditions, rather than rolling, use those below:

Jan 1945

Date	Weather
2-4	Good
5-6	Normal
7	Poor
8	Normal
9-12	Poor
13-14	Normal
15	Poor
16-19	Normal
20-21	Poor
22-23	Normal
24+	Poor

February 1945

17-20	Poor
21-23	Normal
24	Poor

March 1945

6-8	Poor
9	Normal
10-12	Poor
13+	Normal

1.2 Supply

Supply Source hexes are marked on the map and can only be used by the indicated side.

1.3 Replacement Steps

Both sides obtain Replacement Steps from their Repl Tables (BCS 2.2). Roll **once** to obtain the results for each side's two Repl types.

Soviet AV Repls given in parenthesis are in addition to those given without parenthesis, but can only be used to replace steps in Soviet Mech Brigade units.

Soviet "Support Only" AT-symbol units **cannot** use Repls, see 3.2.

Heavy Tank units **cannot** use Repls, see 1.9.

Repls can be used to replenish the units that exited play so as to prepare for Konrad III. (2.2)

1.4 Buddies

Formations listed together below do not apply Mixed Formations (BCS 3.2d) to each other. See also 1.11 Maskirovka.

Axis: Peiper KG and all Axis Formations

Soviets: None

1.5 Recon Unit Types

Arm Cav and Motorcycle units have Recon Capabilities (BCS 1.1f). No "Pure Cavalry" unit on either side is Recon Capable.

1.6 The Danube

The only Massive River is the Danube (Duna). Rivers with a black edging qualify, even if they are not literally named "Danube." Other 'Larger' rivers without a black edging are just Rivers, not Massive Rivers.

EZOCs and Engagement Zones **only** extend across the Danube where a non-Blown Bridge exists and only into the hex directly across the Bridge's hexside. Use of Assist units is unaffected by the Danube. **Exception for all Danube Effects:** See 2.1b.

1.7 Counter Ownership

The Axis player controls all Wehrmacht (Gray), SS (Black), Luftwaffe (Sky Blue), and Hungarian (Blue) units. There are SS units of Hungarian origin that have a Hungarian Blue Band on them. The Soviet player controls all Soviet (Brown), Soviet Guard (Red), and Romanian (Light Green) units.

There are no nationality restrictions on either side.

For all Set Ups and Reinforcements, Soviet entries are all Soviet units and Axis entries are all German units, unless noted otherwise.

1.8 Activations

Unlike other BCS games, not all Formations in **Panzers Last Stand** can Activate *every* turn. Each player is given an assortment of "Allotments." Some must be Pre-Designated before the turn begins. Enemy Spoiling Attacks might affect others. Still others can take advantage of their location or situation to Activate. Control the available Allotments and resulting Activation types using Formation markers on the player's own *Activation Display*.

Fog of War (BCS 1.10) applies; you may **never** examine your opponent's *Activation Display*.

Any Formations that do not Activate in a turn are exempt from BCS 2.5a. On a given turn, they might get a "free pass" on MSR Blockage and Isolation, and might be able to Recover Fatigue, see 1.8f.

Otherwise play proceeds in the normal alternating fashion.



1.8a Allotments. The player is given several types of "Allotments" which he expends to Activate his Formations. Each Allotment can Activate **one** chosen Formation, and the Allotment's type lists any special rules that might apply as well as the SNAFU DRM to use.



All Allotments available are refreshed each turn as given in the scenario or on your *Activations Chart*, plus any applicable from your *Surge Chart*.



Note that you will use your **own** *Surge Chart* for both your **own** Surge plus your Response to the enemy's Surge operations. During your Surge, you will get Surge Activations to use, and the enemy may get "Response" Activations to use against you. The opposite occurs when an enemy Surge is going on.



Unused Allotments cannot be saved from turn to turn. Once a player expends his available Allotments of a given type in a turn, he can no longer Activate any Formation in that type. When both players have expended

all types of Activations available, the Activity Phase ends.

A Done Formation **cannot** "activate again," regardless of remaining Allotments.

1.8b Activation Types. There are several types of Allotments, each allowing only one type of Activation. See the *Activation Types Chart* for details of any special rules or restrictions for each type. Some require expending an Allotment while other "free" ones depend on enemy Spoiling Attacks, location, or situation. The Box dedicated to each Activation Type on your *Activation Display* also lists the key special rules and lists the SNAFU DRM to use.

1.8c Pre-Designation and How to Play. In the Reinforcement Phase each turn, each player sets up his *Allotments Available Track* on his *Activation Display* by transferring the available Allotment numbers by type for that date from the player's own *Activations* and *Surge Charts*.

There can be up to 4 types of Allotments: Primary, Secondary, Surge, and Response. Mark these, by type, on the Track with the provided markers. Move the Track markers to keep a running total of your remaining Allotments as they are expended.

Move Formation markers (in play or arriving this turn) to the *Available Formations Box* on the *Activation Display*. Place any newly arriving Reinforcements into the box provided.

During the Orders Phase (even if the Orders rules are not used), pre-designate specific Formations to use all available **Primary** and **Surge** Allotments. Move the selected Formation markers from the *Available Formations Box* to the Tier 1 Box matching the designated Allotment's type.

None of the other Allotment types need to be pre-designated. They are not designated until the *moment* of Activation.

Players alternate Activations until all have been spent. **Within the player's current Tier**, he is free to perform different Activation types in any order desired. All of a player's Tier 1 Activations must be done *before*

using any of his Tier 2 Activations. Players independently transition from Tier 1 to Tier 2 as available Activations are expended, so one side can still be in Tier 1 while the other has moved on to Tier 2.

After a Tier 1 Activation, move the Formation marker to its Activation Type's *Done Box*.

For a Tier 2 Activation, move the Formation marker from the *Available Box* to the desired Activation Type's *Done Box*. For each Secondary or Response Activation, you must have and expend one Allotment of that type. Make that choice (and expenditure) at the moment of Activation (it is not pre-designated).

Continue with Tier 2 Activations until at least **all** Allotments have been expended and **all** Unused *Spoiled* Formations have Activated. You can choose to not perform a Reinforcement or Budapest Activation if you do not wish to do so.

1.8d Special Activation Types.

A) **Budapest.** (Soviet Only)

These are available to any Soviet Formation if its HQ is at or within 6 hexes of any **Budapest Urban hex** (straight-line distance). The Soviet player can choose to not use any available Budapest Activation (he can replace it with another Allotment type or simply not Activate at all). Use the SNAFU DRM based on the HQ's current location with respect to the Danube. If the HQ moves beyond 6 hexes or switches its river side **during** the Activation, use the same Budapest SNAFU DRM for any Second Activations.

B) **Reinforcements.**

Any Formation whose HQ arrives into play via the OOA can make use of a Reinforcement Activation to get into the play area without using another Allotment type. You are free to ignore or replace any Reinforcement Activation (*including* the arrivals via 1.11), if desired. Importantly, this Activation is only available on the turn the HQ itself arrives into play. If the HQ is already in play, the Formation cannot use a Reinforcement Activation.

1.8e Spoiling Attacks. A **Spoiling Attack** is not an Activation type; it is the **result** of your units damaging enemy Formations which have not yet Activated. It is a way of pinning them down by diverting their attention, time, and resources. See the *Spoiling Attack Box* in the *Activation Display's* upper left side for details. It is your way to affect enemy planning and operations by the actions of your forces.

Spoiling Attacks can move enemy Formations which have **not yet** Activated to either the Tier 1 or Tier 2 *Spoiled Box*.

- When Spoiled, Tier 1 Formations go to the **Tier 1 Spoiled Box**; all others go to the **Tier 2 Spoiled Box**.
- Spoiling Attacks have *no effect* on Formations that have already Activated or which are already in a *Spoiled Box*.
- All Spoiled Formations must be Activated before the player is finished for the Turn (even if they are created after that side was apparently finished).

1.8f Inactive Formation Fatigue Recovery. All Formations that:

- Have **not** Activated at all in this turn. (*Failing* a SNAFU **counts** as being Activated.)
- Have a Fatigue level of Fat-2 or more.
- Have a Complete MSR.

Reduce their Fatigue Level by one in the Game Turn End Phase.

1.9 Heavy Tanks

“Heavy Tanks” are those Axis units with TGR in their unit symbol (Tiger I or Tiger IIb tanks) and Soviet units with IS or ISU in their unit symbols (tanks using the Stalin tank chassis).



Both Soviet and Axis Heavy Tanks have a **White Circle** behind their Action Rating. Such units **cannot** rebuild Step Losses using Repls.

1.9a Dead Heavy Tanks. If a Heavy Tank unit is destroyed, roll one die. The roll's result is the number of turns in the future the unit returns to play. The unit returns that turn as a Reinforcement with one step remaining.

Retain any Formation Assignment the unit had when it was destroyed (it cannot be changed until after it returns to the map) and it is exempt from the Complete MSR requirement in *BCS* 2.1c during this process.

For purposes of *BCS* 6.2d, returning Heavy Tank units *count* as Reinforcements.

1.10 At Start Command Radii

Some units set up outside Command Radius intentionally. All out of Command Radius effects apply normally when these units Activate, including Isolation.

1.11 Maskirovka

This mechanic shows surprise Surge offensives in the January scenarios (it is not used in February or March). Each side has forces that can enter play using this rule.

Place each arriving Formation in any hex(es) w/i 1 hex of one friendly HQ, which currently has both a Complete MSR and does not have Ghost Combat Trains. Each hex chosen must not contain an EZOC. Arriving Combat Trains apply *BCS* 2.1h instead.

If more than one Formation arrives in one turn, each can arrive at the same or different HQs, as desired, which fit the requirements above. A given Formation cannot be split among multiple HQs.

Units can arrive on either counter-side. Arriving units **cannot** be placed in any hex that cuts off their own or any enemy unit's Safe Path (evaluate using **Truck** MA, regardless of unit MA type).

The arriving Formation(s) are “Buddies with everyone” for the turn of entry (*and only that turn*).

See 2.2 and 3.4 for arriving Formations and any special requirements.

1.12 Komárom Bridge Capture

If Soviet units occupy A21.05 and/or A20.05 (the Danube crossing at Komárom) at the moment of any Axis SNAFU die roll, apply an additional -3 SNAFU DRM if the Formation HQ is **south** of the Danube Surge Line. The situation or status (even future survival) of the Soviet unit or units used above have no effect at all. If it is alive at the moment, it counts.

Note that the RR Bridge at A20.03 has no effect on this rule. Only the Primary Road hexes, A21.05 and A20.05, matter.

2.0 Axis Special Rules

2.1 Konrad I

2.1a The Initial Offensive's Timing.

The main (what would be thought of as 'primary') Formations of *Konrad I* were the two SS Panzer Divisions, but both are still in the process of arriving on 2 Jan when *Konrad I* began. They were not ready for full operations and are relegated to "Secondary" status.

However, the 96 Inf Division began crossing the Danube shortly before midnight (*still* January 1st), and was fully operational on the campaign's first day.

The **one** Axis Primary Allotment given on the *Axis Activations Chart* for 2 Jan **must** be used for the 96 Inf Division.

2.1b The 96 Inf Division's Rubber Boats.

German 96 Inf Division units *ignore* all Danube-edged River hexsides for every purpose (play each hexside as if the Danube doesn't exist at all). Only the Division's Intrinsic units (not Assigned Independents) can do this. This ability expires at the end of 6 Jan 45.

Just to be clear, while the 96 Inf Division's ZOCs extend unhindered across the Danube until 6 Jan 45, Soviet ZOCs apply the 1.6 restrictions at all times in return.

Exception: Apply 2.1b in Scenario 5.9 Operation Southwind as well.

2.2 Konrad III Surge

The Axis player can choose to initiate his Surge (starting with the Exit below) *before rolling for the Weather* on any turn on or after 12 Jan 45. *Konrad III* can only be used in January scenarios.

Konrad III comprises two phases (Exit and Entry). Each is separately announced, executed only once, and done on any turn, given their requirements.

On the **Entry Turn** only, the Axis is automatically the First Player with no dice roll. However, if Entry occurs the turn the Soviets start their 6th Gds Tank Army offensive (3.4), *neither* player automatically gets First Player. Instead, roll for First Player normally.

The **Entry Turn** marks the beginning of the Surge (*not* the Exit process). The Surge lasts 10 turns. Use the Axis Surge End marker on the Turn Record Track as a reminder. Note that the Surge "length" does not include the Entry Turn itself.

At the earliest, the Exit turn can happen on 12 Jan 45, the Entry Turn two turns later (14 Jan 45), and the Surge 'itself' runs the 10 turns from 15 Jan 45 through 24 Jan 45.

2.2a Exit. Upon announcement, remove the units shown on the map's *Konrad III Surge Box*, regardless of situation, make any changes and adjustments there or noted below, and place them in the proper display locations.

Each Formation retains any step losses, assigned units, and Arty Points. All must be removed the same turn.

See the unit details on the *Konrad III Surge Box* on the map. To make them easier to see, the *Surge Box* background colors are slightly different than the real counters.

Notes on Handling the Exit and Entry Units:

i) Note that the Recon unit Step Sizes making up the "new" KG Pape are smaller than the originals. Be sure to dock the *original* number of step losses **from** the replacement unit to get the correct starting point for the new unit version.

ii) Should KG Pape suffer Formation Destruction (*BCS* 6.2) before exiting, the re-Entry of KG Pape is unaffected (the Formation HQ and Combat Trains re-enter with the rest of the "new" Pape).

iii) The 6 Pz Division units arrive at their HQ, retaining only the Steps they had when removed, given any Repl use. I/26 Pz Bn only arrives above if it hasn't already been removed by the OOA on 15 Jan 45.

iv) When removed, units retain any Step Losses (or Dead Pile status) they might have had at that moment (applying the size changes in part i). While awaiting re-entry, these units can freely apply any Repls the player might obtain—in fact, he can apply any available number of Repls to a single unit at one time (they are not restricted to only one per turn). This rule does not change the limits on Heavy Tank replacements 1.9. If a unit is removed from the Dead Pile and no Repl was applied to it; it will return to play by going straight back into the Dead Pile.

v) When removed, the player can keep any assigned independent units or Arty Points with the Formation, have them become unassigned (so they can be assigned elsewhere the next turn), or add to those assigned at any time while still "off map." Assigned independent units and Arty Points return to play with their Formation on the Entry Turn.

2.2b Entry. On any turn at **least** two turns after the removal above, **but** before rolling for the Weather, the Axis player can **announce** that his Surge forces will begin entering play and that *Konrad III* will occur North or South of the *Danube Surge Line*. On that turn, the forces shown on the map's *Surge Display* **must** arrive.

Example: The player pulls the unit on 12 Jan (the earliest turn possible). The *earliest* Entry would be on (or after) 14 Jan.

Each entering Formation applies 1.11 independently, given the announced side of the *Danube Surge Line*. All the involved units must return in that turn's *Reinforcement Phase*, even if merely returning to the Dead Pile.

Entry need not be designated in advance, nor are you ever required to bring them back into play at all, if you don't want to (for unknown reasons).

The Axis Surge Activations and the corresponding Soviet Response Allotments obtained from *Konrad III* can only be used for Formations with HQs on the designated side of the *Danube Surge Line*.

2.3 Festung Budapest

A printed "X" background symbol identifies all Axis units that belong to *Festung Budapest*. These units operate as Independents assigned to the Festung HQ on the same side of the Danube as themselves.

While there is no literal Assignment, the "side of the river" counts as Assignment to that HQ (e.g. for access to Support and PD). *Festung* units can switch this Assignment at will by crossing to the other side of the river to start their next Activation with the other HQ. *Yes, they might manage to Activate with both Festungs in one turn—I'm sure the results will be impressive!*

Each HQ can only place OBJs on its own side of the river. The OBJ Zone is normal and can freely extend across the Danube.

Festung HQs, themselves, cannot move.

Safe Path concerns affect these *Festung* units normally, but a unit's Safe Path must go to the HQ on its own side of the river.

If a Soviet unit ever enters either Festung HQ's hex, destroy that HQ. A Festung HQ's destruction precludes the ability of units on its side of the river to Activate, but this also means that units on that side of the river are free of Isolation effects.

No unit can be Assigned *into (or out of)* Festung Budapest **unless** an MSR exists to an Axis Supply Source hex **outside** Budapest.



The two *Festung* HQs share a common Garrison Combat Trains which can freely switch between the city's two Supply Sources. However, if the Combat Trains *must* switch, but the other Supply Source is unavailable for any reason, it is destroyed. See also 2.4.

Festung Combat Trains sitting atop its Supply Source always has Optimal Distance for both *Festung* Garrison HQs (regardless of the actual hex distances). They cannot go anywhere else.

The *Festung* Supply Source and Combat Trains are a Complete MSR and prevent MSR Blockage marking.

However, these Supply Sources **do not** allow the Festung Combat Trains to generate a Complete MSR for Repls, Reinforcements, or Independent unit assignments. Those functions require a Complete MSR to an Axis Supply Source **outside** the city.

2.4 Budapest Bridges

When the Axis player chooses, he can blow all the Danube bridges in Budapest. This can be done at any moment in the Turn Sequence. There is no die roll. All the bridges must be blown at once (you cannot pick and choose). Once executed, this action cannot be changed or "repeated."

Use the Budapest Bridge marker to identify the current Bridge status. The marker has "All Up" on one side and "All Blown" on the other. Keep the marker visible for both sides. When the bridges are blown, only the Festung Supply source containing the Festung Combat Trains remains, the other ceases to exist.



3.0 Soviet Special Rules

3.1 Soviet Logistics

The Soviets can use **any** sort of Road, Track, or RR as Legal hexes for their HQs, Combat Trains, and MSRs.

Apply the -1 SNAFU DRM for using "tracks" if any part of the MSR uses either Track OR RR hexes.

3.2 Support AT Return

3.2a Only units with a counter-side with "Support" printed on it can *enter* Support for a Soviet Formation.

3.2b Soviet AT units (those only capable of being in Support and have a literal "AT" unit type symbol) automatically return to

play with one Step when destroyed. They cannot use Repls. Roll one die and they return to their Formation that many turns in the future as a Reinforcement with one Step remaining.

A returning AT unit must retain any Formation assignment, and is **exempt** from the Complete MSR requirement in *BCS* 2.1c.

Returning AT units are not considered to be "in play" for *BCS* 6.2a. If the Formation has otherwise been destroyed, remove it completely, to include the supposedly returning AT units.

3.3 Bridges

The Soviet player may be able to blow bridges. This is done differently than the case with the Axis rule regarding the Budapest Bridges in 2.4. Only locations with a "Plunger" printed on the map can be blown.

Blowing Bridges. The Soviet player **must** roll to blow any bridge marked with a 'Plunger' (this does not include the Bridges in Budapest, 2.4). Do this the **first time** an Axis unit enters a hex which contains the bridge's hexside, and the bridge is not already marked with a Bridge Blown or Bridge OK marker. If the marker has been placed, bridge blowing has already been attempted (successfully or as a failure) and it cannot be attempted again.

If that hex is made up of multiple hexsides containing bridges, each **hexside** requires a separate roll (even if the hexside shows more than one bridge, make only one roll for it).

Roll one die per hexside only the **first time** an Axis unit moves adjacent to it. There are no DRMs.



1-2 Bridge blowing fails. Mark the hexside with a Bridge OK marker.



3-6 Bridge blowing succeeds. Mark the hexside with a Bridge Blown marker.

3.4 Surge Offensive: 6 Gds Tank Army

The Soviet player can choose to initiate his Surge before the Weather roll on **any turn on or after 6 Jan 45**. This Surge can only be used in January.

Unlike the Axis Surge, the Soviet Surge has only an *Entry Turn* and units are not removed from play. The Soviet player is *automatically* First Player on this turn with no dice roll. However, if the Soviet Surge is announced the same turn as the Axis *Konrad III* Entry Turn, *neither* player automatically gets First Player. Instead, roll for First Player normally. If the Soviet Surge overlaps with any Exit or Entry Turn of the Axis *Konrad III* Surge, the Soviet Player must place his own Surge Reinforcements on the map before the Axis player commits to Exit or Entry of his own Surge forces.

The Entry Turn marks the beginning of the Soviet Surge. The Surge itself lasts 10 turns. Place the Soviet Surge End marker on the Turn Record Track as a reminder. Note that the Surge “length” does **not** count the Entry Turn itself. At the earliest, the Entry Turn can happen on 6 Jan 45, and the Surge itself would run from 7 Jan 45 through 16 Jan 45.

Entry. On the Entry Turn, the forces shown on the map’s *6 Gds Tank Army Surge Box* arrive in the Reinforcement Phase. Others listed there will arrive in the turn after the Entry Turn. Note that the 1.11 freedom from Mixed Formations does not apply to these follow-on units. Each Formation applies 1.11 independently.

Important: Unlike the Axis Surge, the Soviet Surge Reinforcements and Activation Allotments (both the Soviet Surge and Axis Response Activations) can **only** be placed in hexes or used by Formations with HQs **North** of the *Danube Surge Line*.

See unit details on the *6 Gds Tank Army Surge Box* on the map. The *Surge Box* background colors are slightly different from the real counters to make them easier to see.

3.5 Formation Rebuilds

The Soviets (only) can rebuild Formations that have previously been removed from play by *BCS* 6.2.

Rebuild the Formation using Repls normally. The HQ and Combat Trains must enter via any East Map Edge Entry Hexes that allow for a Complete MSR.

Regardless of the Formation’s Fatigue level when it was removed, it returns as Fat-3. Support AT removed with the Formation’s destruction by 3.2 return with the HQ with one Step available (at no cost in Repls). Likewise, if the Formation has any non-Support capable AV units, each returns with the HQ with one Step available (at no cost in Repls).

4.0 Victory

Determine Victory using the conditions below (plus additional information specified in the scenario being used).

4.1 Sudden Death

If the Axis Player establishes a Complete MSR to either Festung HQ via the Festung Combat Trains from a Supply Source at Entry Areas C, D, or E at the end of any *Soviet* Activation, he wins a Sudden Death Victory.

4.2 VP Hex Control

Only the Axis has marked Victory Point hexes and they are marked with a white circle and German Cross.

A side “controls a VP hex” if it occupies, or was the last to occupy, the hex with an Attack Capable unit which is in Command Radius **and** has a Complete MSR.

The Soviet Player controls all VP hexes at the start of each scenario.

Important: Remember that enemy controlled Victory hexes need an OBJ to be taken (*BCS* rule 3.3).

Axis Victory Point Hexes

Tatabánya (A40.24)

Csabdi (A44.35)

Zámoly (B3.24)

Esztergom Road Junction (C22.07)

Felsőörpuszta (C39.06)

Lessons Learned

by Dean Essig

What follows are some insights from testing. They are not meant to stereotype your play. Finding them the hard way after a hundred hours of play can be unsatisfying, so I’ve included just a few notes about matters that might escape notice. They are generally applicable to one or the other player, but are available for both sides to consider.

1) While you can make use of an Assist unit on the other side of the Danube (1.6), the restrictions on EZOCs and Engagement Zones across the river is important. Otherwise, the key primary road—an irreplaceable MSR route for the Axis advance—can be cut with dramatic ease.

2) Take a very careful look at the potential Soviet MSRs **west** of Budapest. There are very few routes that can be used there that don’t go *through* the occupied city (and hence nowhere). If the Axis enters this area, they can create a wedge that splits the Soviet forces using the limited northern route or far down to the south. The impossible boundary zone between them will be right where the Soviets need to defend. In effect, if you aren’t aware of the available routes, the resulting MSRs will cause your frontline to split like the parting of the Red Sea straight into Budapest.

3) Be smart in the Quiet Zones. You might get the urge to start some “Offensive to Nowhere” and waste Steps. Don’t. The MSR tangle in those areas needs attention. You don’t have the road net needed to do it all, so send “excess” Formations somewhere more useful to reduce the load. The Axis temptation is to use those Panzer Divisions in the south to smash a couple of the Rifle Divisions in front of them. Sounds great, but look in back of them. Those Mech Corps have more steps than a Panzer Division does and while they might be behind the curve in attrition rates, the Axis player will be forced to redirect valuable Repls from the spearhead. Unless you want a tangled mess of MSRs for Formations slowly wasting away, running “because I can” offensives to gain a few hexes and inflict Step losses, you are missing my point here.

4) Trading Tanks. Except for the Soviet Mech AV units, both sides have equivalent AV Repl Rates. However, the Soviets start with a large edge in *available* AV Steps and an uphill quality battle. The result can be seductive. The Soviets use their initial advantage in AV Steps to absorb loss rates they cannot sustain. In the meantime, the smaller Axis AV units alternate between being in action or awaiting rebuilding. Eventually, the Soviet initial Step buffer is expended, and given the relative loss rates, the Soviets then find themselves on the wrong side of the attrition-Replacement curve. The key is to avoid unnecessary losses and work to minimize “Both Loss” results as possible. The Soviets will still burn down their advantage in sheer numbers, but your goal is to keep them from “running out” during the game!

5) *Konrad I* gives the SS a delicate dilemma to solve. They must move **fast** to gain ground before the Soviets re-position their army to bring their numbers to bear. That said, it isn’t 1940 any more. If you try to just use speed to protect your Formation, Soviet strength will rapidly cripple your spearheads. Looking to get the *Konrad III* rebuilds to save your behind before you have to rename them “SS Motorized Infantry Brigades” on 6 Jan is not a plan. So, you have to have a better balance between speed and force protection. You can’t sacrifice the entire offensive’s speed at the start line grinding some dead-ender Soviet Infantry into the ground. Those guys aren’t worth your stopping to deal with them. (Not in the sense that your SS is going to sit there and attack them until they are all gone—but don’t be afraid to attack the left behind Formations themselves, so they are forced to Activate (as Spoiled) and suffer Isolation Effects. Your “rapid” advance will grind to a halt from tank losses and stiff Soviet resistance—so be prepared to start slogging forward when it does. Don’t be afraid to lose steps. Again, it isn’t 1940 anymore, and if you are only able to operate while singing “Spring Time for Hitler” (or you won’t attack at all), you will lose the game. Go fast, but don’t be afraid to get in there and get dirty.

6) Don’t underestimate the power of the Soviet 6 Gds Tank Army Surge. The forces are relatively meager. There are only two MSR routes available. And it is a long haul. Still both sides should end up near Komárom

in a razorblade fight for the bridges. The Soviets need to go fast, and far, with limited numbers of troops and tanks. Like the Axis in point 5, they can’t afford to get bogged down in pointless slogging fights with dead-enders—that’s a job for the Guards Infantry Divisions. Meanwhile, the Axis needs to control the balance of their forces being dedicated north of the Danube: If they over-react, they strip needed Formations away from their own main effort (meaning the Soviet counter-offensive’s goal of diversion has succeeded)...but if they don’t give it **enough** attention they can lose the game by dint of the potential SNAFU DRM. The resulting balance is a hard slugfest with both sides hitting as hard as they can to either take or defend Komárom.

7) Don’t focus too early on *Konrad III*. When the going gets sluggish, the temptation is to look toward pulling the SS as a sort of “restart”—affecting the Axis player’s thinking (well before the 12 Jan minimum). As a result, the SS pulls back, their offensive stops dead, and the player starts to worry more about conducting a passage of lines and how the Axis Infantry should be deployed. The Soviets welcome the respite to regroup and redeploy. Sure, *Konrad III* will be coming, but the Soviets will be more ready for it. The early stop of the Axis offensive allows, of course, the launch of *Korand III* as early as legally possible. This will, however, preclude taking the time to replenish the SS Panzers. As I’ve tried to suggest, the most effective balance is the goal. But if you can’t accept friendly losses in your operations, you won’t be able to do enough.

8) Start the process of taking Urban hexes of Budapest as early as you can and keep at it. It is your insurance policy if your Frontline fails to keep the Axis relief effort away. If you take the city, they can’t open the needed MSR. Every Axis Step in the city is gold. They won’t get more of them. But even more critical are the Urban hexes themselves. The Axis simply must counterattack and push the Soviets out of hard won Urban hexes to generate more space. Steps are still gold, so the Axis can’t waste them taking irrelevant hexes that do not contribute to the Soviet effort to cut into the city’s “chewy center.” The Axis can’t just lay there and take it—they must choose their ground and take back these key hexes (the routes into the center).

5.0 Scenarios

5.1 The Taking of Budapest 123: The Full Campaign

Operations Konrad I, II, and III were successive offensives to relieve the Budapest siege. The spearhead was the IV SS Panzer Corps, sent south from Poland along with additional German and Hungarian forces. Given the dwindling supply situation, a full front effort was not possible; hence attacks were focused on one sector in each operation. The Soviets, initially unprepared and surprised by the offensive, recovered and launched their own attack north of the Danube, attempting to take the critical bridges at Komárom to relieve pressure. All the while, the Soviets besieging Budapest were taking the city block by block, with the city finally capitulating on 13 Feb 1945. In the end, the Germans would commit half of the total SS and Heer Panzer Divisions on the Eastern Front around Budapest without achieving their goal.

Playing Area: All maps

First Turn: 2 Jan 45

Last Turn: 27 Jan 45 (The Axis player can choose to end the game on 11 Jan 45 and accept the Victory Conditions that apply at the end of that turn OR play until the 27 Jan 45 turn to try for a Sudden Death victory.)

Game Length: 26 Turns

First Player: Axis

First Turn Weather: Good

Activations: Use each player’s Activations and Surge Charts.

Air Points: Roll normally.

Axis Set Up:

Unassigned Independents:

A20.05: Convlstct Hun Static Bn

A20.06: 2/XVIII Alarm Bn

211 VG Div:

A4.33: 211 VG HQ (Fat-0, PD), 211 Fus Bicycle Bn, 662 ‘88’ Bn [1] (Assigned 211 VG, Support)

C2.02: I/306 Inf Bn

C4.01: II/306 Inf Bn

C6.02: I/317 Inf Bn

C9.03: II/317 Inf Bn

C8.01: I/365 Inf Bn

A8.33: II/365 Inf Bn

A2.32: 211 Pio Bn

A1.31: 211 VG Combat Trains

S. Laszlo Hun Inf Div:

C14.01: S. Laszlo HQ (Fat-1, PD), 20 Hun Hetz Bn [1], 721 PJ Bn (Assigned S. Laszlo, Support)

C17.03: S. Laszlo Hun Bicycle Bn

C15.04: 1 Para Hun Abn Bn

C13.03: 2 Gren Hun Inf Bn

A12.33: 3 AF Hun Inf Bn

A16.33: Bernlk Hun Hetz Bn [1], 53 Hun Pio Bn

C16.05: II/93 Inf Bn (Assigned S. Laszlo)

C17.06: Sachsen MG Bn (Assigned S.

Laszlo)

A11.30: S. Laszlo Combat Trains

96 Inf Div:

A19.23: 96 Inf HQ (Fresh), I/283 Inf Bn

A19.24: II/283 Inf Bn

A19.28: I/287 Inf Bn

A19.29: II/287 Inf Bn

A13.23: 96 Inf Combat Trains

3 SS Pz Div:

A22.04: 3 SS HQ (Fresh), 3 SS StG Bn [4] (Support)

A23.14: 3 SS Pz Recon Bn

A23.10: 9/3 TGR Co

A23.08: I/3 SS Pz Bn [3]

A23.06: II/3 SS Pz Bn [4]

A25.15: II/5 SS Inf Bn

A23.07: I/6 SS Inf Bn

A23.09: II/6 SS Inf Bn

A22.05: III/6 SS Inf Bn

A24.00: 3 SS Combat Trains

5 SS Pz Div:

A26.11: 5 SS HQ (Fresh, 2 Arty Points), 5 SS JgPz Bn (Support), I/5 SS Pz Bn, II/9 SS Inf Bn

A31.18: 5 SS Pz Recon Bn

A27.12: II/5 SS Pz Bn [3], III/9 SS PG Bn

A26.10: I/9 SS Inf Bn

A25.10: I/23 SS Inf Bn

A25.09: 5 Pz Pio Bn

A24.07: 5 SS Combat Trains

Pape Pz KG:

A39.18: Pape HQ (Fat-0), 13 JgPz Bn (Assigned Pape, Support)

A37.21: I/26 Pz Bn [1], I/98 PG Bn

A38.20: I/11 Pz Bn [2], II/114 PG Bn

A34.19: I/130 Pz Bn [2]

Dead Pile: I/10 Pz Bn

A34.17: Pape Combat Trains

Bieber Inf Div (-):

A44.12: Bieber HQ (Fat-0, PD), 102 Hun '88' Bn (Assigned Bieber, Support)

A41.19: I/979 Inf Bn

A44.17: II/979 Inf Bn

A42.17: 271 Fus Inf Bn

A45.15: Mark MG Bn

A47.13: I/1 Hun Inf Bn

A50.12: II/1 Hun Inf Bn

A42.14: 208 Pz Bn (Assigned Bieber)

A38.11: Bieber Combat Trains

4 Kav Bde:

A57.09: 4 Kav HQ (Fat-0, PD), I/28 '88' Bn (Assigned 4 Kav, Support)

A54.12: 4 s Pz Recon Bn

A62.12: 70 PJ StG Bn

A52.12: I/5 Cav Bn

A57.11: II/5 Cav Bn

A60.11: I/41 Cav Bn

B1.14: II/41 Cav Bn

A54.06: 503 F TGR Bn [1] (Assigned 4 Kav)

A52.04: 4 Kav Combat Trains

3 Pz Div:

B4.10: 3 Pz HQ (Fat-0, PD)

B5.17: I/6 Pz Bn [3]

B3.16: II/6 Pz Bn [3]

B5.19: I/3 PG Bn

B3.04: 3 Pz Combat Trains

23 Pz Div:

B11.11: 23 Pz HQ (Fat-0, PD, 1 Arty Point), 128 JgPz Bn [2] (Support)

B16.12: 23 Pz Recon Bn

B6.15: Rebntsh Pz KG

B7.16: Schulz Pz KG

B13.17: I/126 Inf Bn

B15.15: II/126 Inf Bn

B7.19: I/128 Inf Bn

B9.19: II/128 Inf Bn

B11.18: 51 Pz Pio Bn

B15.12: 85 LW Inf Bn

B20.04: 23 Pz Combat Trains

1 Pz Div:

B25.03: 1 Pz HQ (Fat-0, PD, 1 Arty Point), 1335 Hetz Bn [1] (Assigned 1 Pz, Support)

B18.10: 1 Pz Recon Bn

B25.08: Elias Pz KG (1 Pz), I/113 PG Bn

B25.07: Rank Pz KG

B18.09: 37 Mdr Bn [2]

B20.10: I/1 Inf Bn

B21.09: II/1 Inf Bn

B23.08: II/113 Inf Bn

B19.09: 37 Pz Pio Bn

B20.07: 73 Pz Erz Bn

B16.10: Holczer Hun Inf Bn

B28.09: Lausitz MG Bn (Assigned 1 Pz)

B26.00: 1 Pz Combat Trains

25 Hun Inf Div:

B33.07: 25 Hun HQ (Fat-0, PD), 25 Bicycle Bn

B30.07: III/1 Hun Inf Bn

B30.10: I/25 Hun Inf Bn

B35.10: II/25 Hun Inf Bn

B32.11: III/25 Hun Inf Bn

B27.02: 25 Hun Combat Trains

Buda Garrison Festung:

C44.27: Buda HQ (Fat-0, PD), 8 SS Hetz Bn (Support), 147 LW '88' Bn (Support), Budapest Combat Trains

C40.26: 8 SS Pz Recon Bn, Obuda Hun Inf Bn

C40.27: 15 Kav SS Inf Rgt

C44.25: 16 Kav SS Inf Rgt

C47.27: 18 Kav SS Inf Rgt

C45.26: Portugal SS Inf KG

C42.25: Europa Alarm Bn, I/40 LW '88' Bn

C43.25: Vannay Hun Alarm Bn, Zilahi Hun Inf Bn

C47.28: Kundgr Inf KG, Galantai Hun Inf Bn

C41.26: I Univ Hun Inf Bn, Svabhegy Hun Inf Bn

C47.29: Versvry Hun Inf Bn, Viharos Hun Inf Bn

C46.26: Berend Hun Inf Bn, Deri Hun Inf Bn

C46.28: Belváros Hun Inf Bn

Pest Garrison Festung:

C45.29: Pest HQ (Fat-0, PD), FHH StG Bn (Support), 22 SS Hetz Bn (Support), II Univ Hun Inf Bn

C44.30: I/4 Pz Bn

C38.29: 632 LW '88' Bn

C51.32: 573 LW '88' Bn

C45.33: 13 Pz Recon Bn

C44.33: I/66 Inf Bn

C45.34: II/66 Inf Bn

C40.32: I/93 Inf Bn

C37.30: I/FHH Inf Bn, Ujpest Hun Inf Bn

C38.30: I/Gren Inf Bn

C38.31: II/Gren Inf Bn, Székely Hun Inf Bn

C39.32: 4/1 Hus Hun Inf Rgt

C39.31: Sodro Hun Pio Bde

C47.34: Billnitzer StG KG

C48.33: II/241 LW '88' Bn, 1/1 Arm Hun Inf Rgt

C43.33: III/6 Hun Inf Bn

C42.32: III/8 Hun Inf Bn

C41.33: I/18 Hun Inf Bn, Besztc Hun Inf Bn

C46.34: III/38 Hun Inf Bn, Zg-Kb Hun Inf Bn

C44.32: Morlin Hun Inf Bn

C51.33: 22 Aufk SS Inf Bn

C50.33: 17 Kav SS Inf Rgt

C52.32: 52 Kav SS Inf Rgt

C51.31: 53 Kav SS Inf Rgt

C49.34: Dorner SS Pol KG

C54.32: Pecszi Hun Inf Bn

C52.29: Budapest Hun Sec Bn
C52.30: Csepel Hun Inf Bn

Formation Activation Markers in Play:

3 SS Pz, 5 SS Pz, 1 Pz Div, 3 Pz Div, 23 Pz Div, Pape KG, 4 Kav Bde, 96 Inf Div, 211 VG Div, Bieber Div (-), Buda Garrison Festung, Pest Garrison Festung, S. Laszlo Hun Div, 25 Hun Inf Div (-)

Soviet Set Up:

24 Gds Corps:

C5.04: 24 Gds HQ (Fat-1, PD), AT Gds AT Bn (+) (Support)
C7.03: I/6 Gds Abn Inf Rgt
C4.02: II/6 Gds Abn Inf Rgt
C6.03: III/6 Gds Abn Inf Rgt
C1.03: I/243 Inf Rgt
C2.03: II/243 Inf Rgt
C3.03: III/243 Inf Rgt
C1.04: 24 Gds Combat Trains

25 Gds Corps:

C12.07: 25 Gds HQ (Fat-1, PD), AT AT Bn (+) (Support), 27 Gds Tk Bde [2] (Assigned 25 Gds)
C13.06: I/53 Inf Rgt
C15.07: II/53 Inf Rgt
C14.06: III/53 Inf Rgt
C11.04: I/409 Inf Rgt
C12.04: II/409 Inf Rgt
C9.04: III/409 Inf Rgt
C7.09: 25 Gds Combat Trains

18 Tk Corps:

C42.04: 18 Tk HQ (Fat-0, 4 Arty Points)
C40.08: 78 Motorcycle Bn, 181 Tk Bde [5]
C47.03: 110 Tk Bde [4], 363 Gds ISU Rgt

A23.17: 170 Tk Bde [3] *Out of CR
A22.19: 1438 SU Rgt *Out of CR
A24.17: 1000 AT Rgt [1] *Out of CR
C44.01: 32 Inf Bde
C36.10: 18 Tk Combat Trains

4 Gds Div:

A26.31: 4 Gds HQ (Fat-1, 2 Arty Points), 2/8 Gds Inf Bn, 26 Lt Arty Bde (Assigned 4 Gds, Support)
A21.29: 9 Gds AT Bn
A23.25: 1/3 Gds Inf Bn
A20.26: 2/3 Gds Inf Bn
C20.02: 1/8 Gds Inf Bn
A20.33: 1/11 Gds Inf Bn

A19.31: 2/11 Gds Inf Bn
C36.04: 4 Gds Combat Trains

80 Gds Div:

A29.21: 80 Gds HQ (Fat-1, PD), 85 Gds SU Bn (Support), Tng Gds Inf Bn, 1962/42 AT Rgt (Assigned 80 Gds, Support)
A26.16: 1/217 Gds Inf Bn
A27.19: 2/217 Gds Inf Bn
A29.18: 1/230 Gds Inf Bn
A30.18: 2/230 Gds Inf Bn
A31.19: 1/232 Gds Inf Bn
A32.18: 2/232 Gds Inf Bn
A35.29: 80 Gds Combat Trains

34 Gds Div:

A40.24: 34 Gds HQ (Fat-1, PD), 3/103 Gds Inf Bn, 38 Gds AT Bn (Support), 1961/42 AT Rgt (Assigned 34 Gds, Support)
A39.22: 1/103 Gds Inf Bn
A40.22: 2/103 Gds Inf Bn
A34.21: 1/105 Gds Inf Bn
A35.22: 2/105 Gds Inf Bn
A37.23: 1/107 Gds Inf Bn
A38.22: 2/107 Gds Inf Bn
A47.33: 34 Gds Combat Trains

223 Rfl Div:

A48.22: 223 Rfl HQ (Fat-2, PD, 1 Arty Point), 332 AT Bn (Support)
A47.19: 1/1037 Inf Bn
A48.18: 2/1037 Inf Bn
A42.22: 1/1039 Inf Bn
A42.20: 2/1039 Inf Bn
A44.19: 1/1041 Inf Bn
A45.19: 2/1041 Inf Bn
A48.30: 223 Rfl Combat Trains

52 Rfl Div:

A51.18: 52 Rfl HQ (Fat-2, PD, 2 Arty Points), 521 AT Rgt (Assigned 52 Rfl, Support)
A46.17: 1/429 Inf Bn
A47.16: 2/429 Inf Bn
A49.15: 1/431 Inf Bn
A51.14: 2/431 Inf Bn
A53.14: 1/439 Inf Bn
A54.13: 2/439 Inf Bn, 405 AT Bn
A56.23: 52 Rfl Combat Trains

93 Rfl Div:

A57.27: 93 Rfl HQ (Fat-0, 1 Arty Point), 144 AT Bn (Support), 1/51 Inf Bn
A56.26: 2/51 Inf Bn
A55.26: 1/129 Inf Bn
A55.25: 2/129 Inf Bn
A54.24: 1/266 Inf Bn

A54.23: 2/266 Inf Bn
A53.31: 93 Rfl Combat Trains

5 Gds Cav Corps:

A57.24: 5 Cav HQ (Fat-0, 1 Arty Point), 150 AT Rgt, 43/12 Gds Cav Rgt, 7 AT Bde (Assigned 5 Cav, Support)
A58.24: 54/12 Tk Rgt [1], 45/12 Gds Cav Rgt
A58.25: 1896 SU Rgt [1], 47/12 Gds Cav Rgt
A58.26: 71/11 Tk Rgt [1], 37/11 Gds Cav Rgt
A59.26: 39/11 Gds Cav Rgt
A60.25: 5 AT Bn, 41/11 Gds Cav Rgt
A57.22: 60/63 Tk Rgt [1], 214/63 Cav Rgt
A58.22: 220/63 Cav Rgt
A57.23: 223/63 Cav Rgt
A56.28: 5 Cav Combat Trains

40 Gds Div:

A62.23: 40 Gds HQ (Fat-0, 1 Arty Point), 41 Gds AT Bn (Support), 1/111 Gds Inf Bn
A62.22: 2/111 Gds Inf Bn
A62.21: 1/116 Gds Inf Bn
A61.21: 2/116 Gds Inf Bn
A60.20: 1/119 Gds Inf Bn
A60.19: 2/119 Gds Inf Bn
A57.28: 40 Gds Combat Trains

7 Gds Abn Div:

A59.17: 7 Gds HQ (Fat-2, PD, 4 Arty Points), 8 Gds SU Bn (Support)
A57.13: 1/18 Gds Abn Inf Bn
A59.14: 2/18 Gds Abn Inf Bn
A60.14: 1/21 Gds Abn Inf Bn
A61.15: 2/21 Gds Abn Inf Bn
A62.15: 1/29 Gds Abn Inf Bn
A62.16: 2/29 Gds Abn Inf Bn
A62.20: 7 Gds Combat Trains

7 Mech Corps:

B3.24: 7 Mech HQ (Fat-0, 1 Arty Point), 94 Motorcycle Bn, 1440 SU Rgt [1]
B3.18: 41 Gds Tk Bde [2]
B9.27: 16 Mech Bde, 109 AT Rgt
B2.17: 63 Mech Bde
B11.25: 64 Mech Bde
B7.29: 78 Gds IS Rgt [1], 1289 SU Rgt
B8.24: 7 Mech Combat Trains

5 Gds Abn Div:

B6.23: 5 Abn HQ (Fat-2, PD, 4 Arty Points), 13 Gds SU Bn (Support), Tng Gds Abn Inf Bn, 366 Gds ISU Rgt [1] (Assigned 5 Abn), 1963/42 AT Rgt (Assigned 5 Abn, Support)
B5.21: 1/1 Gds Abn Inf Bn
B6.20: 2/1 Gds Abn Inf Bn

B3.20: 1/11 Gds Abn Inf Bn
B4.20: 2/11 Gds Abn Inf Bn
B8.20: 1/16 Gds Abn Inf Bn
B10.20: 2/16 Gds Abn Inf Bn, 251 AT Bn
 (Assigned 5 Abn)
B9.21: 3/16 Gds Abn Inf Bn
B10.24: 5 Abn Combat Trains

84 Rfl Div:

B14.21: 84 Rfl HQ (Fat-1, PD), 122 SU Bn (Support), 338/9 AT Rgt (Assigned 84 Rfl, Support)
B14.18: 1/41 Inf Bn
B14.19: 2/41 Inf Bn
B11.20: 1/201 Inf Bn
B12.19: 2/201 Inf Bn
B13.19: 1/382 Inf Bn, 2/382 Inf Bn
B15.27: 84 Rfl Combat Trains

252 Rfl Div:

B18.16: 252 Rfl HQ (Fat-1, PD, 1 Arty Point), 310 SU Bn (Support), 762/9 AT Rgt (Assigned 252 Rfl, Support)
B15.18: 1/924 Inf Bn
B15.17: 2/924 Inf Bn
B16.15: 1/928 Inf Bn
B17.14: 2/928 Inf Bn
B18.12: 1/932 Inf Bn
B20.11: 2/932 Inf Bn
B18.24: 252 Rfl Combat Trains

69 Gds Div:

B22.14: 69 Gds HQ (Fat-1, PD, 2 Arty Points), 75 Gds SU Bn (Support)
B23.11: 1/204 Gds Inf Bn
B25.11: 2/204 Gds Inf Bn
B21.11: 1/206 Gds Inf Bn
B22.11: 2/206 Gds Inf Bn
B27.12: 1/208 Gds Inf Bn
B28.12: 2/208 Gds Inf Bn
B20.20: 69 Gds Combat Trains

1 Gds UR Bde:

B31.15: 1 UR HQ (Fat-1, PD, 3 Arty Points), AT Gds AT Bn (Support), 11 MG Bn
B35.11: 2 MG Bn
B30.12: 8 MG Bn
B34.13: 9 MG Bn
B32.13: 10 MG Bn
B30.18: 1 UR Combat Trains

41 Gds Div:

B13.28: 41 Gds HQ (Fat-0, 2 Arty Points), 44 Gds SU Bn (Support), 1/122 Gds Inf Bn
B13.27: 2/122 Gds Inf Bn
B14.26: 1/124 Gds Inf Bn
B15.26: 2/124 Gds Inf Bn
B15.25: 1/126 Gds Inf Bn

B15.24: 2/126 Gds Inf Bn
B16.27: 41 Gds Combat Trains

62 Gds Div:

B23.23: 62 Gds HQ (Fat-0, 2 Arty Points), 69 Gds SU Bn (Support), 1/182 Gds Inf Bn, 1312 AT Rgt (Assigned 62 Gds, Support)
B24.22: 2/182 Gds Inf Bn
B24.21: 1/184 Gds Inf Bn
B25.21: 2/184 Gds Inf Bn
B26.20: 1/186 Gds Inf Bn
B27.20: 2/186 Gds Inf Bn
B28.19: 62 Gds Combat Trains

1 Gds Mech Corps:

D24.01: 1 Mech HQ (Fat-0), 9 Gds Tk Bde
D31.05: 11 Gds Motorcycle Bn
B24.34: 1 Gds Mech Bde, 1453 SU Rgt
D27.09: 2 Gds Mech Bde, 1821 SU Rgt
B32.32: 3 Gds Mech Bde, 382 Gds SU Rgt
D29.13: 1 Mech Combat Trains

10 Gds Corps:

C24.08: 10 Gds HQ (Fat-0), AT Gds AT Bn (+) (Support), 12 AT Bde (Assigned 10 Gds, Support)
C23.08: 1/86 Gds Inf Rgt
C16.08: 1/86 Gds Inf Rgt
C21.04: 1/86 Gds Inf Rgt
C30.12: 1/99 Inf Rgt, 1/99 Inf Rgt
C31.13: 1/99 Inf Rgt
C22.05: 2 Eng Bde
C31.14: 10 Gds Combat Trains

2 Gds Mech Corps:

C33.19: 2 Mech HQ (Fat-2), 4 Gds Mech Bde, 30 Gds IS Tk Rgt
C34.18: 99 Motorcycle Bn, 37 Gds Tk Bde
C32.14: 5 Gds Mech Bde
C28.17: 6 Gds Mech Bde, 251 Gds SU Rgt [1]
C27.29: 2 Mech Combat Trains

23 Rfl Corps:

C37.25: 23 Rfl HQ (Fat-1, 1 Arty Point), AT AT Bn (+) (Support), 1/49 Gds Inf Rgt
C37.26: 1/49 Gds Inf Rgt
C38.26: 1/49 Gds Inf Rgt
C39.23: 1/19 Inf Rgt
C40.22: 1/19 Inf Rgt

C41.23: 1/19 Inf Rgt
C34.21: 23 Rfl Combat Trains

75 Rfl Corps:

C37.28: 75 Rfl HQ (Fat-4, 4 Arty Points), AT AT Bn (+) (Support), 1897 SU Rgt (Assigned 75 Rfl, Support)
C39.26: 1/109 Gds Inf Rgt
C39.27: 1/109 Gds Inf Rgt
C39.28: 1/109 Gds Inf Rgt
C40.25: 1/180 Inf Rgt
C41.25: 1/180 Inf Rgt, 1/180 Inf Rgt
C32.27: 75 Rfl Combat Trains

37 Rfl Corps:

C49.26: 37 Rfl HQ (Fat-4, 4 Arty Points), AT AT Bn (+) (Support), 1505 SU Rgt (Assigned 37 Rfl, Support), 437 AT Rgt (Assigned 37 Rfl, Support)
C48.29: 83 Marine Inf Bde
C44.24: 1/59 Gds Inf Rgt
C45.25: 1/59 Gds Inf Rgt
C46.25: 1/59 Gds Inf Rgt
C42.24: 1/108 Gds Inf Rgt
C43.24: 1/108 Gds Inf Rgt, 1/108 Gds Inf Rgt
C48.27: 1/316 Inf Rgt, 432 SU Bn
C54.28: 1/316 Inf Rgt
C48.28: 1/316 Inf Rgt
C48.26: 1/320 Inf Rgt
C47.26: 1/320 Inf Rgt, 1/320 Inf Rgt
C54.24: 37 Rfl Combat Trains

30 Rfl Corps:

C35.34: 30 Rfl HQ (Fat-3, 2 Arty Points), AT AT Bn (+) Support), 3/23 Arm Bn (Assigned 30 Rfl, Support)
C37.32: 1/68 Gds Inf Rgt
C38.32: 1/68 Gds Inf Rgt, 72 Gds SU Bn
C39.33: 1/68 Gds Inf Rgt
C36.29: 1/155 Inf Rgt
C36.30: 1/155 Inf Rgt
C37.31: 1/155 Inf Rgt
C35.35: 30 Rfl Combat Trains

7 Rom Corps:

C44.35: 7 Rom HQ (Fat-3, 1 Arty Point), 1/36 Rom AT Bn (Support), 7 Rom Combat Trains, 114 AT Rgt (Assigned 7 Rom, Support)
C40.33: 1/2 Rom Inf Rgt
C41.34: 1/2 Rom Inf Rgt, 1/2 Rom Inf Rgt
C42.33: 1/19 Rom Inf Rgt
C43.34: 1/19 Rom Inf Rgt, 1/19 Romanian Inf Rgt
C44.34: 1/9 Cav Rom Inf Rgt

C45.35: II/9 Cav Rom Inf Rgt, III/9 Cav Rom Inf Rgt

18 Gds Corps:

C49.35: 18 Gds HQ (Fat-3, 2 Arty Points), AT Gds AT Bn (+) (Support), 39/23 Arm Bn (Assigned 18 Gds, Support)

C46.35: I/25 Gds Inf Rgt

C47.35: II/25 Gds Inf Rgt, III/25 Gds Inf Rgt

C48.34: I/297 Inf Rgt

C49.35: II/297 Inf Rgt, III/297 Inf Rgt

C50.34: I/317 Inf Rgt, II/317 Inf Rgt

C51.34: III/317 Inf Rgt

C50.35: 18 Gds Combat Trains

104 Rfl Corps:

C52.35: 104 Rfl HQ (Fat-3, 2 Arty Points), AT AT Bn (+) (Support), 104 Rfl Combat Trains

C54.33: I/66 Gds Inf Rgt

C55.33: II/66 Gds Inf Rgt, III/66 Gds Inf Rgt

C52.33: I/151 Inf Rgt, II/151 Inf Rgt

C53.33: III/151 Inf Rgt

Formation Activation Markers in Play:

1 Gds Mech Corps, 2 Gds Mech Corps, 18 Tk Corps, 7 Mech Corps, 5 Gds Cav Corps, 5 Gds Abn Div, 7 Gds Abn Div, 4 Gds Div, 34 Gds Div, 40 Gds Div, 41 Gds Div, 62 Gds Div, 69 Gds Div, 80 Gds Div, 1 Gds UR Bde, 52 Rfl Div, 84 Rfl Div, 93 Rfl Div, 223 Rfl Div, 252 Rfl Div, 10 Gds Corps, 18 Gds Corps, 24 Gds Corps, 25 Gds Corps, 23 Rfl Corps, 30 Rfl Corps, 37 Rfl Corps, 75 Rfl Corps, 104 Rfl Corps, 7 Rom Corps

Victory Conditions:

Determine Victory using 4.0.

Axis Major Victory: If the Axis player achieves the Sudden Death Victory (see 4.1), the game ends instantly.

Axis Minor Victory: The Axis player controls 4 of the VP hexes (listed in 4.2) by the end of the 11 Jan 45 turn and the Axis player decides to end the game at that point. Alternatively, the Axis player can choose to continue the game until the 27 Jan 45 turn and attempt to achieve a Sudden Death victory.

Soviet Minor Victory: The Soviet player prevents Axis control of 4 VP hexes by the

end of the 11 Jan 45 turn and the Axis player ends the game on that turn.

Soviet Major Victory: The Axis player continues the game but fails to achieve a Sudden Death Victory before the game ends.

If the Axis player continues the game past the 11 Jan 45 turn, the Minor Victory he may have won at that point is lost. If the game continues to the 27 Jan 45 turn, the Axis can only win via Sudden Death, and the Soviets win a Major Victory by default if they keep them from accomplishing a Sudden Death.

5.2 Operation Konrad I & II (Medium)

Operation Konrad I was launched in the late evening of 1 Jan 1945 with enemy contact around midnight. The operation made initial progress by the two SS Panzer Divisions and 96 Infantry Division before the Soviet defenses hardened by pulling formations from across the front. Stalemated after a few days, the Germans launched Operation Konrad II effectively as a continuation of their offensive from the progress already made towards Budapest. Both operations failed.

Playing Area: Maps A and C. All Urban hexes of Budapest are not playable (see Special Rules).

First Turn: 2 Jan 45

Last Turn: 11 Jan 45

Game Length: 10 Turns

First Player: Axis

First Turn Weather: Good

Special Rules:

1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).

2) The Soviet player cannot initiate Surge Offensive: 6 Gds Tank Army (3.4).

3) Treat the Soviet 7 Mech Corps units as independent in this scenario. This is to show the historical assignments of these units even if it is out of the players' control to do so in the rules.

4) The Budapest Urban hexes are not playable. Axis units can move into an Urban hex (as if exiting off the map edge) for Sudden Death victory purposes. Soviet units

cannot move into or have MSR traced through these hexes.

Activations: Use each player's Activations Chart.

Air Points: Roll for and use the entire result normally.

Replacement Points: Roll for and use the entire result normally.

Supply Sources/Entry Areas: Use the ones in the playing area.

Axis Set Up:

96 Inf Div:

A19.23: 96 Inf HQ (Fresh), I/283 Inf Bn

A19.24: II/283 Inf Bn

A19.28: I/287 Inf Bn

A19.29: II/287 Inf Bn

A13.23: 96 Inf Combat Trains

3 SS Pz Div:

A22.04: 3 SS HQ (Fresh), 3 SS StG Bn [4] (Support)

A22.05: III/6 SS Inf Bn

A23.14: 3 SS Pz Recon Bn

A23.08: I/3 SS Pz Bn [3]

A23.06: II/3 SS Pz Bn [4]

A25.15: II/5 SS Inf Bn

A23.07: I/6 SS Inf Bn

A23.09: II/6 SS Inf Bn

A23.10: 9/3 TGR Co

A24.00: 3 SS Combat Trains

5 SS Pz Div:

A26.11: 5 SS HQ (Fresh, 2 Arty Points), 5 SS JgPz Bn (5 SS, Support), I/5 SS Pz Bn, II/9 SS Inf Bn

A31.18: 5 SS Pz Recon Bn

A27.12: II/5 SS Pz Bn [3], III/9 SS PG Bn

A26.10: I/9 SS Inf Bn

A25.10: I/23 SS Inf Bn

A25.09: 5 Pz Pio Bn

A24.07: 5 SS Combat Trains

Pape Pz KG:

A39.18: Pape HQ (Fat-0), 13 JgPz Bn (Assigned Pape, Support)

A37.21: I/26 Pz Bn [1], I/98 PG Bn

A38.20: I/11 Pz Bn [2], II/114 PG Bn

A34.19: I/130 Pz Bn [2]

Dead Pile: I/10 Pz Bn
A34.17: Pape Combat Trains

Bieber Inf Div (-):

A44.12: Bieber HQ (Fat-0, PD), 102 Hun '88' Bn (Assigned Bieber, Support)
A41.19: I/979 Inf Bn
A44.17: II/979 Inf Bn
A42.17: 271 Fus Inf Bn
A45.15: Mark MG Bn
A47.13: I/1 Hun Inf Bn
A50.12: II/1 Hun Inf Bn
A42.14: 208 Pz Bn (Assigned Bieber)
A38.11: Bieber Combat Trains

4 Kav Bde:

A57.09: 4 Kav HQ (Fat-0, PD), I/28 '88' Bn (Assigned 4 Kav, Support)
A54.12: 4 s Pz Recon Bn
A62.12: 70 PJ StG Bn
A52.12: I/5 Cav Bn
A57.11: II/5 Cav Bn
A60.11: I/41 Cav Bn
A63.14: II/41 Cav Bn
A54.06: 503 F TGR Bn [1] (Assigned 4 Kav)
A52.04: 4 Kav Combat Trains

Formation Activation Markers in Play:

3 SS Pz, 5 SS Pz, Pape KG, 4 Kav Bde, 96 Inf Div, Bieber Div (-)

Axis Reinforcements:

Do not use the Axis Order of Arrival. Use the below instead:

3 Jan 45

At 96 Inf HQ: 96 Inf Div (196 PJ Mdr Bn, 96 Fus Bicycle Bn, I/284, II/284 Inf Bn, 196 Pio Bn)
w/i 2 **A22.05: 3 SS Pz Div** (I/5, III/5 SS Inf, 3 SS Pz Pio Bn), **6 Pz Div** (6 Pz HQ (Fat-0), II/11 Pz Bn [1], 41 JgPz Bn [2], I/4, II/4, I/114 Inf Bn, 57 Pz Pio Bn)
C: 6 Pz Div (6 Pz Combat Trains), **5 SS Pz Div** (I/10, II/10, III/10, I/24 SS Inf Bn), **711 Inf Div** (711 Inf HQ (Fresh), 1711 Fus Bicycle Bn, I/744, II/744, III/744 Inf Bn, 711 Inf Combat Trains)

4 Jan 45

At 3 SS Pz HQ: I/Ney Inf Bn (Assigned 3 SS)
At 5 SS Pz HQ: II/Ney Inf Bn (Assigned 5 SS)
At 711 Inf HQ: 711 Inf Div (711 PJ Hetz Bn, I/731, II/731, III/731 Inf Bn)

5 Jan 45

At 711 Inf HQ: 711 Inf Div (711 Pio Bn)
D: 23 Hun Inf Div (-) (23 Hun HQ (Fat-0), 13 Hun Bicycle Bn, I/54, II/54, III/54 Hun Inf Bn, 23 Hun Combat Trains)

6 Jan 45

Remove: Pape Pz KG (I/10, I/130, Pz Bn, I/98 PG Bn)

96 Inf Div Rubber Boat Rule (2.1b) ends.

7 Jan 45

At HQ assigned: Philipp Pz KG
D: 1 Hun Hus Div (1 Hus HQ (Fat-0), 15 Hun Bicycle Bn, I, I/2, II/2, I/4 Hun Cav Bn, 3 Hun Cav Rgt, 42 Hun Inf Rgt, 1 Hun Combat Trains), **2 Hun Arm Div** (2 Arm HQ (Fat-0), 2 Hun Arm Cav Bn, I/3 [1], II/3 [1] Hun Arm Bn, 4/3, 5/3, 6/3 Hun Inf Bn, 52 Hun Flak Bn, 2 Hun Arm Pio Bn, 2 Arm Combat Trains)

Reduce 3 SS and 5 SS Fatigue Level by 2 (to no better than Fat-0).

10 Jan 45

At 5 SS HQ: 5 SS Pz Div (I/1 Stj, II/1 Stj Assault Bn)
At HQ assigned: 239 StG Bde [2]

11 Jan 45

At HQ assigned: III/Ney SS Inf Bn
C or D: 3 Kav Bde (3 Kav HQ (Fat-0), 3 s Pz Recon Bn, 69 PJ StG Bn, 69 Kos, I/31, II/31, I/32, II/32 Cav Bn, 3 Kav Combat Trains)

Soviet Set Up:

18 Tk Corps:

C42.04: 18 Tk HQ (Fat-0, 4 Arty Points)
C40.08: 78 Motorcycle Bn, 181 Tk Bde [5]
C47.03: 110 Tk Bde [4], 363 Gds ISU Rgt
A23.17: 170 Tk Bde [3] *Out of CR
A24.17: 1000 AT Rgt [1] *Out of CR
A22.19: 1438 SU Rgt *Out of CR
C44.01: 32 Inf Bde
C36.10: 18 Tk Combat Trains

4 Gds Div:

A26.31: 4 Gds HQ (Fat-1, 2 Arty Points), 2/8 Gds Inf Bn, 26 Lt Arty Bde (Assigned 80 Gds, Support)
A21.29: 9 Gds AT Bn
A23.25: 1/3 Gds Inf Bn

A20.26: 2/3 Gds Inf Bn
C20.02: 1/8 Gds Inf Bn
A20.33: 1/11 Gds Inf Bn
A19.31: 2/11 Gds Inf Bn
C36.04: 4 Gds Combat Trains

80 Gds Div:

A29.21: 80 Gds HQ (Fat-1, PD), 85 Gds SU Bn (Support), Tng Gds Inf Bn, 1962/42 AT Rgt (Assigned 80 Gds, Support)
A26.16: 1/217 Gds Inf Bn
A27.19: 2/217 Gds Inf Bn
A29.18: 1/230 Gds Inf Bn
A30.18: 2/230 Gds Inf Bn
A31.19: 1/232 Gds Inf Bn
A32.18: 2/232 Gds Inf Bn
A35.29: 80 Gds Combat Trains

34 Gds Div:

A40.24: 34 Gds HQ (Fat-1, PD), 3/103 Gds Inf Bn, 38 Gds AT Bn (34 Gds, Support), 1961/42 AT Rgt (Assigned 34 Gds, Support)
A39.22: 1/103 Gds Inf Bn
A40.22: 2/103 Gds Inf Bn
A34.21: 1/105 Gds Inf Bn
A35.22: 2/105 Gds Inf Bn
A37.23: 1/107 Gds Inf Bn
A38.22: 2/107 Gds Inf Bn
A47.33: 34 Gds Combat Trains

223 Rfl Div:

A48.22: 223 Rfl HQ (Fat-2, PD, 1 Arty Point), 332 AT Bn (223 Rfl, Support)
A47.19: 1/1037 Inf Bn
A48.18: 2/1037 Inf Bn
A42.22: 1/1039 Inf Bn
A42.20: 2/1039 Inf Bn
A44.19: 1/1041 Inf Bn
A45.19: 2/1041 Inf Bn
A48.30: 223 Rfl Combat Trains

52 Rfl Div:

A51.18: 52 Rfl HQ (Fat-2, PD, 2 Arty Points), 521 AT Rgt (Assigned 52 Rfl, Support)
A46.17: 1/429 Inf Bn
A47.16: 2/429 Inf Bn
A49.15: 1/431 Inf Bn
A51.14: 2/431 Inf Bn
A53.14: 1/439 Inf Bn
A54.13: 2/439 Inf Bn, 405 AT Bn
A56.23: 52 Rfl Combat Trains

93 Rfl Div:

A57.27: 93 Rfl HQ (Fat-0, 1 Arty Point), 144 AT Bn (93 Rfl, Support), 1/51 Inf Bn
A56.26: 2/51 Inf Bn
A55.26: 1/129 Inf Bn
A55.25: 2/129 Inf Bn
A54.24: 1/266 Inf Bn

A54.23: 2/266 Inf Bn
A53.31: 93 Rfl Combat Trains

5 Gds Cav Corps:

A57.24: 5 Gds Cav HQ (Fat-0, 1 Arty Point), 150 AT Rgt, 43/12 Gds Cav Rgt, 7 AT Bde (Assigned 5 Cav, Support)
A58.24: 54/12 Tk Rgt [1], 45/12 Gds Cav Rgt
A58.25: 1896 SU Rgt [1], 47/12 Gds Cav Rgt
A58.26: 71/11 Tk Rgt [1], 37/11 Gds Cav Rgt
A59.26: 39/11 Gds Cav Rgt
A60.25: 5 AT Bn, 41/11 Gds Cav Rgt
A57.22: 60/63 Tk Rgt [1], 214/63 Cav Rgt
A58.22: 220/63 Cav Rgt
A57.23: 223/63 Cav Rgt
A56.28: 5 Cav Gds Combat Trains

40 Gds Div:

A62.23: 40 Gds HQ (Fat-0, 1 Arty Point), 41 Gds AT Bn (40 Gds, Support), 1/111 Gds Inf Bn
A62.22: 2/111 Gds Inf Bn
A62.21: 1/116 Gds Inf Bn
A61.21: 2/116 Gds Inf Bn
A60.20: 1/119 Gds Inf Bn
A60.19: 2/119 Gds Inf Bn
A57.28: 40 Gds Combat Trains

7 Gds Abn Div:

A59.17: 7 Abn HQ (Fat-2, PD, 4 Arty Points), 8 Gds SU Bn (Support)
A57.13: 1/18 Gds Abn Inf Bn
A59.14: 2/18 Gds Abn Inf Bn
A60.14: 1/21 Gds Abn Inf Bn
A61.15: 2/21 Gds Abn Inf Bn
A62.15: 1/29 Gds Abn Inf Bn
A62.16: 2/29 Gds Abn Inf Bn
A62.20: 7 Abn Combat Trains

10 Gds Corps:

C24.08: 10 Gds HQ (Fat-0), AT Gds AT Bn (+) (Support), 12 AT Bde (Assigned 10 Gds, Support)
C23.08: I/86 Gds Inf Rgt
C16.08: II/86 Gds Inf Rgt
C21.04: III/86 Gds Inf Rgt
C30.12: I/99 Inf Rgt, II/99 Inf Rgt
C31.13: III/99 Inf Rgt
C22.05: 2 Eng Bde
C31.14: 10 Gds Combat Trains

2 Gds Mech Corps:

C33.19: 2 Gds HQ (Fat-2), 4 Gds Mech Bde, 30 Gds IS Tk Rgt
C34.18: 99 Motorcycle Bn, 37 Gds Tk Bde
C32.14: 5 Gds Mech Bde
C28.17: 6 Gds Mech Bde, 251 Gds SU Rgt

[1]

C27.29: 2 Gds Combat Trains

23 Rfl Corps:

C37.25: 23 Rfl HQ (Fat-1, 1 Arty Point), AT AT Bn (+) (Support), I/49 Gds Inf Rgt
C37.26: II/49 Gds Inf Rgt
C38.26: III/49 Gds Inf Rgt
C39.23: I/19 Inf Rgt
C40.22: II/19 Inf Rgt
C41.23: III/19 Inf Rgt
C34.21: 23 Rfl Combat Trains

Formation Activation Markers in Play:

2 Gds Mech Corps, 18 Tk Corps, 5 Gds Cav Corps, 7 Gds Abn Div, 4 Gds Div, 34 Gds Div, 40 Gds Div, 80 Gds Div, 52 Rfl Div, 93 Rfl Div, 223 Rfl Div, 10 Gds Corps, 23 Rfl Corps

Soviet Reinforcements:

Do not use the Soviet Order of Arrival. Use the below instead:

3 Jan 45

Add: 3 Arty Points
At HQ assigned: 438, 595 AT Rgt
A63.34: 41 Gds Div (HQ (Fat-0), 44 Gds SU Bn, 1/122, 2/122, 1/124, 2/124, 1/126, 2/126 Gds Inf Bn, Combat Trains)

4 Jan 45

At Any HQ: 7 Mech Corps (78 Gds IS Rgt [1], 16 Mech Bde, 1289 SU Rgt) – *treat as independent units. See Special Rule.*

A63.34: 62 Gds Div (HQ (Fat-0), 69 Gds SU Bn, 1/182, 2/182, 1/184, 2/184, 1/186, 2/186 Gds Inf Bn, Combat Trains), 1312 AT Rgt (Assigned 62 Gds)

C63.09: 1 Gds Mech Corps (HQ (Fat-0), 11 Gds Motorcycle Bn, 9 Gds Tk Bde, 1, 2, 3 Gds Mech Bde, 382 Gds SU Rgt, 1453, 1821 SU Rgt, Combat Trains)

5 Jan 45

At HQ assigned: 1172/9 AT Rgt, 24 AT Bde

Victory Conditions:

Determine Victory using the following modifications to the conditions in 4.0.

Axis Major Victory: The Axis player achieves the Sudden Death Condition if four (4) Axis units from the same Formation exit into any Budapest Urban hex. At the instant the last Axis unit exits into such a hex, the game ends.

Axis Minor Victory: The Axis player controls 4 of the VP hexes (listed in 4.2) by the end of the game.

Soviet Victory: The Soviet player prevents Axis control of 4 VP hexes and avoids a Sudden Death by the end of the game.

5.3 Operation Konrad I (Medium)

This scenario just focuses on Operation Konrad I.

Playing Area: Maps A and C. All Urban hexes of Budapest are not playable (see Special Rules).

First Turn: 2 Jan 45

Last Turn: 6 Jan 45

Game Length: 5 Turns

First Player: Axis

First Turn Weather: Good

Special Rules:

- 1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).
- 2) The Soviet player cannot initiate Surge Offensive: 6 Gds Tank Army (3.4).
- 3) Treat the Soviet 7 Mech Corps units as independent in this scenario. This is to show the historical assignments of these units even if it is out of the players' control to do so.
- 4) The Budapest Urban hexes are not playable. Axis units can move into an Urban hex (as if exiting off the map edge) for Sudden Death victory purposes. Soviet units cannot move into or have MSR traced through these hexes.

Activations: Use each player's Activations Chart.

Air Points: Roll for and use the entire result normally.

Replacement Points: Roll for and use the entire result normally.

Supply Sources/Entry Areas: Use the ones in the playing area.

Axis Set Up & Reinforcements:

Use those in 5.2.

Formation Activation Markers in Play:

3 SS Pz, 5 SS Pz, Pape KG, 4 Kav Bde, 96 Inf Div, Bieber Div (-)

Soviet Set Up & Reinforcements:

Use those in 5.2.

Formation Activation Markers in Play:

2 Gds Mech Corps, 18 Tk Corps, 5 Gds Cav Corps, 7 Gds Abn Div, 4 Gds Div, 34 Gds Div, 40 Gds Div, 80 Gds Div, 52 Rfl Div, 93 Rfl Div, 223 Rfl Div, 10 Gds Corps, 23 Rfl Corps

Victory Conditions:

Determine Victory using the below modification of 4.0.

Axis Major Victory: The Axis player achieves the Sudden Death Condition if 4 Axis units from the same formation exit into an Urban hex. At the instant the last Axis unit exits into an Urban hex, the game ends.

Axis Minor Victory: The Axis player controls 4 of the VP hexes (listed in 4.2) by the end of the game.

Soviet Victory: The Soviet player prevents both Axis control of 4 VP hexes and avoids a Sudden Death until the end of the game.

5.4 Operation Konrad II (Small)

This scenario starts at the end of tail end of Operation Konrad I launching right into Operation Konrad II.

Playing Area: Map C. All Urban hexes of Budapest are not playable (see Special Rules).

First Turn: 7 Jan 45

Last Turn: 11 Jan 45

Game Length: 5 Turns

First Player: Axis

First Turn Weather: Poor

Special Rules:

1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).

2) Surge Offensive: 6 Gds Tank Army (3.4) is off-map. No surge allotment is applied.

3) Three 1 Gds Mech Corps units are assigned to 18 Tk Corps and one 7 Mech Corps unit is assigned to 62 Gds Div in this scenario. These units function as part of that formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules.

4) Do not consider the 96 Inf Div and 711 Inf Div as mixed at the start of this scenario.

5) The Budapest Urban hexes are not playable. Axis units can move into an Urban hex (as if exiting off the map edge) for Sudden Death victory purposes. Soviet units cannot move into or have MSR traced through these hexes.

Activations: Use the following per turn:

Axis Allotments: 2 Primary, 2 Secondary

Soviet Allotments: 1 Primary, 2 Secondary

Air Points: Divide the Table result by two (round fractions down).

Replacement Points: Divide the Table result by two (round fractions down).

Supply Sources/Entry Areas:

Axis: C20.00, C30.00, and C42.00

Soviet: Use the ones in the playing area.

Axis Set Up:

711 Inf Div:

C18.08: 711 Inf HQ (Fat-0), 711 PJ Hetz Bn (Support), 711 Pio Bn

C17.09: 1711 Fus Bicycle Bn

C19.10: I/731 Inf Bn [4], II/731 Inf Bn

C18.09: III/731 Inf Bn

C20.08: I/744 Inf Bn

C19.09: II/744 Inf Bn

C19.08: III/744 Inf Bn

C20.05: 711 Inf Combat Trains

96 Inf Div:

C22.05: 96 Inf HQ (Fat-1), 196 PJ Mdr Bn (Support), 196 Pio Bn [3]

C22.09: 96 Fus Bicycle Bn [5]

C22.07: I/283 Inf Bn [5]

C23.07: II/283 Inf Bn [5]

C15.09: I/284 Inf Bn [3]

C14.08: II/284 Inf Bn [3]

C26.06: I/287 Inf Bn [3]

C27.07: II/287 Inf Bn [3]

C19.06: Philipp Pz KG (Assigned 96

Inf)

C20.01: 96 Inf Combat Trains

3 SS Pz Div:

C34.02: 3 SS HQ (Fat-0), 3 SS StG Bn [3] (Support)

C30.07: 3 SS Pz Recon Bn [5]

C40.07: III/6 SS Inf Bn [5]

C40.06: I/3 SS Pz Bn [1], II/3 SS Pz Bn [2]

C41.07: 9/3 SS TGR Co [1], II/6 SS Inf Bn [5]

C32.07: I/5 SS Inf Bn

C35.06: II/5 SS Inf Bn [5]

C29.07: III/5 SS Inf Bn [4]

C38.06: I/6 SS Inf Bn [5]

C40.05: 3 SS Pz Pio Bn

C30.00: 3 SS Combat Trains

5 SS Pz Div:

C42.00: 5 SS HQ (Fat-0, 2 Arty Points), 5 SS JgPz Bn [2] (Support), 5 SS Combat Trains

C44.00: 5 SS Pz Recon Bn [5]

C44.03: I/5 SS Pz Bn [1], III/9 SS PG Bn

C43.04: II/5 SS Pz Bn [1], I/23 SS Inf Bn [5]

C43.02: I/9 SS Inf Bn [5]

C43.01: II/9 SS Inf Bn

C36.01: I/10 SS Inf Bn, II/10 SS Inf Bn [5]

C35.01: III/10 SS Inf Bn

C43.03: 1/24 SS Inf Bn
C42.03: 5 SS Pz Pio Bn

Formation Activation Markers in Play:
3 SS Pz, 5 SS Pz, 96 Inf Div, 711 Inf Div

Axis Reinforcements:
Do not use the Axis Order of Arrival. Use the below instead:

10 Jan 45

At 5 SS HQ: 5 SS Pz Div (I/1 Stj, II/1 Stj Assault Bn)

Soviet Set Up:

10 Gds Corps:

C21.13: 10 Gds HQ (Fat-1, Coordinated, 2 Arty Points), AT AT Bn (+) (Support), 12 AT Bde [4] (Assigned 10 Gds, Support)
C27.08: I/86 Inf Rgt [5]
C26.07: II/86 Inf Rgt [5]
C25.08: III/86 Inf Rgt [5]
C23.12: I/99 Inf Rgt [4]
C13.12: II/99 Inf Rgt [4], 2 Eng Bde [5]
C19.11: III/99 Inf Rgt [4]
C25.18: 10 Gds Combat Trains

2 Gds Mech Corps:

C29.12: 2 Mech HQ (Fat-2, Coordinated, 2 Arty Points)
C24.08: 99 Motorcycle Bn
C22.10: 37 Gds Tk Bde
C29.08: 4 Gds Mech Bde
C34.08: 5 Gds Mech Bde
C31.09: 6 Gds Mech Bde [5], 251 Gds SU Rgt [1]
C23.08: 30 Gds IS Tk Rgt
C32.15: 2 Mech Combat Trains

23 Rfl Corps:

C41.11 23 Rfl HQ (Fat-1), AT AT Bn (+) (Support), 24 AT Bde (Assigned 23 Rfl, Support)
C38.07: I/49 Gds Inf Rgt [5]
C36.07: II/49 Gds Inf Rgt [5]
C37.08: III/49 Gds Inf Rgt [5]
C47.15: I/19 Inf Rgt
C44.14: II/19 Inf Rgt
C40.14: III/19 Inf Rgt
C48.15: 23 Rfl Combat Trains

18 Tk Corps:

C43.09: 18 Tk HQ (Fat-1, 4 Arty Points), 78 Motorcycle Bn [2], 595 AT Rgt (Assigned 18 Tk, Support)

C41.08: 110 Tk Bde [2], 363 Gds ISU Rgt [1]
C41.06: 170 Tk Bde [2], 1438 SU Rgt [1]
C42.07: 181 Tk Bde [4]
C42.06: 32 Inf Bde [4], 1000 AT Rgt [1]
C40.08: 382 Gds SU Rgt (1 Mech, Assigned 18 Tk - See Special Rule), 1821 SU Rgt (1 Mech, Assigned 18 Tk - See Special Rule)
C41.09: 1453 SU Rgt (1 Mech, Assigned 18 Tk - See Special Rule)
C47.11: 18 Tk Combat Trains

62 Gds Div:

C47.03: 62 Gds HQ (Fat-0, 2 Arty Points), 69 Gds SU Bn (Support), 1312 AT Rgt (Assigned 62 Gds, Support)
C44.04: 1/182 Gds Inf Bn
C45.04: 2/182 Gds Inf Bn
C44.02: 1/184 Gds Inf Bn
C45.03: 2/184 Gds Inf Bn
C42.04: 1/186 Gds Inf Bn
C43.05: 2/186 Gds Inf Bn
C44.01: 16 Mech Bde (7 Mech, Assigned 62 Gds - See Special Rule)
C46.07: 62 Gds Combat Trains

Formation Activation Markers in Play:
2 Gds Mech Corps, 18 Tk Corps, 62 Gds Div, 10 Gds Corps, 23 Rfl Corps

Soviet Reinforcements:

None

Victory Conditions:

Determine Victory using the below modifications of 4.0. The Axis player controls the Esztergom Road Junction (C16.08) at the start of the scenario.

Axis Major Victory: The Axis player achieves the Sudden Death Condition if four (4) Axis units from the same Formation exit into Budapest Urban hexes. At the instant the last Axis unit exits into such a hex, the game ends.

Axis Minor Victory: The Axis player controls the following locations by the end of the game: Bicske (C47.03), Zsámbék (C40.08), and C16.08.

Soviet Victory: The Soviet player both prevents an Axis Minor Victory and avoids a Sudden Death until the game ends.

5.5 Battle for Zámoly (Small)

The fighting around Zámoly was an extension of Operation Konrad II to attack a weakened sector. The III Panzer Corps was to drive straight to cut off Soviet forces around Vértes Mountains sent to confront the IV SS Panzer Corps.

Playing Area: Map B north of B10.xx inclusive

First Turn: 7 Jan 45

Last Turn: 11 Jan 45

Game Length: 5 Turns

First Player: Axis

First Turn Weather: Poor

Special Rules:

- 1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).
- 2) Surge Offensive: 6 Gds Tank Army (3.4) is off-map. No surge allotment is applied.
- 3) Rank Pz KG (1 Pz) is assigned to 23 Pz in this scenario. This unit functions as part of 23 Pz and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules.
- 4) Do not consider 5 Gds Abn Div and 7 Mech Corps as mixed at the start of this scenario.

Activations: Use the following per turn:

Axis Allotments: 2 Primary, 1 Secondary
Soviet Allotments: 1 Primary, 2 Secondary

Air Points: Divide the Table result by two (round fractions down).

Replacement Points: Divide the Table result by two (round fractions down).

Supply Sources/Entry Areas:

Axis: Entry Area E as well as B1.13 and B10.12
Soviet: B1.24, B1.34, B10.21, B10.24, B10.30

Axis Set Up:

3 Pz Div: (*not all units are used in scenario*)

B2.14: 3 Pz HQ (Fat-0, 3 Arty Points), 543 JgPz Bn [1] (Support)
B2.15: 3 Pz Recon Bn [5]
B4.16: 1/6 Pz Bn [2], 1/3 PG Bn [4]
B3.16: II/6 Pz Bn [2], II/3 Inf Bn [4]
B1.13: 3 Pz Combat Trains

4 Kav Bde:

- B5.16: 4 Kav HQ (Fat-0, 4 Arty Points),
1335 Hetz Bn (Assigned 4 Kav, Support)
B6.18: 4 s Pz Recon Bn, 70 StG Bn
B5.18: I/5 Cav Bn, II/5 Cav Bn
B5.19: I/41 Cav Bn, II/41 Cav Bn [4]
B3.09: 4 Kav Combat Trains

23 Pz Div: (not all units are used in scenario)

- B7.19: 23 Pz HQ (Fat-0, 3 Arty Points),
I/126 Inf Bn [5], 219 Brm Bn (Assigned 23 Pz,
Support), Rank Pz KG (from 1 Pz, Assigned 23
Pz – see Special Rule)
B6.19: Rebntsh Pz KG, 503 F TGR Bn [1]
(Assigned 23 Pz)
B7.16: Schulz Pz KG
B8.18: II/126 Inf Bn [5]
B9.19: I/128 Inf Bn [4], 128 JgPz Bn [2]
B10.19: II/128 Inf Bn
B10.12: 23 Pz Combat Trains

Formation Activation Markers in Play:

3 Pz Div, 23 Pz Div, 4 Kav Bde

Axis Reinforcements:

None

Soviet Set Up:**5 Gds Abn Div:**

- B3.24: 5 Abn HQ (Fat-0, 2 Arty Points, PD),
13 Gds SU Bn (Support), 2/1 Gds Abn Inf Bn,
1963/42 AT Rgt (Assigned 5 Abn, Support)
B2.23: I/1 Gds Abn Inf Bn
B3.18: I/11 Gds Abn Inf Bn
B4.20: 2/11 Gds Abn Inf Bn
B6.21: I/16 Gds Abn Inf Bn
B9.21: 2/16 Gds Abn Inf Bn, 251 AT Bn
(Assigned 5 Abn)
B7.22: 3/16 Gds Abn Inf Bn
B1.20: Tng Gds Abn Inf Bn
B3.22: 366 ISU Rgt [1] (Assigned 5 Abn)
B1.24: 5 Abn Combat Trains

7 Mech Corps (not all units are used in scenario)

- B2.23: 7 Mech HQ (Fat-0, 1 Arty Point), 41
Gds Tk Bde
B5.24: 63 Mech Bde
B9.25: 64 Mech Bde, 109 AT Rgt
B5.25: 1440 SU Rgt [1]
B10.24: 7 Mech Combat Trains

Formation Activation Markers in Play:

7 Mech Corps, 5 Gds Abn Div

Soviet Reinforcements:

*Do not use the Soviet Order of Arrival.
Use the below instead:*

7 Jan 45

Add: 7 Arty Point
At HQ assigned: 438 AT Rgt, 762/9
AT Rgt, 1172/9 AT Rgt
B1.22, B1.24, or B1.34: 5 Gds
Cav Corps (HQ (Fat-0), 214/63, 220/63,
223/63 Cav Rgt, Combat Trains), 93 Rfl
Div (HQ (Fat-1), 144 AT Bn, 1/51 Inf
Bn, 2/51 Inf Bn, 1/129 Inf Bn, 2/129 Inf
Bn, 1/266 Inf Bn, 2/266 Inf Bn, Combat
Trains)

8 Jan 45

B1.22, B1.24, or B1.34: 1 Gds Mech
Corps (HQ (Fat-0), 11 Gds Motorcycle
Bn, 9 Gds Tk Bde, 1 Gds Mech Bde,
Combat Trains)

9 Jan 45

At 1 Gds Mech Corps HQ: 1 Gds
Mech Corps (1821 SU Rgt)

10 Jan 45

At 1 Gds Mech Corps HQ: 1 Gds
Mech Corps (382 Gds SU Rgt, 2 Gds
Mech Bde)

11 Jan 45

At 5 Gds Cav Corps HQ: 5 Gds Cav
Corps (54/12 [1], 60/63 [1], 71/11 [1] Tk
Rgt, 1896 SU Rgt [1])

Victory Conditions:

Determine Victory using a modification of
VP Hex Control in 4.2.

Axis Victory: The Axis player controls the VP
hex of Zamoly (B3.24) at the end of play.

Soviet Victory: The Soviet player avoids
an Axis Victory.

5.6 Operation Konrad III (Big)

Operation Konrad III was originally planned as Operation Paula when weighing the northern or southern approach to relieve Budapest. With Operations Konrad I and II failing, the offensive swung south after a lull in the fighting. The Germans pulled off a secret redeployment of the Totenkopf and Wiking SS Panzer Divisions (akin to Soviet Maskirovka) to the southern sector by Lake Balaton, where the terrain was much more open. After initial success, the attack bogged down on the turn north towards Budapest. For the remaining garrison in Budapest, time was running out, with the retreating Axis blowing the last bridges in the city over the Danube on 18 Jan 1945.

Playing Area: Maps B and D

First Turn: 18 Jan 45

Last Turn: 27 Jan 45

Game Length: 10 Turns

First Player: Axis

First Turn Weather: Normal

Special Rules:

1) Surge Offensive: Konrad III (2.2) has been used and is beginning on this scenario's first turn. Therefore "Buddies with everyone" (1.11) is in effect for turn one. 3 SS Pz Div and 5 SS Pz Div have already been placed. The surge lasts the entire scenario.

2) Surge Offensive: 6 Gds Tank Army (3.4) has finished and has no effects.

Activations: Use each player's Activations Chart **plus** the Konrad III Allotments on each player's Surge Chart. Note that there are "excess" Allotments on two turns. This is OK.

Air Points: Roll for and use the entire result normally.

Replacement Points: Roll for and use the entire result normally.

Bridge Blown/OK Markers: All available.

Supply Sources/Entry Areas:

Axis: Those in the play area and B1.13.

Soviet: Those in the play area and all roads (including tracks and RR) along 1.xx from B1.28 and eastwards.

Axis Set Up:

2 Hun Armored Div (-):

B2.18: 2 Arm HQ (Fat-1, 1 Arty Point),

2 Hun Arm Pio Bn

B1.22: 2 Hun Arm Cav Bn

B1.20: 1/3 Hun Arm Bn [1]

B3.22: 1/3 Hun Arm Bn [1]

B1.24: 4/3 Hun Inf Bn

B2.24: 5/3 Hun Inf Bn [3]

B3.24: 6/3 Hun Inf Bn [3]

B3.23: 52 Hun Flak Bn

B2.14: 2 Arm Combat Trains

4 Kav Bde:

B6.21: 4 Kav HQ (Fat-1, 2 Arty Points), 70 StG Bn [2], 1/28 '88' Bn (Assigned 4 Kav, Support)

B6.24: 4 s Pz Recon Bn

B4.24: 1/5 Cav Bn [4]

B5.24: 1/5 Cav Bn [4]

B7.24: 1/41 Cav Bn [4]

B8.23: 1/41 Cav Bn [4]

B6.17: 4 Kav Combat Trains

23 Pz Div:

B8.17: 23 Pz HQ (Fat-0, 3 Arty Points), 128 JgPz Bn [2] (Support)

B14.17: Kujcnski Pz KG

B13.17: Schulz Pz KG

B10.20: 1/126 Inf Bn [4]

B11.20: 1/126 Inf Bn [4]

B12.18: 1/128 Inf Bn [4]

B13.18: 1/128 Inf Bn [4]

B10.22: 51 Pz Pio Bn [3]

B15.15: 85 LW Inf Bn

B14.16: 503 F TGR Bn [1] (Assigned 23 Pz)

B11.19: 351 Flm Pz Co (Assigned 23 Pz), Taifun Assault Pio Co (Assigned 23 Pz)

B4.14: 23 Pz Combat Trains

1 Pz Div:

B20.04: 1 Pz HQ (Fat-0, 1 Arty Point), 73 Pz Erz Bn [2], 1335 Hetz Bn [1] (Assigned 1 Pz, Support), 100 LW '88' Bn (Assigned 1 Pz, Support)

B23.08: Elias Pz KG

B21.09: Rank Pz KG

B20.10: 1/24 Pz Bn, 37 Pz Pio Bn [2]

B20.09: 37 Mdr Bn [2]

B17.12: 1/1 Inf Bn [3]

B18.11: 1/1 Inf Bn [3]

B22.08: 1/113 PG Bn [3]

B19.11: 1/113 Inf Bn [3]

B25.08: Holczer Hun Inf Bn

B16.13: 1/Ney SS Inf Bn (Assigned 1 Pz)

B16.14: 1/Ney SS Inf Bn (Assigned 1 Pz)

B23.01: 1 Pz Combat Trains

3 SS Pz Div:

B25.04: 3 SS HQ (Fresh, 4 Arty Points), 3 SS StG Bn [2] (Support), III/5 SS Inf Bn [4]

B26.06: 3 SS Pz Recon Bn [4]

B28.08: 9/3 TGR Co [1], 1/3 SS Pz Bn [1]

B29.09: 1/3 SS Pz Bn [2], 509 TGR Bn (Assigned 3 SS)

B26.07: 1/5 SS Inf Bn

B27.08: 1/5 SS Inf Bn [4], 3 Pz Pio Bn [3]

B30.09: 1/6 SS Inf Bn [5]

B30.08: 1/6 SS Inf Bn [4]

B29.08: III/6 SS Inf Bn [4]

B26.00: 3 SS Combat Trains

5 SS Pz Div:

B31.08: 5 SS HQ (Fresh, 4 Arty Points), 5 SS JgPz Bn [2] (Support), 5 SS Pz Recon Bn

B32.09: 1/5 SS Pz Bn [1], 1/5 SS Pz Bn [2]

B31.09: 1/9 SS Inf Bn [3], 5 Pz Pio Bn [2]

B32.10: 1/9 SS Inf Bn [5], III/9 SS PG Bn

B33.10: 1/10 SS Inf Bn [3]

B33.11: 1/10 SS Inf Bn [3], III/10 SS Inf Bn [5]

B31.10: 1/23 SS Inf Bn [4], 303 StG Bde (Assigned 5 SS)

B30.04: 1/24 SS Inf Bn [3]

B31.05: 1/1 Stj Assault Bn [4]

B32.05: 1/1 Stj Assault Bn [4]

B27.02: 5 SS Combat Trains

3 Pz Div:

B33.07: 3 Pz HQ (Fat-0, 2 Arty Points), 219 Brm Bn (Assigned 3 Pz, Support)

B35.11: 1/6 Pz Bn [2], 39 Pz Pio Bn [3]

B34.11: 1/6 Pz Bn [3], 1/3 PG Bn [4]

B33.08: 543 JgPz Bn [2]

B34.10: 1/3 Inf Bn [3]

B34.08: 1/394 Inf Bn [3]

B34.09: 1/394 Inf Bn [3]

B31.03: 3 Pz Combat Trains

Pape Pz KG:

B35.10: Pape HQ (Fat-0, 1 Arty Point), 1 Pz Recon Bn, 3 Pz Recon Bn

B35.09: 23 Pz Recon Bn

B33.06: Pape Combat Trains

25 Hun Inf Div (-):

B31.01: 25 Inf HQ (Fat-0), III/1 Hun Inf Bn

B32.00: 1/25 Hun Inf Bn, 1/25 Hun Inf Bn

B33.01: III/25 Hun Inf Bn, 25 Bicycle Bn

B33.02: III/Ney SS Inf Bn [4] (Assigned 25 Inf)

B34.00: 25 Inf Combat Trains

Formation Activation Markers in Play:

3 SS Pz, 5 SS Pz, 1 Pz Div, 3 Pz Div, 23 Pz Div, Pape KG, 4 Kav Bde, 2 Hun Arm Div (-), 25 Hun Inf Div (-)

Axis Reinforcements:

Do not use the Axis Order of Arrival. Use the below instead:

19 Jan 45

F: 25 Hun Inf Div (-) (1/26, 1/26, 1/26 Hun Inf Bn)

25 Jan 45

E: 356 Inf Div (HQ (Fresh), 1/871, 1/871 Inf Bn, Combat Trains)

26 Jan 45

E: 356 Inf Div (356 PJ Bn, 1/870, 1/870 Inf Bn, 356 Pio Bn)

Soviet Set Up:

80 Gds Div:

B2.27: 80 Gds HQ (Fat-1, PD, 2 Arty Points), 1/232 Gds Inf Bn [2], 762/9 AT Rgt (Assigned 80 Gds, Support)

B1.25: 1/217 Gds Inf Bn [2]

B2.25: 2/217 Gds Inf Bn [2], 85 Gds SU Bn [1]

B2.26: 1/230 Gds Inf Bn [2]

B3.27: 2/230 Gds Inf Bn [2]

B3.28: 2/232 Gds Inf Bn [2]

B1.28: Tng Gds Inf Bn [1], 80 Gds Combat Trains

5 Gds Abn Div:

B6.28: 5 Abn HQ (Fat-1, PD, 2 Arty Points), Tng Gds Abn Inf Bn [1], 366 ISU Rgt [1] (Assigned 5 Abn), 1172/9 AT Rgt (Assigned 5 Abn)

B5.27: 1/1 Gds Abn Inf Bn [2]

B6.27: 2/1 Gds Abn Inf Bn [2]

B4.26: 1/11 Gds Abn Inf Bn [2]

B4.27: 2/11 Gds Abn Inf Bn [2]

B5.26: 1/16 Gds Abn Inf Bn [2], 13 Gds SU Bn
B6.25: 2/16 Gds Abn Inf Bn [2]
B6.26: 3/16 Gds Abn Inf Bn [2]
B9.31: 5 Abn Combat Trains, 41 Gds Combat Trains

41 Gds Div:

B8.27: 41 Gds HQ (Fat-1, PD, 2 Arty Points), 2/126 Gds Inf Bn, 44 Gds SU Bn [1] (Support)
B7.25: 1/122 Gds Inf Bn [2]
B8.24: 2/122 Gds Inf Bn [2]
B9.24: 1/124 Gds Inf Bn [2]
B10.23: 2/124 Gds Inf Bn [2]
B8.26: 1/126 Gds Inf Bn [2]
See above: 41 Gds Combat Trains (*see 5 Gds Abn Div set up*)

93 Rfl Div:

B11.30: 93 Rfl HQ (Fat-0, 3 Arty Points), 144 AT Bn (Support), 1/51 Inf Bn [2], 2/51 Inf Bn [2]
B10.30: 1/129 Inf Bn [2], 2/129 Inf Bn [2]
B12.29: 1/266 Inf Bn [2], 2/266 Inf Bn [2]
B6.31: 93 Rfl Combat Trains

69 Gds Div:

B13.25: 69 Gds HQ (Fat-1), 75 Gds SU Bn (Support), 2/206 Gds Inf Bn
B11.25: 1/204 Gds Inf Bn [3]
B12.24: 2/204 Gds Inf Bn
B13.24: 1/206 Gds Inf Bn [3]
B14.24: 1/208 Gds Inf Bn [3], 251 AT Bn (Assigned 69 Gds)
B14.25: 2/208 Gds Inf Bn
B14.26: 69 Gds Combat Trains

84 Rfl Div:

B16.23: 84 Rfl HQ (Fat-0, PD, 2 Arty Points), 122 SU Bn (Support), 338/9 AT Rgt (Assigned 84 Rfl, Support)
B14.21: 1/41 Inf Bn
B14.23: 2/41 Inf Bn
B11.23: 1/201 Inf Bn
B12.21: 2/201 Inf Bn
B14.19: 1/382 Inf Bn
B16.18: 2/382 Inf Bn
B15.28: 84 Rfl Combat Trains

252 Rfl Div:

B22.14: 252 Rfl HQ (Fat-0, PD, 2 Arty Points), 1202 SU Rgt (Assigned 252 Rfl, Support), 1312 AT Rgt (Assigned 252 Rfl, Support)
B22.11: 310 SU Bn
B18.16: 1/924 Inf Bn
B20.13: 2/924 Inf Bn

B25.11: 1/928 Inf Bn
B26.11: 2/928 Inf Bn
B21.11: 1/932 Inf Bn
B23.11: 2/932 Inf Bn
B20.20: 252 Rfl Combat Trains

1 Gds UR Bde:

B31.15: 1 UR HQ (Fat-0, PD, 1 Arty Point), AT Gds AT Bn, 438 AT Rgt (Assigned 1 UR, Support)
B34.13: 2 MG Bn
B36.11: 8 MG Bn
B32.14: 9 MG Bn
B30.13: 10 MG Bn
B28.12: 11 MG Bn
B29.18: 1 UR Combat Trains

7 Mech Corps:

B23.23: 7 Mech HQ (Fat-0), 64 Mech Bde [4]
B20.23: 94 Motorcycle Bn
B21.22: 41 Gds Tk Bde [2]
B21.18: 16 Mech Bde [4]
B28.16: 63 Mech Bde [4]
B25.24: 78 Gds IS Rgt [1]
B24.21: 1289 SU Rgt [1]
B23.20: 1440 SU Rgt [1]
B27.25: 109 AT Rgt [1]
B18.24: 7 Mech Combat Trains

133 Rfl Corps:

D26.08: 133 Rfl Corps HQ (Fat-0), AT AT Bn (+) (Support), 10 AT Bde (Assigned 133 Rfl, Support)
D29.13: I/21 Inf Rgt
D30.13: II/21 Inf Rgt
D30.14: III/21 Inf Rgt
D21.11: I/104 Inf Rgt
D21.12: II/104 Inf Rgt
D21.13: III/104 Inf Rgt
D24.01: I/122 Inf Rgt
D24.02: II/122 Inf Rgt
D24.03: III/122 Inf Rgt
D22.15: 133 Rfl Combat Trains

Formation Activation Markers in Play:

7 Mech Corps, 5 Gds Abn Div, 41 Gds Div, 69 Gds Div, 80 Gds Div, 1 Gds UR Bde, 84 Rfl Div, 93 Rfl Div, 252 Rfl Div, 133 Rfl Corps

Soviet Reinforcements:

Do not use the Soviet Order of Arrival. Use the following:

18 Jan 45

Add: 2 Arty Points
D1.15: 18 Tk Corps (HQ (Fat-0), 78 Motorcycle Bn [2], 110, 170 [5], 181 Tk Bde [2], 32 Inf Bde [6], 363 Gds ISU Rgt, 1438 SU Rgt [1], 1000 AT Rgt [1], Combat Trains)

19 Jan 45

B1.34 or D1.09: 1 Gds Mech Corps (HQ (Fat-0), 11 Gds Motorcycle Bn [2], 9 Gds Tk Bde [5], 1 [8], 2 [8], 3 [8] Gds Mech Bde, 382 Gds SU Rgt [1], 1453 [1], 1821 SU Rgt [1], Combat Trains)
D1.15 or D1.19: 5 Gds Cav Corps (HQ (Fat-0), 5 AT Bn, 150 AT Rgt, 1896 SU Rgt [1], 71/11 [1], 54/12 [1], 60/63 [1] Tk Rgt, 37/11, 39/11, 41/11, 43/12, 45/12, 47/12 Gds Cav Rgt, 214/63, 220/63, 223/63 Cav Rgt, Combat Trains)

20 Jan 45

At HQ assigned: 24 AT Bde
D1.15 or D1.19: 113 Rfl Div (HQ (Fresh), 239 AT Bn, 1/1288, 2/1288, 1/1290, 2/1290, 1/1292, 2/1292 Inf Bn, Combat Trains)
G or H: Viktorov Mech Grp (HQ (Fat-0), 53 Motorcycle Rgt, 3 Gds Motorcycle Rgt, 32 Gds Mech Bde, 249 Tk Rgt [1], 252 Amphibious Bn, 188 Res Inf Rgt, 65 Eng Bde, Combat Trains), 374 AT Rgt (Assigned Viktorov)
D1.29: 30 Rfl Corps (HQ (Fat-0), AT AT Bn (+), 72 Gds SU Bn, I/36, II/36, III/36, I/68, II/68, III/68 Gds Inf Rgt, I/155, II/155, III/155 Inf Rgt, Combat Trains)

21 Jan 45

Add: 5 Arty Points
At HQ assigned: 1891 SU Rgt, 1962/42 AT Rgt [1], 12 AT Bde [3], 49 AT Bde
At 30 Rfl HQ: 30 Rfl Corps (I/74, II/74, III/74 Inf Rgt)
H: 135 Rfl Corps (135 Rfl Corps HQ (Fat-1), AT AT Bn (+), I/233, II/233, III/233, I/236, II/236, III/236 Inf Rgt, 135 Rfl Corps Combat Trains)

22 Jan 45

Add: 1 Arty Point

23 Jan 45

Add: 2 Arty Points

At HQ assigned: 437 AT Rgt

D1.15 or D1.19: 104 Rfl Corps (HQ (Fat-0), AT AT Bn (+), I/3, II/3, III/3 Gds Abn Inf Rgt, I/66 [5], II/66 [5], III/66 [5] Gds Inf Rgt, I/151 [4], II/151 [4], III/151 [4] Inf Rgt, Combat Trains)

25 Jan 45

D1.15 or D1.19: 23 Tk Corps (HQ (Fat-0), 82 Motorcycle Bn, 3, 39, 135 Tk Bde, 56 Inf Bde, 1443 ISU Rgt, 1501 AT Rgt, Combat Trains)

Victory Conditions:

Axis Victory: if at any moment the Axis player has exited the following off the northern map edge east of D1.14 (inclusive):

3 SS Pz Div and 5 SS Pz Div each with:

- At least 6 Combat units that start the Activation of Exit in Command Radius.
- A successful MSR at that moment.

The divisions can exit on different turns, but the victory does not occur until the needed units and conditions are met. Units exiting that do not fulfill the requirements above do not count.

Soviet Victory: The Soviets avoid the Axis conditions.

5.7 Battle for Komárom (Medium)

After the shock and stabilizing of defenses from Operation Konrad I, the Soviets launched an offensive north of the Danube to relieve pressure by attempting to take the critical bridges at Komárom. The Soviets used their depleted but effective 6th Gds Tank Army to spearhead the attack. The Germans countered with emergency forces including two Panzer Divisions, but were unable to push the Soviets back behind the Garam River.

Playing Area: Map A and Map C west of Cxx.15 inclusive north of the Danube, including the area between the Danube (which exits at A20.01) and the Vág-Duna Rivers in the vicinity of A19.03.

First Turn: 6 Jan 45

Last Turn: 22 Jan 45

Game Length: 17 Turns

First Player: Soviet

First Turn Weather: Normal

Special Rules:

1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).

2) Surge Offensive: 6 Gds Tank Army (3.4) has begun and is beginning on the scenario's first turn. Therefore "Buddies with everyone" (1.11) applies on turn 1. All Entry Turn Reinforcements have already been placed on the map. The surge effect lasts until 16 Jan 45.

Activations: Do not use the regular Allotment Charts. Instead, use each player's Surge Chart for the 6 Gds Tank Army Surge, plus the following:

Axis Allotments: 0 Primary, 1 Secondary
Soviet Allotments: 0 Primary, 1 Secondary

Air Points: Divide the Table result by two (round fractions down).

Replacement Points: Divide the Table result by two (round fractions down).

Supply Sources/Entry Areas:

Axis: Those in the play area and A21.05.

Soviet: Those in the play area and C12.15.

Axis Set Up:

Unassigned Independents:

A20.05: Convlstct Hun Static Bn

A20.06: 2/XVIII Alarm Bn

211 VG Div:

A4.33: 211 VG HQ (Fat-0, PD), 211 Fus Bicycle Bn [5], 662 '88' Bn [1] (Assigned 211 VG, Support)

C2.02: I/306 Inf Bn [5]

C4.01: II/306 Inf Bn

C6.02: I/317 Inf Bn

C9.03: II/317 Inf Bn [4]

C8.01: I/365 Inf Bn

A8.33: II/365 Inf Bn

A2.32: 211 Pio Bn [3]

A1.31: 211 VG Combat Trains

S. Laszlo Hun Inf Div:

C14.01: S. Laszlo HQ (Fat-1, PD), 20 Hun Hetz Bn [1], 721 PJ Bn (Assigned S. Laszlo, Support)

C17.03: S. Laszlo Hun Bicycle Bn

C15.04: 1 Para Hun Abn Bn

C13.03: 2 Gren Hun Inf Bn

A12.33: 3 AF Hun Inf Bn

A16.33: Bernlk Hun Hetz Bn [1], 53 Hun Pio Bn

C16.05: II/93 Inf Bn (Assigned S. Laszlo)

C17.06: Sachsen MG Bn (Assigned S. Laszlo)

A11.30: S. Laszlo Combat Trains

Formation Activation Markers in Play:

211 VG Div, S. Laszlo Hun Div

Axis Reinforcements:

Do not use the Axis Order of Arrival. Use the below instead:

6 Jan 45

A: 8 Pz Div (HQ (Fat-0), 8 Pz Recon Bn, II/10 Pz Bn [1], 43 JgPz Bn [2], I/28, II/28, II/98 Inf Bn, 59 Pz Pio Bn, Combat Trains)

7 Jan 45

At 8 Pz HQ: 8 Pz Div (I/10 [1] Pz Bn, I/98 PG Bn)

At HQ assigned: 13 JgPz Bn [2]

9 Jan 45

At 211 VG HQ: 286 StG Bde [1], **211 VG Div** (6 Pz Recon Bn)

10 Jan 45

B: 20 Pz Div (HQ (Fresh), 20 Pz Recon Bn, I/21 Pz Bn, 92 JgPz Bn, I/59 PG Bn, Combat Trains)

Roll one die, arrive on a 4 or more. Otherwise does not.

11 Jan 45

B: 153 FA Div (HQ (Fat-0), 153 Fus, I/716, II/716, I/717, II/717 Inf Bn, 885 LS Sec Bn, 7/XVIII, 16/XVII Alarm Bn, 153 Pio Bn, Combat Trains), **20 Pz Div** (II/21 Pz Bn, II/59, I/112, II/112 Inf Bn, 92 Pz Pio Bn)

If 20 Pz Div above did arrive on 10 Jan 45, roll one die, these 20 Pz Div units arrive on a 4 or more, otherwise does not. If 20 Pz Div above did not arrive on 10 Jan 45, these 20 Pz Div units likewise do not arrive.

15 Jan 45

At HQ assigned: 14/XVII Alarm Bn

19 Jan 45

At HQ assigned: 6/XVIII Alarm Bn

At 211 VG HQ: 211 VG Div (211 PJ Hetz Bn)

20 Jan 45

Remove: 20 Pz Div (all), *if in play.*

Soviet Set Up:**24 Gds Corps:**

C5.04: 24 Gds HQ (Fat-0), AT Gds AT Bn (+) (Support)

C8.03: I/6 Gds Abn Inf Rgt

C7.03: II/6 Gds Abn Inf Rgt, III/6 Gds Abn Inf Rgt

C6.03: I/72 Gds Inf Rgt, II/72 Gds Inf Rgt

C7.04: III/72 Gds Inf Rgt

C2.03: I/81 Gds Inf Rgt, II/81 Gds Inf Rgt

C1.03: III/81 Gds Inf Rgt

C3.03: I/243 Inf Rgt

C4.03: II/243 Inf Rgt

C5.03: III/243 Inf Rgt

C1.04: 24 Gds Combat Trains

25 Gds Corps:

C12.07: 25 Gds HQ (Fat-0), AT AT Bn (+) (Support), 27 Gds Tk Bde [2] (Assigned 25 Gds), 34 AT Bde (Assigned 25 Gds, Support)

C14.05 I/53 Inf Rgt, III/53 Inf Rgt

C16.07: II/53 Inf Rgt

C11.04: I/375 Inf Rgt

C12.04: II/375 Inf Rgt, III/375 Inf Rgt

C9.04: I/409 Inf Rgt, III/409 Inf Rgt

C10.04: II/409 Inf Rgt

C7.09: 25 Gds Combat Trains

9 Gds Mech Corps:

C13.06: 9 Mech HQ (Fresh, 2 Arty Points), 30 Gds Mech Bde, 31 Gds Mech Bde

C14.06: 14 Motorcycle Bn, 697 SU Rgt

C13.05: 46 Gds Tank Bde, 18 Gds Mech Bde

C11.07: 9 Mech Combat Trains

5 Gds Tk Corps:

C14.07: 5 Tk HQ (Fresh, 3 Arty Points), 22 Tank Bde, 22 Eng Bde

C13.08: 4 Motorcycle Rgt, 15 Motorcycle Bn

C15.07: 21 Tank Bde, 391 AT Rgt

C13.07: 6 Inf Bde, 1458 SU Rgt

C12.10: 5 Tk Combat Trains

Formation Activation Markers in Play:

5 Gds Tk Corps, 9 Gds Mech Corps, 24 Gds Rfl Corps, 25 Gds Rfl Corps

Soviet**Reinforcements:**

Do not use the Soviet Order of Arrival. Use the below instead:

7 Jan 45

See Surge Offensive: 6 Gds Tank Army (3.4): 4 Gds Mech Corps (HQ (Fresh), 36 Gds Tk Bde, 14 Gds Mech Bde, 292 Gds SU Rgt, Combat Trains), 3 Arty Points

11 Jan 45

At HQ assigned: 2, 11 AT Bde

Victory Conditions:

Determine victory by a modification of VP Hex Control in 4.2 as both sides have VP hexes.

At the end of each turn, record the number of Soviet VP hexes the Soviet player controls. At the end of the game, use the greatest single turn total on or after 15 Jan 45 as the Soviet score.

At the game's end, record the number of Axis VP Hexes the Axis player controls. Each listed hex counts as one VP.

If the Soviet **maximum** is greater than the Axis **end of game** total, then the Soviets win. If the opposite is true, the Axis wins. If the numbers are identical, the game is a draw.

Axis Victory Point Hexes

Komárom (A20.05 and A20.06)
Entry B (A1.09 and A1.12)

Soviet Victory Point Hexes

Köbölkút (A10.28)
Bátorkeszi (A13.23)
Marcelkeszi (A17.15)
Dunamocs (A20.22)

5.8 Days of Battle: Opening Blows to Komárom (Small)

This scenario just covers the opening offensive to Komárom before the attack stalled, and the Germans launched their own counteroffensive to retake ground and push the Soviets back across the Garam River.

Playing Area: Map A and Map C west of Cxx.15 inclusive north of the Danube, including the area between the Danube (which exits at A20.00) and the Vág-Duna Rivers in the vicinity of A19.03.

First Turn: 6 Jan 45

Last Turn: 9 Jan 45

Game Length: 4 Turns

First Player: Soviet

First Turn Weather: Normal

Special Rules:

1) The Axis player cannot initiate Surge Offensive: Konrad III (2.2).

2) Surge Offensive: 6 Gds Tank Army (3.4) has been used and is beginning on the scenario's first turn. Therefore "Buddies with everyone" (1.11) applies on turn 1. All Entry Turn Reinforcements have already been placed on the map. The surge effect lasts the entire scenario.

Activations: Do not use the regular Allotment Charts. Instead, use each player's Surge Chart for the 6 Gds Tank Army Surge, plus the following:

Axis Allotments: 0 Primary, 1 Secondary
Soviet Allotments: 0 Primary, 1 Secondary

Air Points: Divide the Table result by two (round fractions down).

Replacement Points: Divide the Table result by two (round fractions down).

Supply Sources/Entry Areas:

Axis: Those in the playing area and A21.05.

Soviet: Those in the playing area and C12.15.

Axis Set Up & Reinforcements:

Use those in 5.7.

Soviet Set Up & Reinforcements:

Use those in 5.7.

Victory Conditions:

Soviet Victory: The Soviet player occupies Komárom (A20.05 and A20.06) at the end of the game.

Axis Victory: if the Axis player avoids Soviet Victory.

5.9 Operation Southwind (Small)

Unternehmen Südwind was launched to eliminate the Soviet pocket west of the Garam River after the failed offensive to take Komárom in January. The I SS Panzer Corps, pulled from the Ardennes Offensive in the West, replenished (albeit poorly at this stage of the war) in Germany and transferred East in secret. Along with other forces in hand, the operation was methodical and successful, but stubbornly defended by the Soviets.

Playing Area: Map A and Map C North of 22.xx inclusive and West of xx.15 inclusive

First Turn: 17 Feb 45

Last Turn: 24 Feb 45

Game Length: 8 Turns

First Player: Axis

First Turn Weather: Poor

Special Rules:

1) Neither Surge Offensive (2.2 and 3.4) can be used in this scenario.

2) The Párizsi Canal (Stream) is flooded. Treat the length of the Stream as River for all TEC purposes.

3) 96 Inf Div can use the Rubber Boats Rule (PLS Rule 2.1b) until the end of 19 Feb 45 turn.

4) Do not consider 24 Gds Corps and 4 Gds Mech Corps as mixed at the start of this scenario.

Activations: Use the following per turn:

Axis Allotments: 4 Primary, 3 Secondary

Soviet Allotments: 2 Primary, 2 Secondary

Air Points: Divide the Table result by two (round fractions down).

Replacement Points: Divide the Table result by two (round fractions down).

Supply Sources/Entry Areas:

Axis: Those in the play area and C22.02.

Soviet: Those in the play area and C12.15.

Axis Set Up:

211 VG Div:

A1.31: 211 VG HQ (Fat-1), 211 PJ Hetz Bn (Support), 211 VG Combat Trains

A2.31: 211 Fus Bicycle Bn [3]

A2.30: I/306 Inf Bn [3]

A1.32: I/317 Inf Bn [2]

A1.33: I/365 Inf Bn [2]

A1.34: 211 Pio Bn [2]

46 Inf Div:

A1.28: 46 Inf HQ (Fat-0), 52 PJ Bn (Support), 88 Pio Bn, 13 JgPz Bn [1] (Assigned 46 Inf, Support), 46 Inf Combat Trains

A2.27: I/42 Inf Bn, 208 Pz Bn [3] (Assigned 46 Inf)

A2.28: II/42 Inf Bn

A2.25: I/72 Inf Bn

A2.26: II/72 Inf Bn

A2.29: I/97 Inf Bn

A1.26: M/FHH Inf Bn

A1.27: II/FHH Inf Bn

A1.29: II/93 Inf Bn (Assigned 46 Inf)

44 HuD Inf Div:

A2.21: 44 HuD HQ (Fat-0), 80 Pio Bn [3]

A3.24: 46 PJ Hetz Bn, 44 Aufk Bicycle Bn [5]

A5.22: I/131 Inf Bn [3]

A6.21: II/131 Inf Bn [5]

A2.24: I/132 Inf Bn [4], II/132 Inf Bn [4]

A3.23: I/HuD Inf Bn [5]

A4.22: II/HuD Inf Bn [4], 503 F TGR Bn [2] (Assigned 44 HuD)

A1.22: 44 HuD Combat Trains

Staubwr Inf KG:

A13.20: Staubwr HQ (Fat-0), Sachsen MG Bn (Assigned Staubwr)

A19.23: I/945 Inf Bn

A16.21: II/945 Inf Bn

A11.21: II/946 Inf Bn

A17.15: Staubwr Combat Trains

96 Inf Div:

C20.02: 96 Inf HQ (Fat-0), 239 StG Bde [3] (Assigned 96 Inf)

C19.04: I/284 Inf Bn [4], II/284 Inf Bn [4]

C19.03: II/287 Inf Bn [4]

C22.02: 96 Inf Combat Trains

Formation Activation Markers in Play:

44 HuD Div, 46 Inf Div, 96 Inf Div, 211 VG Div, Staubwr KG

Axis Reinforcements:

17 Feb 45

A1.22: 12 SS Pz Div (HQ (Fat-0), 12 SS Pz Recon Bn, 2,4/II and 7,8/II [4] SS Pz Bn (-), 560 JgPz Bn [2], 12 SS JgPz Bn [3], III/26 SS PG Bn, I/25, II/25, III/25, I/26, II/26 SS Inf Bn, 12 SS Pz Pio Bn, Combat Trains)

A1.28: Peiper SS Pz KG (HQ (Fat-0), 1,2/I [3], 6,7/I [3] SS Pz Bn (-), 501 SS Pz Bn [2], III/2 SS PG Bn, Combat Trains)

18 Feb 45

A1.28: Hansen SS PG KG (Hansen HQ (Fat-0), 1 SS Pz Recon Bn, 1 SS JgPz Bn, I/1, II/1, III/1, I/2, II/2 Inf Bn, 1 SS Pz Pio Bn, Combat Trains)

19 Feb 45

96 Inf Division's Rubber Boats Rule Ends

21 Feb 45

Remove: 96 Inf Div (all)

Soviet Set Up:

24 Gds Corps:

A8.31: 24 Gds HQ (Fat-0, PD, 1 Arty Point), 2 AT Bde (Assigned 24 Gds, Support)

A5.28: AT Gds AT Bn (+)

A6.24: I/6 Gds Abn Inf Rgt [5]

A4.25: II/6 Gds Abn Inf Rgt [5]

A4.26: III/6 Gds Abn Inf Rgt [5]

A3.31: I/72 Gds Inf Rgt [5]

A4.28: II/72 Gds Inf Rgt [5]

A3.30: III/72 Gds Inf Rgt [5]

A3.32: I/81 Gds Inf Rgt [5]

A2.33: II/81 Gds Inf Rgt [5]

A2.32: III/81 Gds Inf Rgt [5]

A2.34: I/243 Inf Rgt [5]

C1.02: II/243 Inf Rgt [5]

C2.01: III/243 Inf Rgt [5]

C9.02: 24 Gds Combat Trains

25 Gds Corps:

A11.30: 25 Gds HQ (Fat-0, PD, 1 Arty Point), 11 AT Bde (Assigned 25 Gds, Support)

A16.24: I/53 Inf Rgt

A18.25: II/53 Inf Rgt

A15.25: III/53 Inf Rgt

A13.23: I/375 Inf Rgt

A11.23: II/375 Inf Rgt

A14.23: III/375 Inf Rgt

A9.23: I/409 Inf Rgt

A7.24: II/409 Inf Rgt, AT AT Bn (+)

A8.25: III/409 Inf Rgt

A17.25: 27 Gds Tk Bde [1] (Assigned 25 Gds)

A14.33: 25 Gds Combat Trains

4 Gds Mech Corps:

A9.31: 4 Mech Corps HQ (Fat-0, 1 Arty Point)

A3.33: 36 Tk Bde [2]

A4.27: 14 Mech Bde [4]

A6.27: 292 SU Rgt

A8.01: 4 Mech Combat Trains

93 Gds Div:

C15.04: 93 Gds HQ (Fat-0, 1 Arty Point),
114 AT Rgt (Assigned 93 Gds, Support)

A16.33: 101 AT Bn

C12.08: 1/278 Inf Bn

C17.06: 2/278 Inf Bn

C15.07: 3/278 Inf Bn

A17.33: 1/281 Inf Bn

C17.03: 2/281 Inf Bn

A14.34: 2/285 Inf Bn

A13.34: 3/285 Inf Bn

C12.07: 93 Gds Combat Trains

Formation Activation Markers in Play:

4 Gds Mech Corps, 93 Gds Div, 24 Gds Corps,
25 Gds Corps

Soviet Reinforcements:

None

Victory Conditions:

Axis Victory: if there are no Soviet HQ's west of the Garam River at the end of the game.

Soviet Victory: Avoid Axis Victory.

5.10 Operation Spring Awakening (Big)

Unternehmen Frühlingserwachen would be by many measures, the last major German offensive of the war. Its objective was to aim south by Lake Balaton towards the Sió River, cross it, and move towards the last major oil fields controlled by Germany in Southern Hungary (off the south edge of the map). To do so, the Sixth Panzer Army that had been committed to the Ardennes Offensive was pulled and sent East, including the I SS and II SS Panzer Corps along with forces fighting since January 1945. The Soviets anticipated the attack and had planned defenses in depth as best they could. The offensive bogged down due to poor ground conditions and stubborn Soviet forces.

Playing Area: Maps B and D

First Turn: 6 Mar 45

Last Turn: 15 Mar 45

Game Length: 10 Turns

First Player: Axis

First Turn Weather: Poor

Special Rules:

1) Neither Surge Offensive (2.2 and 3.4) can be used in this scenario.

2) The following units are assigned to different parent formations for the duration of the scenario. These units function as part of their assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations at the time of the scenario.

a) I/74, II/74, III/74 Inf Rgt (30 Rfl) is assigned to 135 Rfl Corps

b) I/3, II/3, III/3 Gds Abn Rgt (104 Rfl) is assigned to 35 Gds Corps

c) I/21, II/21, III/21 Inf Rgt (133 Rfl) is assigned to 30 Rfl Corps

3) Treat the 20 Hun Hetz Bn (S. Laszlo), I/24 German Pz Bn (1 Pz), and 249 Soviet Arm Rgt (Viktorov) as independent units in this scenario to show how these units were used in the operation.

Activations: Use the following per turn:

Axis Allotments: 6 Primary, 3 Secondary

Soviet Allotments: 3 Primary, 3 Secondary

Air Points: Roll normally.

Replacement Points: Roll normally.

Bridge Blown/OK Markers: No markers available. All bridges are available and cannot be blown.

Supply Sources/Entry Areas:

Axis: Those in the play area and B1.13.

Soviet: Those in the play area and all roads (including tracks and RR) along 1.xx from B1.22 and eastwards.

Axis Set Up:**2 Hun Armored Div (-):**

B2.14: 2 Arm HQ (Fat-2, PD), 2 Hun Arm Pio Bn [2]

B1.15: 2 Hun Arm Cav Bn [3]

B2.17: I/3 Hun Arm Bn [1]

B2.16: II/3 Hun Arm Bn [1]

B1.18: 4/3 Hun Inf Bn [3]

B2.18: 5/3 Hun Inf Bn [3]

B3.18: 6/3 Hun Inf Bn [3]

B1.17: 52 Hun Flak Bn [2]

B1.13: 2 Arm Combat Trains

3 SS Pz Div:

B8.17: 3 SS HQ (Fat-2, PD, 1 Arty Point)

B5.17: 3 SS Pz Recon Bn

B8.18: I/3 SS Pz Bn [2]

B7.17: II/3 SS Pz Bn [1]

B9.19: 9/3 TGR Co [1]

B4.16: 3 SS StG Bn [2]

B5.19: I/5 SS Inf Bn [5]

B4.20: II/5 SS Inf Bn

B3.14: III/5 SS Inf Bn [5], 3 SS Combat Trains

B10.20: I/6 SS Inf Bn [5]

B5.22: II/6 SS Inf Bn [5]

B7.22: III/6 SS Inf Bn [5]

B9.21: 3 Pz Pio Bn [3]

B10.21: I/Ney Inf Bn [5] (Assigned 3 SS)

5 SS Pz Div:

B14.21: 5 SS HQ (Fat-2, PD, 1 Arty Point), 5 Pz Pio Bn [3]

B15.15: 5 SS Pz Recon Bn [5], II/9 SS Inf Bn [5], 5 SS Combat Trains

B14.20: I/5 SS Pz Bn [1]

B12.22: II/5 SS Pz Bn [1]

B14.19: 5 SS JgPz Bn [2]

B11.23: I/9 SS Inf Bn [5]

B13.24: III/9 SS PG Bn

B17.27: I/10 SS Inf Bn

B18.28: II/10 SS Inf Bn [5]

B18.29: III/10 SS Inf Bn [5]

B17.26: I/23 SS Inf Bn [2]

B16.25: I/24 SS Inf Bn [5]

B14.24: I/1 Stj Assault Bn [3]

B15.25: II/1 Stj Assault Bn [3]

3 Pz Div:

B26.20: 3 Pz HQ (Fat-0, 2 Arty Points).

543 JgPz Bn [2] (Support), I/394 Inf Bn [5]

B30.17: 3 Pz Recon Bn

B29.19: I/6 Pz Bn [3]

B29.18: II/6 Pz Bn [2]

B28.19: I/3 PG Bn

B27.20: II/3 Inf Bn [5]

B29.17: 39 Pz Pio Bn [3]

B30.16: 3 Pz Combat Trains

356 Inf Div (-):

B19.31: 356 Inf HQ (Fat-0, 1 Arty Point),
356 PJ Bn [1] (Support), 356 Pio Bn [2]

B18.31: I/870 Inf Bn

B18.32: II/870 Inf Bn [3]

B19.32: I/871 Inf Bn [3]

B20.32: II/871 Inf Bn [3]

B24.28: 356 Inf Combat Trains, 1 Pz Combat Trains

1 Pz Div:

- B21.32:** 1 Pz HQ (Fat-0, 2 Arty Points), II/113 Inf Bn
- B21.30:** 1 Pz Recon Bn [5]
- B22.32:** Elias Pz KG, I/113 PG Bn
- B21.31:** I/1 Inf Bn
- B23.32:** II/1 Inf Bn
- B22.30:** 37 Pz Pio Bn [2]
- See above:** 1 Pz Combat Trains (*see 356 Inf Div (-) set up*)

44 HuD Inf Div:

- B25.30:** 44 HuD HQ (Fat-0, 1 Arty Point), 46 PJ Hetz Bn [1] (Support), 80 Pio Bn [3]
- B24.30:** 44 Aufk Bicycle Bn [5]
- B24.31:** I/131 Inf Bn [3]
- B24.32:** II/131 Inf Bn [4]
- B25.31:** I/132 Inf Bn [4]
- B25.32:** II/132 Inf Bn [4]
- B26.30:** I/HuD Inf Bn [4]
- B26.31:** II/HuD Inf Bn [4]
- B21.27:** 44 HuD Combat Trains, 23 Pz Combat Trains

23 Pz Div:

- B27.30:** 23 Pz HQ (Fat-1, 1 Arty Point), 128 JgPz Bn (Support), 51 Pz Pio Bn [3]
- B31.29:** 23 Pz Recon Bn [4]
- B28.30:** Kujenski Pz KG
- B28.31:** I/126 Inf Bn [4]
- B29.31:** II/126 Inf Bn [4]
- B30.30:** I/128 Inf Bn [4]
- B31.30:** II/128 Inf Bn [4]
- See above:** 23 Pz Combat Trains (*see 44 HuD Div (-) set up*)

9 SS Pz Div:

- B23.23:** 9 SS Div HQ (Fat-1, 1 Arty Point), I/19 SS Inf Bn
- B18.24:** 9 SS Pz Recon Bn, II/9 SS Pz Bn
- B19.24:** I/9 SS Pz Bn [3], 9/9 PG Bn
- B22.22:** II/19 SS Inf Bn, III/19 SS Inf Bn
- B21.23:** I/20 SS Inf Bn
- B20.23:** II/20 SS Inf Bn, III/20 SS Inf Bn
- B17.25:** 9 SS Combat Trains (Ghost)

2 SS Pz Div:

- B23.20:** 2 SS Div HQ (Fat-1, 2 Arty Points), 2 SS StG Bn (Support), II/4 SS Inf Bn
- B20.17:** 2 SS Pz Recon Bn
- B21.18:** I/2 SS Pz Bn [2]
- B22.18:** II/2 SS Pz Bn [5]

- B25.27:** I/3 SS Inf Bn
- B25.26:** III/3 SS Inf Bn
- B23.19:** III/4 SS PG Bn
- B20.16:** 2 SS Pz Pio Bn
- B22.13:** 2 SS Combat Trains (Ghost)

Peiper Pz KG:

- B31.26:** Peiper HQ (Fat-0, 1 Arty Point), 1,2/I Pz Bn [3], 6,7/I [3] SS Pz Bn
- B30.25:** 501 SS Pz Bn [1], III/2 SS PG Bn
- B26.23:** Peiper Combat Trains, Hansen Combat Trains

Hansen SS PG KG:

- B32.26:** Hansen HQ (Fat-0, 1 Arty Point), I/1 SS Inf Bn, 1 SS JgPz Bn [2] (Support)
- B36.23:** 1 SS Pz Recon Bn
- B32.25:** II/1 SS Inf Bn [4]
- B33.25:** III/1 SS Inf Bn [4]
- B34.24:** I/2 SS Inf Bn [5]
- B35.24:** II/2 SS Inf Bn [4]
- B32.24:** 1 SS Pz Pio Bn [3]
- See above:** Hansen Combat Trains (*See Peiper set up*)

12 SS Pz Div:

- B36.22:** 12 SS HQ (Fat-0, 2 Arty Points), 12 SS JgPz Bn [3] (Support)
- B37.22:** 12 SS Pz Recon Bn
- B38.22:** 2,4/II SS Pz Bn (-) [1], 7,8/II SS Pz Bn (-) [2]
- B38.21:** 560 JgPz Bn [2], III/26 SS PG Bn [5]
- B40.19:** I/25 SS Inf Bn [4]
- B40.20:** II/25 SS Inf Bn [4]
- B40.21:** III/25 SS Inf Bn [4]
- B39.23:** I/26 SS Inf Bn [4]
- B39.22:** II/26 SS Inf Bn [4]
- B38.23:** 12 SS Pz Pio Bn [3]
- B31.19:** 12 SS Combat Trains

25 Hun Inf Div (-):

- B36.15:** 25 Inf HQ (Fat-2), 25 Bicycle Bn [3]
- B34.15:** III/1 Hun Inf Bn [4]
- B34.14:** I/25 Hun Inf Bn [4]
- B35.15:** II/25 Hun Inf Bn [4]
- B35.14:** III/25 Hun Inf Bn [4]
- B36.14:** I/26 Hun Inf Bn [4]
- B36.13:** II/26 Hun Inf Bn [4]
- B35.13:** III/26 Hun Inf Bn [4]
- B35.12:** 25 Inf Combat Trains

3 Kav Bde:

- B39.18:** 3 Kav Bde HQ (Fat-0, 1 Arty Point), 20 Hun Hetz Bn (S. Laszlo, Support, Assigned 3 Kav – *see Special Rule #2*)
- B40.18:** 69 Kos Cav Bn [5]
- B40.14:** I/31 Cav Bn [5]
- B40.15:** II/31 Cav Bn [5]
- B40.16:** I/32 Cav Bn [5]
- B40.17:** II/32 Cav Bn [5]
- B37.15:** 3 Kav Bde Combat Trains

4 Kav Bde:

- B37.11:** 4 Kav HQ (Fat-0, 1 Arty Point)
- B40.12:** I/5 Cav Bn
- B40.13:** II/5 Cav Bn [4]
- B40.10:** I/41 Cav Bn [4]
- B40.11:** II/41 Cav Bn [4]
- B34.08:** 4 Kav Combat Trains

Axis Reinforcements:

7 Mar 45

- Add:** 13 Arty Points
- At 1 Pz HQ:** 509 TGR Bn [4], 219 Brm Bn, 351 Flm Pz Co [1]
- At 3 Pz HQ:** 1 Pz Div (I/24 Pz Bn [3]) – treat as independent unit. *See Special Rule #2.*
- At 4 Kav HQ:** 4 Kav Bde (70 PJ StG Bn [2], 4 s Pz Recon Bn)
- At 356 Inf Div HQ:** 303 StG Bde [4]

8 Mar 45

- At 3 Kav HQ:** 3 Kav Bde (3 s Pz Recon Bn, 69 PJ StG Bn)

10 Mar 45

- Add:** 4 Arty Points
- B1.13:** 6 Pz Div (HQ (Fat-0), I/11 [2], II/11 [1], 41 JgPz Bn [2], II/114 PG Bn, I/4, II/4, I/114 Inf Bn, 57 Pz Pio Bn, Combat Trains)

15 Mar 45

- At 2 SS HQ:** 2 SS Pz Div (II/3, I/4 Inf Bn)

Roll one die, arrive on a 5 or more. Otherwise they do not.

Formation Activation Markers in Play:

Hansen SS KG, Peiper SS KG, 2 SS Pz, 3 SS Pz, 5 SS Pz, 9 SS Pz, 12 SS Pz, 1 Pz Div, 3 Pz Div, 23 Pz Div, 3 Kav Bde, 4 Kav Bde, 44 HuD Div, 356 Inf Div (-), 2 Hun Arm Div (-), 25 Hun Inf Div (-)

Soviet Set Up:**7 Gds Abn Div:**

B1.22: 7 Abn HQ (Fat-2, PD, 1 Arty Point), 8 Gds SU Bn (Support), 1961/42 AT Rgt (Assigned 7 Abn, Support), 7 Abn Combat Trains

- B1.20:** 1/18 Gds Abn Inf Bn
- B1.21:** 2/18 Gds Abn Inf Bn
- B2.20:** 1/21 Gds Abn Inf Bn
- B2.21:** 2/21 Gds Abn Inf Bn
- B3.22:** 1/29 Gds Abn Inf Bn
- B3.23:** 2/29 Gds Abn Inf Bn

5 Gds Abn Div:

B5.25: 5 Abn HQ (Fat-2, PD, 2 Arty Points), 13 Gds SU Bn (Support), Tng Gds Abn Inf Bn, 1172/9 AT Rgt (Assigned 5 Abn, Support)

- B3.24:** 1/1 Gds Abn Inf Bn
- B4.24:** 2/1 Gds Abn Inf Bn
- B5.24:** 1/11 Gds Abn Inf Bn
- B6.24:** 2/11 Gds Abn Inf Bn
- B7.24:** 1/16 Gds Abn Inf Bn
- B8.23:** 2/16 Gds Abn Inf Bn
- B8.24:** 3/16 Gds Abn Inf Bn
- B1.24:** 5 Abn Combat Trains

80 Gds Div:

B1.31: 80 Gds HQ (Fat-2, PD, 2 Arty Points), 85 Gds SU Bn (Support), Tng Gds Inf Bn, 80 Gds Combat Trains

- B1.28:** 1/217 Gds Inf Bn
- B2.27:** 2/217 Gds Inf Bn
- B4.27:** 1/230 Gds Inf Bn
- B5.28:** 2/230 Gds Inf Bn
- B6.28:** 1/232 Gds Inf Bn
- B7.29:** 2/232 Gds Inf Bn

23 Tk Corps:

B3.33: 23 Tk HQ (Fat-0), 82 Motorcycle Bn [2], 366 Gds ISU Rgt (Assigned 23 Tk)

- B5.34:** 3 Tk Bde [2]
- B4.33:** 39 Tk Bde [1], 1443 ISU Rgt [1]
- B2.33:** 56 Inf Bde [4], 1501 AT Rgt [1]
- B1.34:** 23 Tk Combat Trains, 62 Gds Combat Trains

62 Gds Div:

B6.31: 62 Gds HQ (Fat-2, PD, 2 Arty Points), 69 Gds SU Bn (Support)

- B7.30:** 1/182 Gds Inf Bn
- B8.31:** 2/182 Gds Inf Bn
- B9.32:** 1/184 Gds Inf Bn
- B10.32:** 2/184 Gds Inf Bn
- B11.34:** 1/186 Gds Inf Bn
- B12.34:** 2/186 Gds Inf Bn

See above: 62 Gds Combat Trains (*see 23 Tk Corps set up*)

40 Gds Div:

D2.04: 40 Gds HQ (Fat-2, PD), 41 Gds AT Bn (Support)

- D1.02:** 1/111 Gds Inf Bn
- D2.02:** 2/111 Gds Inf Bn
- D3.03:** 1/116 Gds Inf Bn
- D3.04:** 2/116 Gds Inf Bn
- D4.04:** 1/119 Gds Inf Bn
- D4.05:** 2/119 Gds Inf Bn
- D3.08:** 40 Gds Combat Trains

34 Gds Div:

D6.06: 34 Gds HQ (Fat-2, PD), 38 Gds AT Bn (Support), 3/103 Gds Inf Bn

- D5.05:** 1/103 Gds Inf Bn
- D6.05:** 2/103 Gds Inf Bn
- D7.06:** 1/105 Gds Inf Bn
- D8.06:** 2/105 Gds Inf Bn
- D9.07:** 1/107 Gds Inf Bn
- D9.08:** 2/107 Gds Inf Bn
- D8.09:** 34 Gds Combat Trains

4 Gds Div:

D2.13: 4 Gds HQ (Fat-2, PD), 9 Gds AT Bn (Support)

- D1.09:** 1/3 Gds Inf Bn [3]
- D2.09:** 2/3 Gds Inf Bn
- D3.10:** 1/8 Gds Inf Bn [3]
- D4.10:** 2/8 Gds Inf Bn
- D5.11:** 1/11 Gds Inf Bn [3]
- D6.11:** 2/11 Gds Inf Bn, 438 AT Rgt (Assigned 4 Gds)
- D1.15:** 4 Gds Combat Trains

41 Gds Div:

B9.27: 41 Gds HQ (Fat-1, PD, 2 Arty Points), 44 Gds SU Bn (Support), 7 AT Bde [4] (Assigned 41 Gds, Support)

- B9.23:** 1/122 Gds Inf Bn
- B10.23:** 2/122 Gds Inf Bn
- B11.24:** 1/124 Gds Inf Bn
- B12.24:** 2/124 Gds Inf Bn, 251 AT Bn (Assigned 41 Gds)
- B13.25:** 1/126 Gds Inf Bn
- B14.25:** 2/126 Gds Inf Bn
- B9.31:** 41 Gds Combat Trains

69 Gds Div:

B15.29: 69 Gds HQ (Fat-1, PD, 2 Arty Points), 75 Gds SU Bn (Support), 1891 SU Rgt [1] (Assigned 69 Gds, Support)

- B15.26:** 1/204 Gds Inf Bn
- B16.26:** 2/204 Gds Inf Bn, 762/9 AT Rgt (Assigned 69 Gds)
- B17.28:** 1/206 Gds Inf Bn
- B17.29:** 2/206 Gds Inf Bn
- B17.31:** 1/208 Gds Inf Bn
- B17.32:** 2/208 Gds Inf Bn
- B13.33:** 69 Gds Combat Trains

1 Gds UR Bde:

D18.02: 1 UR HQ (Fat-0, PD, 3 Arty Points), 24 AT Bde [4] (Assigned 1 UR, Support)

- B19.33:** 2 MG Bn
- B21.34:** 8 MG Bn
- B18.33:** 9 MG Bn
- B23.34:** 10 MG Bn
- B24.34:** 11 MG Bn, AT Gds AT Bn
- D20.01:** 1963/42 AT Rgt (Assigned 1 UR)
- B14.04:** 1 UR Combat Trains

30 Rfl Corps:

B33.33: 30 Rfl HQ (Fat-0, PD, 2 Arty Points), 1202 SU Rgt [1] (Assigned 30 Rfl, Support), 49 AT Bde [4] (Assigned 30 Rfl, Support)

- B41.30:** 72 Gds SU Bn
- B35.28:** AT AT Bn (+)
- B35.34:** 1/36 Gds Inf Rgt
- B32.32:** II/36 Gds Inf Rgt, 43 AT Bde [4] (Assigned 30 Rfl)
- B34.30:** III/36 Gds Inf Rgt
- B34.27:** I/68 Gds Inf Rgt
- B35.26:** II/68 Gds Inf Rgt
- B37.27:** III/68 Gds Inf Rgt
- B25.34:** I/155 Inf Rgt, 1962/42 AT Rgt (Assigned 30 Rfl)
- B29.33:** II/155 Inf Rgt
- B27.34:** III/155 Inf Rgt
- D37.05:** I/21 Inf Rgt [5] (133 Rfl, Assigned 30 Rfl – *see special rule*)
- D40.03:** II/21 Inf Rgt [5] (133 Rfl, Assigned 30 Rfl – *see special rule*)
- D41.02:** III/21 Inf Rgt [5] (133 Rfl, Assigned 30 Rfl – *see special rule*)
- D48.04:** 30 Rfl Combat Trains

135 Rfl Corps:

B46.24: 135 Rfl Corps HQ (Fat-0, PD, 2 Arty Points), 10 AT Bde [4] (Assigned 135 Rfl, Support)

- B38.25:** I/233 Inf Rgt [5]
- B40.24:** II/233 Inf Rgt [5]
- B41.23:** III/233 Inf Rgt [4], AT AT Bn (+)
- B50.25:** I/236 Inf Rgt [5]
- B46.32:** II/236 Inf Rgt [5]
- B50.27:** III/236 Inf Rgt [5]
- B42.21:** I/74 Inf Rgt (30 Rfl, Assigned 135 Rfl – *see special rule #2*)
- B42.18:** II/74 Inf Rgt (30 Rfl, Assigned 135 Rfl – *see special rule #2*)
- B42.20:** III/74 Inf Rgt (30 Rfl, Assigned 135 Rfl – *see special rule #2*)
- B55.30:** 135 Rfl Combat Trains

93 Rfl Div:

B45.12: 93 Rfl HQ (Fat-0, PD, 1 Arty Point), 2/129 Inf Bn, 595 AT Rgt (Assigned 93 Rfl, Support)

B42.13: 1/51 Inf Bn [3]

B42.15: 2/51 Inf Bn

B43.15: 1/129 Inf Bn [3], 144 AT Bn

B42.09: 1/266 Inf Bn [3]

B42.11: 2/266 Inf Bn

B48.08: 93 Rfl Combat Trains

104 Rfl Corps:

B53.15: 104 Rfl HQ (Fat-0, PD, 1 Arty Point), AT AT Bn (+) (Support), II/151 Inf Rgt [4]

B55.18: I/66 Gds Inf Rgt

B53.21: II/66 Gds Inf Rgt

B54.18: III/66 Gds Inf Rgt

B49.09: I/151 Inf Rgt

B52.10: III/151 Inf Rgt [4]

B57.09: 104 Rfl Combat Trains

5 Gds Cav Corps:

B62.34: 5 Cav HQ (Fat-0), 71/11 Arm Rgt [1], 37/11 Gds Cav Rgt, 26 Lt Arty Bde (Assigned 5 Cav, Support)

B62.32: 39/11 Gds Cav Rgt, 5 Cav Combat Trains

D62.02: 41/11 Gds Cav Rgt

B62.25: 43/12 Gds Cav Rgt, 1896 SU Rgt [1]

B62.27: 45/12 Gds Cav Rgt, 150 AT Rgt

B62.29: 47/12 Gds Cav Rgt, 54/12 Tk Rgt [1]

D59.05: 214/63 Cav Rgt, 5 AT Bn

D56.08: 220/63 Cav Rgt

D58.07: 223/63 Cav Rgt

18 Tk Corps:

D28.07: 18 Tk Corps HQ (Fat-0, 1 Arty Point), 181 Tk Bde [2], 521 AT Rgt (Assigned 18 Tk, Support)

D32.06: 78 Motorcycle Bn [2]

D31.06: 110 Tk Bde [5]

D25.07: 170 Tk Bde [1]

D27.07: 32 Inf Bde [6]

D30.06: 363 Gds ISU Rgt

D29.07: 1438 SU Rgt [1]

D26.06: 1000 AT Rgt [1]

D22.10: 208 SU Bde (Assigned 18 Tk)

D28.10: 18 Tk Combat Trains

35 Gds Corps:

D15.12: 35 Gds HQ (Fat-0, PD, 2 Arty Points), 1312 AT Rgt (Assigned 35 Gds, Support)

D12.05: I/78 Inf Rgt, 338/9 AT Rgt (Assigned 35 Gds)

D15.07: II/78 Inf Rgt

D18.08: III/78 Inf Rgt

D21.12: I/163 Inf Rgt, AT AT Bn (+)

D20.10: II/163 Inf Rgt

D23.13: III/163 Inf Rgt

D7.13: I/3 Gds Abn Rgt [5] (104 Rfl, Assigned 35 Gds – See *Special Rule #2*)

D10.14: II/3 Gds Abn Rgt [5] (104 Rfl, Assigned 35 Gds – See *Special Rule #2*)

D13.16: III/3 Gds Abn Rgt [5] (104 Rfl, Assigned 35 Gds – See *Special Rule #2*)

D20.17: 35 Gds Combat Trains

37 Rfl Corps:

D31.21: 37 Rfl HQ (Fat-0, PD, 2 Arty Points), 432 SU Bn (Support), 12 AT Bde (Assigned 37 Rfl, Support)

D39.18: I/108 Gds Inf Rgt [5]

D39.21: II/108 Gds Inf Rgt [5]

D37.23: III/108 Gds Inf Rgt [5]

D35.16: I/316 Inf Rgt [5]

D33.15: II/316 Inf Rgt [5]

D37.17: III/316 Inf Rgt [5]

D28.16: I/320 Inf Rgt [4]

D30.14: II/320 Inf Rgt [4], AT AT Bn (+)

D26.17: III/320 Inf Rgt [4]

D26.19: 37 Rfl Combat Trains

1 Gds Mech Corps:

D47.18: 1 Mech HQ (Fat-0, 1 Arty Point), 2 Gds Mech Bde [3]

D50.20: 11 Gds Motorcycle Bn

D48.18: 9 Gds Tk Bde [3]

D45.16: 1 Gds Mech Bde [6]

D42.14: 3 Gds Mech Bde [6]

D48.19: 382 Gds SU Rgt [1]

D49.20: 1821 SU Rgt [1]

D51.21: 1 Mech Combat Trains

84 Rfl Div:

D54.22: 84 Rfl HQ (Fat-0, PD, 2 Arty Points), 122 SU Bn (Support)

D53.22: 1/41 Inf Bn

D54.21: 2/41 Inf Bn

D55.22: 1/201 Inf Bn

D56.22: 2/201 Inf Bn

D56.23: 1/382 Inf Bn

D56.24: 2/382 Inf Bn

D55.28: 84 Rfl Combat Trains

33 Rfl Corps:

D7.28: 33 Rfl HQ (Fat-0, 2 Arty Points), AT AT Bn (+) (Support), II/337 Inf Rgt [5]

D13.27: I/202 Inf Rgt

D14.26: II/202 Inf Rgt

D15.27: III/202 Inf Rgt

D1.24: I/206 Inf Rgt

D2.23: II/206 Inf Rgt

D3.24: III/206 Inf Rgt

D6.27: I/337 Inf Rgt [5]

D8.27: III/337 Inf Rgt [5]

D1.29: 33 Rfl Combat Trains

Formation Activation Markers in Play:

1 Gds Mech Corps, 18 Tank Corps, 23 Tk Corps, 5 Gds Cav Corps, 5 Gds Abn Div, 7 Gds Abn Div, 4 Gds Div, 34 Gds Div, 40 Gds Div, 41 Gds Div, 62 Gds Div, 69 Gds Div, 80 Gds Div, 1 Gds UR Bde, 84 Rfl Div, 93 Rfl Div, 35 Gds Corps, 30 Rfl Corps, 33 Rfl Corps, 37 Rfl Corps, 104 Rfl Corps, 135 Rfl Corps

Soviet Reinforcements:

7 Mar 45

Add: 9 Arty Points

At HQ Assigned: **Viktorov Mech Grp** (249 Arm Rgt) – treat as independent unit. See *Special Rule #2*.

9 Mar 45

Add: 3 Arty Points

At HQ Assigned: 207, 209 SU Bde

Victory Conditions:

Determine Victory by a modification of VP Hex Control in 4.2 as both sides have VP hexes.

At the very end of play, record the number of Axis and Soviet VP Hexes each player controls.

The player with the greater number of Victory Points wins. If the numbers are identical, the game is a draw.

Axis Victory Point Hexes

Szabadsídvég (B55.18)

Simontornya (B61.35)

Sárbogárd (D48.04)

Dunaföldvár (D54.22 only)

Dunapentele (D37.23)

Soviet Victory Point Hexes

Dég (B50.27)

Sárkeresztúr (B35.34)

Zichyújfalu (D22.06)

Sárosd (D31.05)

Cece (D59.05)

Spring Awakening Scenario

Historical Notes:

German:

1) 3 Cav and 4 Cav Bdes were renamed as Divisions but had the same composition as before.

2) Due to heavy losses and difficulty in replacements at this stage of the war, a number of units were disbanded or sent away to be replenished. Therefore some formations set up with units missing and there is no Dead Pile to rebuild them. This includes:

a) 1 Pz Div: KG Rank – disbanded; I/24 Pz Bn – Assigned different formations; 37 Mdr Bn – In Germany reforming; 73 Pz Erz Bn – Reverted back to a replacement unit, Holczer Hun Inf Bn – Reverted back to Hun command.

b) 3 Pz Div: II/394 Inf Bn – Disbanded in February and remnants absorbed into I/394 Inf Bn.

c) 6 Pz Div: I/26 Pz Bn - reassigned

d) 23 Pz Div: KG Schulz – disbanded; 85 LW Inf Bn – No information on the unit past January, assumed it was subsumed into the Panzergrenadier units. Rebntsch Pz KG is removed via the campaign OOA and replaced with Kujcnski Pz KG in January.

Soviet:

1) The 249 Arm Rgt is really the 22 Tk Rgt in this scenario. It was formed from a training unit using repaired tanks and assault guns.

2) Due to heavy losses and difficulty in replacements at this stage of the war, a number of units were disbanded or sent away to be replenished. Therefore some formations set up with units missing and there is no Dead Pile to rebuild them. This includes:

a) 23 Tk Corps: 135 Tk Bde – Did not contain any tanks throughout the battle and the other two Tank Brigades were sufficiently depleted to be replenished first.

b) 1 Gds Mech Corps: 1453 SU Rgt – Same as above, no armor throughout this battle.

c) 5 Gds Cav Corps: 60/63 Tk Rgt – Same as above, no armor throughout this battle.

g) 133 Rfl Corps: only the 21 Rfl Div was present, while the 104 and 122 Rfl Divs were with the 57th Army.

Glossary

88	88mm Anti-tank gun	Kundgr	Kündiger
Abn	Airborne	LS	Landeschützen ("Home Guard")
AF	Air Force	LW	Luftwaffe
Arm	Armor/Armored	M	Marsch ("March")
Art/Arty	Artillery	Mdr	Marder
AT	Anti-Tank	Mech	Mechanized
Aufk	Aufklärung ("Reconnaissance")	MG	Machine Gun
Bde	Brigade	Para	Parachute
Bernlk	Bernolak	PG	Panzergrenadier
Besztc	Besztercei	Pio	Pioneer
Bn	Battalion	PJ	Panzerjäger (Anti-Tank)
Brm	Brumbär	Pz	Panzer
Cav	Cavalry	Rebntsh	Rebentisch
Co	Company	Res	Reserve
Convlsct	Convalescent	Rfl	Rifle
Div	Division	Rgt	Regiment
Eng	Engineer	Rom	Romanian
Erz	Ersatz (Replacement Troops)	s	Schwere ("Heavy")
FA	Feldausbildungs ("Field Training")	S Laszlo	Szent László
FHH or F	Feldherrnhalle	Schön	Schöneich
Fus	Fusilier	Sec	Security
Gds	Guards	Staubwr	Staubwasser
Gren	Grenadier	StG/StuG	Sturmgeschütz
Grp	Group	Stj	Sturmjäger
Hetz	Hetzer	SU	Samokhodnaya
HQ	Headquarters		Ustanovka ("Self-Propelled Gun") (SU-76M, SU-85, SU-100, or SU-122)
HuD	Hoch und Deutschmeister	Svabhgy	Svábhgy
Hus	Huszar ("Hussar/Cavalry")	Székely	Székelyudvarhelyi
Inf	Infantry	TGR	Tiger Tank (I or II)
IS	Iosif Stalin IS-2 Tank	Tk	Tank
ISU	Istrebitelnaja Samokhodnaya Ustanovka ("Iosif Stalin Chassis Self-Propelled Gun") (ISU-122 or ISU-152)	Tng	Training
JgPz	Jagdpanzer (IV or V)	Univ	University
Kav	Kavallerie ("Cavalry")	UR	Ukreplennye Raiony ("Fortified Region")
KG	Kampfgruppe	Versvry	Veresvary
Kos	Kosaken ("Cossack")	VG	Volksgranadier ("People's Army")
Kujcnski	Kujcinski	Zg-Kb	Zugló-Kóbánya

Designer Notes

First off, why Budapest in 1945? I wanted to do an East Front game, but my first idea didn't pan out. I looked again and since I prefer the late World War II period, the situation in Hungary in 1945 looked promising. I was already familiar with the fighting there having done the research for *SCS The Mighty Endeavor's East Front expansion*. It ticked off all my personal boxes: late-war Soviet armor (IS-2, ISU-152), a good mix of tank and infantry units, a fluid battle, and a familiar topic.

What would be the last big German offensive in the East grabbed my interest and the battle area fit well. At a 1 mile/hex, I could squeeze the battlefield onto two maps, but using a scale closer to 1 km/hex allowed for more discrete maneuver. However at 1 km/hex, I could only include the fighting *south* of the Danube. I wanted to include the important area to the north, as the Soviets conducted their counter-offensive there. Using a scale of 1.2 km/hex allowed this, but did not sacrifice either detail or maneuver room.

My plan was to cover the fighting from 1 Jan to 27 Jan 1945 (*Operations Konrad I, II, and III*), the Soviet counter-offensive north of the Danube, as well as the siege of Budapest itself. This scope remained for a long time until Dean completed the first draft counter artwork. It was just over three counter-sheets, leaving a fourth sheet containing merely a handful of lonely Romanians. Filling in the rest of the counter-sheet with additional markers didn't make sense. Dean asked if there was anything of more value to add. This was a good opportunity to squeeze more scenarios into the game. I included the additional Formations needed for *Southwind* (February) and *Spring Awakening* (March 1945) since they were fought in the existing map area. The added scenarios increased the game's scope and value; I feel these are always good things.

As I'm usually the research guy looking up Orders of Battle and map things, it was a learning experience to make sure the game fit well with the series rules without too many weird and wacky game-specific rules. Ensuring historical flavor and recreating unique situations is one thing; having

excessive chrome is very different matter. I saw many correlations with **Last Blitzkrieg** with the terrain, season, and equipment (leaving aside the *same* SS Panzer Divisions that show up in both games). The initial design included similar Weather, Tiger roll, Rubber Boat, and Bridge Blowing leveraged from **Last Blitzkrieg**. Those rules evolved during Dean's development through playtesting and uniqueness to the Hungarian battlefield and situation in January, 1945. The weather was streamlined from having separate ground, atmosphere, and visibility rolls to one roll for good, normal, and poor covering the typical snow and mud periods from the few sunny and dry days. The Tiger roll evolved from mechanical quirks to using a method of AV replacement (applicable to both sides) showing their out-sized role even if only a handful were available.

Yet in spite of the porting from **Last Blitzkrieg**, this unique Eastern Front 1945 situation needed its own game-specific rules: The massive Danube River, the German ability to clandestinely pull the two SS Panzer Divisions for redeployment. Norbert Számvéber described this move using the Soviet deception term of *Maskirovka*, and the name stuck.

I debated including the Battle for Budapest itself or not. Excluding it would avoid modeling urban combat, but would shortchange the city's importance as the overall relief operation goal. A slight parallel to **Brazen Chariots** with the Tobruk garrison being besieged and trying to break out while Commonwealth forces outside the fortress tried to break in. The parallels stop with the Soviets attacking inward preventing any concerted effort to breakout. The Germans and Hungarians in the city were hard pressed, with daily losses to men and equipment. The wavering loyalty among Hungarian soldiers caused desertion to be rife. There would be no breakout attempt until February, when it was more of an escape than an organized breakout.

The fighting in Budapest itself presented a challenge. The initial design attempted to show urban warfare using the existing combat rules. Playtesting showed limitations of the standard combat model when applied to urban terrain. Modern militaries recognize the unique combat nature of

MOUT (Military Operations in Urban Terrain) where one isn't fighting for areas, but rather attacking the building across the street. Dean developed the Urban Warfare rules to capture the unique and slow nature of fighting in dense built-up terrain. This rule was adopted as a *BCS v2.0* series rule, rather than being a 'mere' game-specific rule.

An additional unique aspect to these operations was having different tempos in various sectors on the battlefield. Given the multiple higher commands and the supply situation, each sector would behave differently. For example, north of the Danube had remained quiet at the start of *Konrad*. Even south of the Danube, limited supply could allow only portions of the front to be active at any one time. It was simply incorrect to assume that a quiet sector slowly ground the enemy into dust while waiting for a lucky SNAFU roll that would allow them an ad hoc full-strength offensive. Various rules were tried: Command Points, SNAFU "Zones," and finally Activation allotments which designated the number of Primary, Secondary, and Response Formations per turn. This was supplemented by the two Surge Offensives (one on each side) which had powerful forces assembled for surprise attacks—and the enemy responses to them. What these rules do is create a very dynamic situation and show how the historical battle played out.

I would be remiss if I didn't mention Stéphane Acquaviva and his *OCS Hungarian Rhapsody* given our common topic. He reached out to me to review his Order of Battle early in his design, before I even thought of designing **Panzers Last Stand**. Yet having someone work on a similar game helped and we exchanged numerous e-mails. We compared notes as I began **Panzers Last Stand**. His game has a different scope (all of Hungary from December to *Southwind*), but being able to talk with someone involved in similar research and actually lives in Budapest was very helpful. Stéphane is a great guy and anyone who plays **Panzers Last Stand** should also play **Hungarian Rhapsody**. We took different approaches, but feel we both came out on top for our respective designs.

The design was a challenge and a learning experience, but was enjoyable as well. As *BCS* has four games in at this point, it

has matured and this East Front situation shows the flexibility and legs of the series. The game could not have been pulled off without Dean, who is a wonder to see work in unpacking and streamlining the game as developer as well as dealing with the quibbles and fixations from the designer, and to all the playtesters who put up with multiple rules iterations on a weekly basis to continue playing through to make sure the game isn't broken, but remains challenging and enjoyable at the same time. It takes a village, and thanks to everyone listed in the playtest credits and others, like **Joel Maynard** and **Carl Gruber**, who helped with research and translation.

Historical Notes

By Carl Fung

In prior *BCS* games, I could assume there was general topic familiarity. I could use the historical notes for myth busting and explain why things were done a given way. Here, I figure there might be less understanding about how Budapest fit into the vast Eastern Front. I'm providing more background material on this campaign.

What follows is a very brief campaign overview. For more detailed accounts see the listed book recommendations, and the Weapons and Warfare blog entries below:

“<https://weaponsandwarfare.com/2016/05/06/budapest-relief-attempts-1945-part-i/>”

“<https://weaponsandwarfare.com/2016/05/06/budapest-relief-attempts-1945-part-ii/>”

By 1 January 1945, Budapest was surrounded. The depleted Axis forces inside the pocket would hold out until February, but limited resupply and inter-command issues in the city made the situation dire. The Germans devised a plan to relieve Budapest by secretly shifting the IV SS Panzer Corps from Poland with additional reinforcements. The limited supply situation restricted the attack to only a single corps axis. The Germans chose a northern approach through the mountainous regions south of the Danube.

Konrad I started very late in the evening on 1 Jan 1945 (making contact with the Soviets around midnight) even as trains were still off-loading more units of the two SS Panzer Divisions. The attack was conducted on the run, with only a brief preliminary artillery barrage. The 4th Guards Army was surprised, as they had only recently moved forward to occupy the quiet line running south from Komárom down to Lake Balaton. The Germans (the 3rd and 5th SS Panzer Divisions along with a Panzer Kampfgruppe and an Infantry Division) initially made good progress into the woods and mountainous terrain. The Soviets reacted by sending in reserves and rearranging the frontline units to create a defensive line. By 6 Jan 45, the attacks started to stall, with the Soviets using five Tank, Mech, and Cavalry Corps, fresh Rifle Divisions, and initial frontline remnants. The line ran from Tatabánya (A40.24) to right before Bicske (C47.03), Zsámbék (C40.08), along the foothills of the Pilis range to recently captured Esztergom.

The Germans decided to press their gains as well as launch an envelopment attack by the I Cavalry Corps (one full and two partial Panzer Divisions and a Cavalry Brigade) towards Zámoly (B3.24). This became *Konrad II*. Initial progress was promising, and reinforced by the 96th and 711th Infantry Divisions' drive from Esztergom to Pilisszentkereszt (C25.18), but by 11 Jan, the attacks petered out. This was the closest that the Germans would get to Budapest. The fighting around Zámoly was fierce, but inconclusive.

Meanwhile, north of the Danube, the Soviet 2nd Ukrainian Front launched its depleted 6th Guards Tank Army into a surprise counter-offensive across the Garam River. The plan was to take the Komárom Danube crossings to relieve pressure south of the river. The Soviets made good progress with only one Tank and two Mechanized Corps supported by two Guards Rifle Corps against weak frontline German and Hungarian units. They came close to taking Komárom, but were stopped by the recent arrivals of the 8th Panzer and 20th Panzer Divisions. The fighting lasted until 22 January when it stagnated and the 20th Panzer Division was withdrawn.

From 12 through 17 January, a lull settled in south of the Danube, as both sides licked their wounds and reorganized their forces. The Germans secretly shifted the 3rd SS and 5th SS Panzer Divisions again. They were placed at the tip of Lake Balaton to lead another operation toward Budapest, but this time along the open southern plains. While more open compared to the mountainous northern approaches, the southern flank bounded by the Sió River had several canals to be crossed.

Konrad III was launched on 18 January 1945 with additional reinforcements such as artillery and nebelwerfer brigades, a Tiger II battalion, a StuG brigade, Flamethrower Panzers, and specialized pioneers. The new surprise attack went very well against a thinned Soviet front, with movement rapidly to the Sárvíz-Malom Canal. Important bridges were blown there, and the Soviets again responded with reinforcements that threatened to stall the offensive. To the south, Kampfgruppe Pape with Panzer Recon and Hungarian units screened along the Sió River to prevent Soviet forces from attacking behind the armored spearheads. The 3rd Panzer Division made excellent progress and ran ahead to Dunapentele (D37.23), where the Soviets prematurely destroyed their supply pontoon bridge there to prevent its capture. The two SS Panzer Divisions were able to forge across the canals and moved along Lake Velence's southern shore, while the 1st Panzer Division tried taking Székesfehérvár. By 22 January, the frontline ran from the eastern edge of Lake Velence to Felsőbesnyő (D15.12) then north of Adony (D22.18). From there, a series of German jabs (along that front and a flank move to Pázmánd (D5.05)) all failed. On 27 January, the offensive was called off.

That concluded the main campaign in **Panzer's Last Stand**. Yet the German attacks' end did not stop the fighting. Soon thereafter, the Soviets launched an offensive and retook the lost ground south of the Danube. This would lead to subsequent operations as Hitler obsessed over the region, even though Budapest fell by 13 February.

North of the Danube, the Soviets still held a bridgehead west of the Garam River. Hitler pulled the battered 6th Panzer Army

from the Ardennes and redeployed to Budapest. The I SS Panzer Corps (1st and 12th SS) along with in situ German forces were tasked to eliminate this bridgehead. The Soviets had time to prepare their defenses with more infantry and anti-tank forces. *Southwind* (*Südwind*) began on 17 February 1945 and the attack proceeded well, but with starts and stops due to weather and need to realign friendly forces as they pushed south. The depleted 4th Guard Mech Corps offered armored resistance against two SS Panzer Divisions, the partially rebuilt “Feldherrnhalle” Panzer Division and several Infantry Divisions. *Southwind* was completed on 24 February, with all Soviet forces destroyed or withdrawn across the Garam River.

The I SS Panzer Corps (1st SS and 12th SS Panzer Divisions) were then shifted south across the Danube to conduct the last major German offensive, *Spring Awakening* (*Frühlingserwachen*). Starting roughly along the same lines as *Konrad III*, the goal this time was to attack south and east across the Sío River, with the ambitious goal of meeting up with German forces coming north across the Drava River and east from the south end of Lake Balaton to trap the Soviets and protect the Nagykanizsa oil fields. The attack began on 6 March 1945 with wavering success. By this time the Soviets had been able to prepare defenses as well as form layers of troops. Through difficult weather and resistance, the Germans made progress to reach the Sío River and points east. Yet with the sluggish progress over 10 days, the momentum was gone and the operation was terminated. The Soviets counterattacked eventually leading them into Austria by April. The war was quickly coming to a close.

The Fiddly Bits

By Carl Fung

Why does the campaign start on Jan Second instead of Jan First?

Konrad I began on 1 Jan 45, but late in the evening as the two SS Panzer Divisions were still being unloaded from trains in Komárom through the day and subsequent days. *Konrad I* was launched at 1930 hours, following a brief 10-minute artillery barrage. The 3rd SS spearhead finally started moving through Szőny (A23.08) at around 2300 hours. It only made contact with the Soviets at Dunaalmás (A23.18) at midnight. Likewise, the 5th SS started at 2030 (making contact around 2300), and conducted mine-clearing operations for the next hour. A whole turn representing the last hour of 1 Jan 45 didn't make any sense. Accounting for the last hour of 1 Jan 45 into 2 Jan 45 caused the turn to be originally labeled as “1-2 Jan 45.” This was confusing, so the extra hour is embedded into the 2 Jan 45 turn.

What's with Danube bridges?

Other than those in Budapest, there were only a handful of bridges over the Danube. The bridges at Esztergom and Dunaföldvár were blown during the Axis retreat before January 1945. The Soviets had created ferries and pontoon bridges at numerous locations, but prematurely blew the one at Dunapentele (D37.23) when the Germans approached during *Konrad III*. Limited bridging over the Danube was the reason why the bridges at Komárom were so vital to the Axis.

The bridges in Budapest were blown progressively as the Soviets advanced in from the Pest side and all the bridges except four main spans felled before January 1945. These four remaining spans were blown by 18 January 1945. The Margit Bridge had a three-way span connecting Buda, Pest, and Margit Island. The span across to Pest was blown in November 1944, but the island's remaining span wasn't destroyed until late January.

Why do the SS Panzer Divisions reduce Fatigue on 7 Jan?

Operation *Konrad II* was launched on 7 Jan 45 (sources differ) as an extension of Operation *Konrad I*. Its purpose was to continue the offensive towards Budapest from the gains already made. Historically, additional drives were conducted around the Pilis Mountains and a new drive towards Zámoly. The two SS Panzer Divisions pressed forward from their positions in front of Csabdi (C44.01) and Felsőörspuszta (C39.06). As the SS Divisions had been the primary force during *Konrad I*, they would be heavily fatigued. In order to account for the SS's resurgence to continue the offensive, their Fatigue was reduced by 2 on the start date of Operation *Konrad II*.

What's with Soviet AT units have Support and Deployed Leg-MA Sides?

Typically *BCS* AT units are either Support-only or have a Move-side and Deployed-side, but this game does it differently for Soviet infantry formations to show doctrine. AT in support usually supports the *entire* Formation. The Deployed-side represents doctrine the Red Army developed during the war. To make up for their obsolete AT weapons, “Anti-Tank Strongpoints” were created with the guns backed up with obstacles like AT ditches, mines, and roadblocks to funnel enemy tanks into kill zones for flanking shots. Thus an Infantry Formation's AT units increase from Limited 2 AV in Support to Limited 3 AV when deployed (and automatically assumed to be an “AT Strongpoint”). Independent AT Regiments and Brigades keep their Limited 3 AV as these were predominantly armed with 76mm guns with a number of 57mm AT guns. The Leg MA, as opposed to other armies' AT units with Truck MA, shows their nimbleness to move around once deployed.

Why can't all Soviet AV units go into Support?

The basic answer is: the ones that **can** do it are marked. There are many independent assault gun and AT units that have this ability. Rifle Division and Corps' inherent SU and AT units can enter Support. Also, the 23rd Tank Corps detached two tank battalions to the infantry besieging Budapest.

AV that **cannot** enter Support are found in Tank, Mechanized, and Cavalry Corps, as well as independent ISU Regiments and SU-100 Brigades. The Tank and Mech Corps' Tank and Mechanized Brigades have tank-infantry ratios earning them a Dual rating. The Tank, SU, and AT Regiments did not have much Support doled out aside from the Tank Corps' Motorized Brigades and a handful of non-AV units (Engineers, etc.). Even then, the elements maneuvered separately without either penny-packets of Support or full-sized ad hoc units comparable to American Task Forces or British Battle Groups. Being used only as complete units applies to both Cavalry Corps and the independent ISU Regiments and SU-100 Brigades as well.

AV units capable of Support have "Support" printed on the counter. These are predominantly Anti-Tank units and the independent SU-76M Regiments.

What this means is that there are two flavors of AT and SU-76M units in the Soviet Order of Battle depending on their Formation organization. Those in infantry Formations or which are independent have a Support-side and a Deployed-side to their counter. Those found in Tank, Mechanized, and Cavalry Corps have Move- and Deployed-sides, but cannot go into Support.

Why do two Panzer Divisions seem to appear out of thin air?

The 3rd and 6th Panzer Divisions were north of the Danube when *Konrad I* began, but each had a Panzer-heavy Kampfgruppe south of the river at the same time. Orders were given for the rest of each division to first join the lead elements in the *Konrad* offensive and then transition the defense to the 211th VG Division and the Hungarian Szent Laszlo Division. This occurred in the

first few days of January with the two Panzer Divisions arriving south of the Danube on their respective order of arrival dates.

Originally both divisions set up in defense north of the Danube, but playtesters would not send them south. To prevent too much idleness (the Germans should be on the offensive!) or odd dance between these divisions and reinforcements meant to take their place in the line, it was best to have the panzer divisions appear south of the Danube at the time they historically crossed over. The 3rd Panzer Division reinforcements join the existing HQ (representing its Panzer Kampfgruppe), while the 6th Panzer Division (less units already with Kampfgruppe Pape) arrives around Komárom, both south of the Danube.

Why are Soviet Formations set up the way they are?

The Red Army arrayed part of its forces investing Budapest, while the rest held a defensive line to the west. Infantry forces with parts of the 18th Tank and 7th Mech Corps (which kept their Tank, Mech, and Cavalry units in reserve) held this new line. The Soviet response to *Konrad I* was to send mobile forces to stop the advance with a supporting number of Rifle Formations. These Rifle formations were the 93rd, 40th Guards, 41st Guards, and 62nd Guards Divisions (in the order they were sent north). The original set up had the formations in their 1 Jan 1945 locations along the frontline (the 41st Guards was in Székesfehérvár as reserve). What had happened behind the scenes was the 62nd Guards replaced the 41st Guards in reserve when the latter moved north, but then moved up later itself. In all cases the neighboring divisions filled in the frontlines.

Why are there so many Cavalry Units in 1945?

This campaign includes most of the remaining horse-mounted units in WWII. The Soviets continued to operate Cavalry Corps (generally one per Front) until the war's end, but increased the number of tank and anti-tank weapons to make them pseudo-mechanized outfits. They filled a similar role, if not as heavy, as the Tank and Mechanized Corps. The Germans

actually created the two Cavalry Brigades here in 1944 (as faster security units that required less motorized transport). Two SS Cavalry Divisions fought in Budapest as infantry. The Hungarian Cavalry Division formed during the war from pre-war units was considered elite. But by 1945, this and other Hungarian Formations were severely depleted by massive defections and low morale as their country was invaded. Lastly, the Romanians had a dismounted Cavalry Division at Budapest.

Why are the SS Panzer Divisions rated poorly?

Poorly, of course, is a relative quantifier. The 3rd and 5th SS Panzer Divisions were still considered two of the most effective divisions on the Eastern Front at this time, but had received a large number of replacements (mostly from the Luftwaffe) and had a shortage of experienced NCOs and equipment. Despite the shortfalls, they performed well in the spearhead for most of January 1945, but in my evaluation, they could not all be rated with an Action Rating of 5.

The SS Panzer Divisions that were pulled out of the Western Front and sent East (1st, 2nd, 9th, 10th, 12th SS) were replenished in Germany before being sent to Hungary or elsewhere. By 1945, the Germans were scraping the bottom of the barrel. Replacement quality became noticeably worse. Reality did nothing to prevent Hitler from committing them to the spearheads of *Southwind* and *Spring Awakening*. My research shows that the 1st SS looks to have fared a little better with replacements than the others and retained higher overall Action Ratings.

Why are locations in Slovakia written in Hungarian?

Most of southern Slovakia was annexed by Hungary following the First Vienna Award in November 1938. Further increasing tension between the two future German allies led to the obscure nine-day Slovak-Hungarian War in March 1939. As the game's primary sources, Norbert Számvéber's books, use Hungarian names, this was consistent with what was considered part of Hungary during

the war. Depending on the source map, one location would have multiple names, for example: Komárom in Hungarian is Komárno in Slovak and Komorn in German. Likewise, Székesfehérvár in Hungarian is called Stuhlweißenburg in German.

Why do StuG and SU Brigades have Red non-Support AV Move-sides?

Sturmgeschütz units (like the 286th, 3rd SS, and Cavalry Brigade StuG units) have Red AV Support on its Deployed-side to show its ability to provide attacking Support for their infantry. By themselves, the StuGs are limited and vulnerable, as indicated by their Move-sides. The StuGs could not be concentrated to form "Pocket Panzer Divisions." Of course, there are organizational exceptions as well. The independent 239th and 303rd StuG Bdes each had an organic Begleit Batterie (Escort Infantry Company). Likewise, the SU-100 Self-Propelled Artillery Brigades (207th, 208th, and 209th) had a Sub-machine gun company in each of its three regiments.

Why are Axis Budapest Garrison units independent?

In Budapest, there were multiple intermixed Formations of Hungarian and German troops, all with the common goal to defend against the Soviets and Romanians in ad hoc combinations as needed at the moment. Hence each unit is treated as independent under either the Buda or Pest commands based on their side of the river. Units freely shift between them as needed, particularly when one side of the city falls.

What is with the 20th Panzer Division's arrival and removal?

The 20th Panzer Division was recovering in East Prussia after heavy losses. It was replenished to nearly full strength (a rarity this late in the war), but still without a full complement of tanks. It was to be sent south to plug a gap near Léva (north of the map) when the Soviets struck. The 20th Panzer Division was the only fresh Panzer division in reserve on the Eastern Front, so its commitment in the game was not guaranteed—it could be sent elsewhere.

Also, the Soviet player dictates when (and if) the 6th Guards Tank Army surge offensive occurs. The Division's piecemeal commitment in battle is shown in the two groupings on the Order of Arrival. The 20th Panzer Division's participation around Komárom was brief, as the Soviets launched the massive Vistula-Oder offensive and the division was diverted north to counter it. The division served as a fire brigade and was later committed to Silesia.

The withdrawal to go north was phased over several days starting on 18 Jan 45, but given the conditionality of its arrival, it was cleaner to withdraw them at once on 20 Jan, when the majority of the division historically withdrew.

Why do Soviet Mech Brigades have Truck MA Move-sides?

Soviet Mech Brigades at this point are a curious mixture. They lack the armored personnel carriers needed so their infantry could fight in a combined arms manner with armored vehicles. The amount of tanks supplied to each Brigade is much more numerous than needed to be considered Red Support. As a result, they are Truck mobile on their Move-side, but have a slow Tac MA when Deployed (the dismounted infantry walks alongside the tanks). The AV ratings on both sides reflect the hobbled nature of their tanks.

Order of Battle Notes

The Soviets

As the Red Army is still fairly mysterious and generalized (hordes of men and tanks attacking, with massive artillery barrages), I'd like to describe them a bit more than other armies that have been portrayed thus far in *BCS*. This is in lieu of including a blurb on every formation, which would be daunting. With all due respect to the Red Army, there's a lot of them! Not only that, but while basic histories are available for every division and corps in Russian and English, they aren't as detailed as German, American, or British divisional histories and don't do each unit

justice. That said, the mobile formations (Tank, Mech, Cavalry Corps) are recorded in more volume and detail given their important roles in the Soviet drive to Berlin and Vienna.

First, I find this an interesting tidbit. The army's official name was the "Workers' and Peasants' Red Army" - *Rabochekrest'yanskaya Krasnaya Armiya* or *RKKA* or 'Red Army' for short. It was only termed the 'Soviet Army' after the war. Possibly just a bit of semantics, but I'll be using 'Red Army' here, but any references to Soviet Army should be assumed to refer to the Red Army.

One imagines the Red Army of 1945 as a large and powerful force paying back for the invasion of the Motherland in 1941. Indeed, the Red Army had become a skilled veteran force capable of mobile and combined arms warfare from the tactical to strategic levels. Yet, it had also been bloodied in 4 years of war that it was struggling to find replacements. By 1945, Rifle Divisions had been severely reduced through manpower losses and no new divisions were formed. The shrinking manpower pool had not allowed for the large replacements needed. Instead, the Tank and Mechanized formations received priority for replacements. In the Budapest area, there was nary a full-strength formation, given the constant active combat operations and inability to take units off the front line (except for lucky Tank and Mechanized Corps) to rest and refit. The result was veteran formations who had been bled white gaining experience, but whose remaining shells performed unevenly. Being at the forefront of any attack or mobile defense, the Tank, Mechanized, and Cavalry Corps were almost universally veteran and effective formations. This created a quality disparity between the mobile formations and leg infantry. One would be replenished with men and equipment, while the other continued to be ground down until VE-Day.

The quality distinction between Guard and non-Guard formations, particularly among these mobile formations, was less a distinction by 1945 than it had been in 1941-1943. The reason for this is that the brave actions that had earned formations the privilege of carrying that "Guards" title occurred in that earlier period. Since then, both would fight side-by-side and gain the same level of experience and suffer equally, despite the few benefits Guards formations

had (pay, extra weapons, but on the whole not vastly different) and no new Guards titles being offered.

Soviet Mobile Formations

Soviet Tank and Mechanized Corps were interesting organizations. A "Corps" was really a division-sized formation with Tank and Mechanized Brigades (in 3:1 and 1:3 ratios, respectively) as the formation's main maneuver elements. In Tank Corps, the Infantry component was Motorized, not Mechanized, the difference really being that the Motorized Brigade did not have an inherent tank battalion. In the Motorized and Mechanized Brigades, with three battalions apiece, transportation was via trucks. The Soviets did not develop any sort of armored personnel carrier until after the war (the BTR-152 and later the BMP). While Lend-Lease did provide M3 Scout Cars and handful of US halftracks, these were found in "Motorcycle" units. The motorcycle units were reconnaissance units and organized as such, unlike the German use of Motorcycle Troops (Kradschützen) as motorized infantry until merged with the reconnaissance battalions. These motorcycle recon units, although equipped with a company of tanks by 1944-45, would dismount and conduct recon on foot, much like their infantry scout counterparts via infiltration tactics. Hence, they were not used as 'Mechanized Recon by Fire' like the Germans.

Tank Brigades operated with three small tank battalions (21 tanks each, at full strength) and an infantry battalion. The Infantry would include SMG and Rifle companies as well as a dedicated Tank Rider Company armed with SMGs (the ones you see bouncing around atop tanks in video clips) using desant for close combined arms tactics. A Tank Brigade (65 total tanks) was basically the same size as a Western Combined Arms Reinforced Tank Battalion. Smaller regimental combat units had no consistency. By 1944/45, it would consist of a combination of Self-Propelled (SP) Artillery Regiment (the SU vehicles from SU-76M, SU-85, SU-100), Heavy SP Arty Rgt (ISU-122), Towed Anti-Tank Artillery Regiment (76mm), or a Heavy Tank Regiment (IS-2), usually 3 in total. The Tank and Mechanized Corps were well balanced tank-infantry formations, but could run from full strength

to depleted as replenished throughout the war. They were the Red Army's mainstays for offensives and counterattacks.

5th Guards Tank Corps: The Tank Corps existed as the 4th Tank Corps until 14 Feb 43 when it was honored with the Guards title for "courage and heroism." It fought in many famous campaigns including Kursk, Dnieper, Korsun Pocket, Debrecen, eventually to Vienna, and ending the war against the Japanese in Manchuria. When it conducted the offensive north of the Danube to take Komárom, it was very depleted with its 20th Tank Brigade containing no tanks at one point and only 32 men operating M-17 Lend-Lease Anti-Aircraft Halftracks. The 4th Motorcycle Regiment was an independent 6th Guards Tank Army asset, but operated near the Tank Corps along the Danube and was included in the formation for activation purposes.

1st Guards Mechanized Corps: The only full-strength Tank or Mechanized Corps during the campaign. It was rested and situated south of Lake Velence. On reports of the German offensive, it moved north and blocked the approaches to Budapest. It was formed in late-October 1942 from the 1st Guards Rifle Division and participated in *Operation Saturn*, Kursk, Third and Fourth Kharkov, Dnieper, and then to Budapest. It operated Lend-Lease M4A2 Shermans. It also uniquely contained three SU-100 Regiments.

2nd Guards Mechanized Corps: Formed from the 22nd Guards Rifle Division, the Corps was formed on 15 October 1942. It began the campaign northwest of Budapest in reserve, and moved forward to stop the SS. It contained one regiment of the excellent IS-2 tank, the only Soviet tank capable of competing with the German Tigers (particularly the King Tiger). Yet there were only a handful of these tanks running at a given time. The Corps fought in Stalingrad, Odessa, Budapest, and eventually to Vienna.

4th Guards Mechanized Corps: Starting as the 13th Tank Corps and fighting at Stalingrad, it was converted to a Mechanized Corps and fought in *Uranus* where it earned its Guards status on 9 January 1943 (with a Stalingrad honorific soon after). It arrived severely depleted in the Hungarian annexed parts

of Slovakia with the 6th Guards Tank Army in January 1945, with only one functioning Tank Brigade, Mechanized Brigade, and an SU-76M Regiment. It followed behind the 5th Guards Tank and 9th Guards Mechanized Corps in the attack north of the Danube, then helped defend against the 1st and 12th SS Panzer Divisions in *Southwind*.

9th Guards Mechanized Corps: Formed as the 22nd Tank Corps in Spring of 1942 and reformed as the 5th Mechanized Corps after heavy losses in September 1942, the corps achieved Guards status on 12 September 1944, the last Mechanized Corps to be honored. It had fought at Kalach outside of Stalingrad, 2nd Battle of Smolensk, the Korsun Pocket, and later against the Japanese in the East. The 389th Guards SP Arty Rgt (SU-100) did not have any vehicles during the campaign and the 697th SP Arty Rgt was only replenished in mid-January. The Corps in 1944-45 had been using M4A2 Shermans and possibly British Valentine Mk. IX tanks.

18th Tank Corps: Created in June 1942, the corps had fought in a large number of battles before 1945 including Voronezh, *Operations Uranus & Little Saturn*, Kursk, Dnieper, Kirovograd, Korsun, Jassy-Kishinev, Debrecen, and eventually Vienna. For all its battles, it had not been honored with a Guards designation but had received numerous awards and titles including the titles "Znamensky" and "Budapest" and the Orders of the Red Banner, Suvorov, and Kutuzov by the war's end. There was a Guards unit, the 363rd Guards SP Arty Rgt equipped with ISU-122. The 170th Tank Bde distinguished itself by infiltrating back to friendly lines across mountains and forests after SS Panzer Divisions flanked it on both sides after defending Dunaalmás (A23.17).

23rd Tank Corps: Formed in 1942 with experience fighting at Stalingrad, Donbass, Odessa, Jassy-Kishinev, and Debrecen, the Corps arrived later in *Konrad III* as a reinforcement. It also fought in *Spring Awakening* where it was severely depleted. It only had two support regiments (ISU-122 and towed AT) instead of three.

7th Mechanized Corps: The Mech Corps shared a similar battle record as the 18th Tank Corps following its formation in September 1943. It contained the 78th Heavy Tank

Regiment equipped with IS-2 tanks, with 9 to 13 operational tanks throughout January out of its full-strength complement of 21 tanks. Its 16th Mechanized Brigade received high praise for stemming the German drive when it was sent north during *Konrad I*.

Viktorov Group: This was an ad hoc formation formed from different independent units from the 57th Army positioned south of Lake Balaton. When the Germans broke out during *Konrad III* towards the Sió River, the group was quickly sent north to defend the river until additional forces could be sent. It consisted of two Motorcycle Regiments, an independent Tank Regiment, an independent Mechanized Brigade, a Reserve Rifle Regiment, a Motorized Engineer Brigade, artillery units, and a curious 'Amphibious' Battalion. The battalion was the 252nd Motorized Special Purpose Battalion with two motorized companies, mortar company, and sapper company—all transported in 100 Lend-Lease "Seeps": Ford GPA Amphibious Jeeps.

5th Guards Cavalry Corps: The Red Army was the only army to continue using cavalry in large numbers by the war's end. There was typically one Cavalry Corps for each Front. By 1944, the Corps were all Guards designated, the others disbanded or converted into Guards. They consisted of three Cavalry Divisions (by nature smaller than infantry divisions) and well supported with a tank regiment in each division and anti-tank and self-propelled artillery at Corps level. Its mobility and mechanized elements made for an effective mobile force supplementing the Tank and Mechanized Corps. Much like other armies retaining cavalry units, the horses were used more for transportation than mounted attack, but still effective in smaller scale raids. Following the war, the Cavalry units were converted into Mechanized (later Motor Rifle) Divisions.

Consisting of two Guards and one regular Cavalry Divisions, the 5th Guards Cavalry Corps was supplemented by an Anti-Tank Battalion, Anti-Tank Regiment, and SU-76M Regiment. A Cavalry Division's Tank Regiments had an array of different tanks, including the ubiquitous T-34, presumably Valentine Mk. IX, and possibly M3 Stuarts and/or Grants. The Corps was Johnny-on-the-Spot throughout the campaigns

from January to March 1945 and had been attached numerous independent assets from Anti-Tank to Artillery units, with the 113rd Rifle Division also nominally subordinated to it in January. It was formed in November 1942 and fought at Korsun, Jassy-Kishinev, and Debrecen.

Soviet Infantry

Rifle Corps: Rifle Corps had existed pre-war with similar function as their Western counterparts. *Barbarossa* devastated the Red Army, leaving a vacuum of experienced higher-level commanders which compounded Stalin's already purged officer ranks. Rifle Corps were all but eliminated between late 1941 and late 1942, when they were slowly re-introduced. The Rifle Corps disappearance coincided with the introduction of the independent Rifle Brigades, a stopgap measure to put infantry units in the field faster while not having enough seasoned commanders at division level. Until the Rifle Corps came back, Rifle Divisions reported directly to Army commands, likely causing span of control difficulties. By 1943 as the rebuilt Red Army generated more experienced higher-level commanders, the Rifle Corps HQ came back to control varying numbers of Rifle Divisions and independent assets. There were Guards and non-Guards Rifle Corps. Generally Guard Rifle Corps contained more Guards Rifle Divisions than non-Guards Rifle Corps, but this wasn't universal. The 7th Guards Army's 24th and 25th Guards Rifle Corps only contained a handful of Guards Rifle Divisions among regular Rifle Divisions.

The augmented Anti-Tank Battalion consolidated the divisional AT battalions. The same applies to the Corps HQ's artillery points aggregating each division's available artillery.

In the Soviet (and Romanian) Rifle Corps formations, the unit counters use I, II, and III before the division number, instead of their actual numeric designation. This was due to unwieldy regiment number and division number literally not fitting on the counter. With 4 digit regiment numbers and division designations with three digits, having eight characters (with the slash) was too long and compressing the numbers would make it difficult to read.

While occasional designations might have worked, the decision was to consistently use Roman numerals.

For those interested, here are the Divisional regiment designations in the Rifle Corps:

10th Gds Rifle Corps:

86th Gds Rifle Div: 260, 263, 265
99th Rifle Div: 1, 197, 206

18th Gds Rifle Corps:

25th Gds Rifle Div: 73, 78, 81
297th Rifle Div: 1055, 1057, 1059
317th Rifle Div: 571, 606, 761

24th Gds Rifle Corps:

6th Gds Abn Div: 14, 17, 20
72nd Gds Rifle Div: 222, 224, 229
81st Gds Rifle Div: 233, 235, 238
243rd Rifle Div: 906, 910, 912

25th Gds Rifle Corps:

53rd Rifle Div: 12, 223, 475
375th Rifle Div: 1241, 1243, 1245
409th Rifle Div: 675, 677, 684

35th Gds Rifle Corps:

38th Rifle Div: 29, 48, 343
78th Rifle Div: 453, 458, 464
163rd Rifle Div: 529, 759, 1318

23rd Rifle Corps:

49th Gds Rifle Div: 144, 147, 149
19th Rifle Div: 32, 315, 1310

30th Rifle Corps:

36th Gds Rifle Div: 104, 106, 108
68th Gds Rifle Div: 72, 198, 200
74th Rifle Div: 78, 109, 360
155th Rifle Div: 436, 659, 786

33rd Rifle Corps:

202nd Rifle Div: 645, 682, 1317
206th Rifle Div: 722, 737, 748
337th Rifle Div: 1127, 1129, 1131

37th Rifle Corps:

59th Gds Rifle Div: 176, 179, 183
108th Gds Rifle Div: 305, 308, 311
316th Rifle Div: 1073, 1075, 1077
320th Rifle Div: 476, 478, 481

75th Rifle Corps:

109th Gds Rifle Div: 306, 309, 312
180th Rifle Div: 21, 42, 86

104th Rifle Corps:

3rd Gds Abn Div: 2, 8, 10
 66th Gds Rifle Div: 145, 195, 197
 151st Rifle Div: 581, 626, 683

133rd Rifle Corps:

21st Rifle Div: 94, 116, 326
 104th Rifle Div: 217, 242, 273
 122nd Rifle Div: 420, 596, 715

135th Rifle Corps:

233rd Rifle Div: 703, 724, 734
 236th Rifle Div: 509, 814, 818

7th Romanian Infantry Corps:

2nd Romanian Inf Div: 1, 26, 31
 19th Romanian Inf Div: 94, 95, 96
 9th Romanian Cavalry Div: 3, 5, 13

Guards Airborne Divisions: The Soviets were early practitioners of Airborne warfare (remember the videos of paratroopers sliding off of transport plane wings!), but could not execute well in practice. Soviet Airborne operations at Vyazma and Dnepr were clumsy. Early in the war, the Soviet Airborne was organized as Brigades in Corps. The Corps evolved into Guards Airborne Divisions in December 1942, but given the limited large-scale Airborne insertion ability, the divisions were used as ground combat units, much like the German Fallschirmjäger Divisions after Crete. Attempts to restart a dedicated parachute force did not succeed, and by 1944 the Guards Airborne Divisions were structured exactly like Guards Rifle Divisions, so much so that the 5th and 7th Guards Airborne Divisions had SU-76Ms for tracked gun support. They operated this way until after the war. At that point, the Airborne became an independent branch separate from the Army and re-emphasized airborne delivery.

Rifle Divisions: Soviet Rifle Divisions, as mentioned earlier, were virtually all depleted in frontline Armies. When *Konrad I* began, the 2nd and 3rd Ukrainian Fronts' Rifle Divisions averaged 4,880 men. A Soviet Rifle Division's full strength in the July 1943 TO&E (*shtat* in Russian) was 9,380 men. There was a December 1944 TO&E that increased the total to 11,706 men but most if not all did not adapt the latest structure by January 1945. On paper, the Rifle Division wasn't dissimilar to many Western Divisions, having 3 regiments each of 3 battalions

with Artillery, Anti-Tank, Pioneer and other administrative units. Virtually no Divisions were at full strength. Front commanders started designating new structures for the available manpower for their Rifle Divisions. Stephen Zaloga's example in *The Red Army Handbook for the 1st Baltic Front in July 1944* illustrates the revised Red Army organizations. Reduced TO&Es were established at 7,189, 6,245, 5,327, and 4,400 personnel. Each modified the Infantry Regiment and lower components structure.

At the 7,189-manpower level, each Rifle Platoon was reduced by one squad in addition to other reductions across the division. At the 6,245-manpower level, the Rifle Companies were reduced to only two Platoons each of Three Squads. At the 5,327-manpower level, there was a more dramatic change. The Regiments disbanded a battalion each while reverting the Rifle Companies back to 3x Platoons (and each squad reduced by one man). The lowest configuration, at 4,400-manpower level, retained the two-battalion regiment while having only 2x Rifle Companies per battalion and each of those with only 2x Platoons each with 3x Squads. Note that the reduction to two battalions per regiment matches what the German Army had already been doing officially in 1944, but had already been doing in the field by late 1942 (like the ones in Stalingrad) given the manpower crunch. The restructuring by reduced manpower shows that the commanders knew they would not be getting replacements to replenish their divisions fully. This restructuring does not look to be set in stone as occasional regiments retained third battalions even while depleted.

Each Division had a training battalion that would be used to send replacements to frontline units. Not unlike the German Divisional Ersatz Battalions, these were used as combat units only as the need arrived. Only those instances where there was explicit use of these training battalions as combat units were included in the counter mix. These were in the 5th Guards Airborne and 80th Guards Rifle Divisions.

The Anti-Tank battalion still used the obsolete 45mm towed gun, in service from the war's beginning. A number of Rifle Divisions (usually Guards) had an SU-76M battalion in lieu of a towed AT Battalion.

The Divisional Artillery contained 20x 76mm Guns (the ubiquitous ZiS-3) and 12x 122mm Howitzers. The former's shell weight along with its dual-purpose role to back up the obsolete 45mm gun, lessened how much high explosives the divisional artillery could rain down. This was, of course, overshadowed by the plethora of heavier Corps and Army level artillery.

1st Guards UR Brigade: A unique formation deserving its own entry, this was the only Guards designated UR (Ukreplyonny Raion) when it was honored in July 1943 from the 76th Fortified Region. The correct designation is Fortified Region, but written as UR Bde for ease and the formation size was roughly between a regiment and brigade (see OCS). The intent of these Formations, as their name implies, was to defend Soviet Union's border regions. They were defensive in nature, consisting of five Machine Gun-Artillery Battalions. Given their limited mobility, many were disbanded when the Soviets took to the offensive in 1943 and started pushing out from their borders, as they were not much in need. Yet the 1st Guards UR Bde soldiered on to 1945 where it defended the 4th Guards Army's extreme left flank at the tip of Lake Balaton in January 1945. It would remain there until the start of *Konrad III* where its 9 MG-Arty Bn held on stubbornly and was praised for its resistance. It was supplemented by inherent AT guns (the dual-purpose 76mm gun) and was beefed up with independent AT units.

Independent Assets: The Soviets operated a large array of independent units to attach to individual corps and divisions. The Red Army operated many Independent Tank Regiments but only one fought in the game scope: the 249th that fought under the ad hoc Viktorov Group. Other Tank Regiments (battalion-sized units of 30 tanks) were organic to Mechanized Brigades or Cavalry Divisions. There were also Independent Tank Battalions (also around 30 tanks), but these were disbanded or converted to Tank Regiments by 1944.

There were also a large number of SU (Samokhodnaya Ustanovka) Regiments. Most Non-Guard SU Regiments operated the SU-76M but a number had SU-85 (none of them in the game). These regiments provided support for the assaulting

troops in the Budapest siege as well as frontline units. As SU-100s replaced SU-85s, the regiments containing the former were put into brigades. In January 1945, three such brigades were formed, each containing three SU-100 Regiments. They joined the 3rd Ukrainian Front by March and participated in *Spring Awakening*.

The 366th Guards Heavy Self-Propelled Artillery Regiment was converted from the 1830th SP Arty Rgt in July 1944 when it traded its SU-152s for the more reliable and more heavily armored ISU-122s and ISU-152s.

The bulk of the independent units were Anti-Tank forces, ranging from a few AT Battalions, many Independent AT Regiments, and a number of large AT Brigades. They operated either 57mm or 76mm guns, with the latter as the majority. Anti-Tank Brigades were composed of three regiments each with 72 guns total, making for a very large and dense support unit. Two Brigades had their AT Regiments assigned to different formations, and are portrayed as such in the game. Given the 76mm Divisional Gun's (the ZiS-3 model) dual-purpose ability to fire indirectly or directly, Light Artillery Brigades would be used as Anti-Tank platforms to supplement the dedicated Anti-Tank units.

7th Romanian Infantry Corps: After the coup of Ion Antonescu by King Michael, Romania quickly fell and became allied to the Soviets. The 7th Romanian Corps was in the center of the Soviet assault on Pest. The Corps consisted of two infantry divisions and a cavalry division fighting as infantry. Soviet command felt the Romanian troops' quality and fighting spirit was uncertain. Given the historically cold relationship between Hungary and Romania, the latter's insertion into the lines may have been intentional. With Pest collapsing by mid-January, the Romanians were withdrawn supposedly to give all the glory of capturing Budapest to the Soviets.

Overall, the Red Army formations' (Corps equivalent to Western Army Divisions) smaller size is reflected in wargames by portraying Soviet units at a higher level than their enemy counterparts (Divisions vs. Regiments, Regiments vs. Battalions, etc.). In this game's initial research, I had wanted to avoid this stereotype (at least for

the Rifle Corps). But given the number of men in the Rifle Corps and sheer number of Rifle Divisions that would be activated, I took a hybrid approach. Rifle Divisions that had started on the frontline south of the Danube or operated outside of a Rifle Corps were on average stronger than those fighting in Budapest or north of the Danube (5,300 vs. 4,600). These larger divisions were kept as Divisions while the rest were made into Corps Formations. This worked as the tighter frontages in Budapest itself would be unwieldy had they been battalion units stacked in the urban hexes. As Corps were administrative HQs that could contain varying divisions at any given time, a little voodoo gave the best single fit and representation of each Corps' composition for most of the campaign.

Doomed Garrison: Festung Budapest

Festung Budapest was under the command of Karl Pfeffer-Wildenbruch, commander of the IX SS Mountain Corps. Nominally, he also commanded the Hungarians in the city, but the structure was awkward and uncoordinated. Much of this was due to Pfeffer-Wildenbruch's prickly personality, never leaving his HQ until captured, and the tension extended to the sub-commanders under him. This effectively caused the local German and Hungarian commanders to coordinate defensive efforts. They held out until February 1945, when some survivors tried to break out of the encirclement and those remaining in the city surrendered.

The garrison at the start of January 1945 consisted of remnants of divisions that had retreated into the city in December along with Hungarian Gendarme (Galántai, Zilahi, Székelyudvarhelyi, Besztercei, Pécsi), locally raised paramilitary and alarm forces (two University "Assault" battalions, Berend, Déri, Morlin, Vannay, Veresvary, Viharos), firefighting and construction troops (Sodro), Security units, and Arrow Cross Party militia groups (named after neighborhoods in Budapest) along with a large contingent of 88mm Flak units. Overall there was a myriad of ad hoc, depleted, and consolidated units in the garrison where no two sources agreed 100%. The Festung Budapest represents the best picture of the defenders within the game's timeframe.

The Hungarian Assault Gun group under General Billnitzer consisted of parts of seven Assault Gun battalions (1st, 7th, 10th, 13th, 16th, 24th, and 25th) which included German-made StuG III and Hungarian Turans and Zrínyis, with many crews and support staff fighting as infantry to be dual unit capable.

The following is the list of higher formations and the units that belonged to them at the campaign's start:

8th SS Cavalry Division: 8 SS Hetz Bn, 8 SS Pz Recon Bn, Portugall Inf KG, 15 Kav, 16 Kav, 18 Kav SS Inf Rgt - The "Florian Geyer" division was formed in 1942 based on the SS Cavalry Brigade and contained a large portion of Southeast European Volksdeutsche (ethnic Germans). It spent its time until 1944 fighting partisans until the Soviets entered Hungary. KG Portugall was based on flak troops fighting as infantry under the divisional Flak Battalion's 1st Battery commander. The division fought on the Buda side of the river along with an Alarm battalion designated "Europa."

22nd SS Cavalry Division: 22 SS Hetz Bn, 22 Aufk Inf Bn, 17 Kav, 52 Kav, 53 Kav SS Inf Rgt - Formed in late 1943 from the 8th SS Cavalry Division, the "Maria Theresia" division contained Hungarian Volksdeutsche. Having considerably less experience than its progenitor, its 53rd Regiment was only partially formed when it was committed against the Soviets. The Recon battalion lost all its vehicles and was fighting as infantry during the battle. The unreliable 1st SS Police Regiment organized as a Kampfgruppe under Dörner fought alongside the division.

Feldherrnhalle Panzer Division: FHH StG Bn, I/FHH, I/Gren, II/Gren Inf Bn - Formed in 1943 from the 60th Motorized Division that was destroyed in Stalingrad, it was honorarily named after the Field Marshals' Hall in Munich as many original volunteers came from the Sturmabteilung (SA). In November 1944 it was redesignated as a Panzer Division and soon after involved in the fighting at Budapest. Parts of the division were trapped outside the city. These fought as independent units in the Konrad Offensives. Following the fall of Budapest, Feldherrnhalle was rebuilt as a Panzer Corps with surviving divisional units and scant

replacement units along with renaming the 503rd Tiger Battalion as Feldherrnhalle.

13th Panzer Division: 1/4 Pz Bn, 13 Pz Recon Bn, I/66, II/66, I/93 Inf Bn - While a Motorized Infantry Division in Poland and France, it converted into a Panzer Division for *Barbarossa*. It would fight exclusively on the Eastern Front. Its commander, Gerhard Schmidhuber, was designated the overall commander of Axis forces on the Pest side of the city and would die attempting to breakout in February 1945. The II/93 Inf Bn was outside the siege, and like the FHH units, fought with formations trying to relieve the city.

271st Volksgrenadier Division (elements): Kündiger InfKG—Centered on two battalions of the division (I/977 and II/978) along with other scattered elements, this Kampfgruppe was named after its commander, Herbert Kündiger, a battalion commander. The main part of the division will be described later as part of *Divisionsgruppe Bieber*.

1st Hungarian Armored Division: 1/1 Arm Inf Rgt - Used as a cadre formation to fill the 2nd Armored Division, the 1st Armored Division was committed to combat when the Soviets invaded Hungary. The division remnants from the 1st Armored Regiment fought as infantry with only a handful of armored vehicles (Toldi Hungarian tanks and AA Nimróds) and a few guns.

1st Hungarian Hussar Division: 4/1 Hus Hungarian Inf Rgt - Most of the division was outside the city, but the 4th Cavalry Regiment and the 1st Independent Hussar Battalion along with remnants of divisional assets were in Budapest.

10th Hungarian Infantry Division: III/6, III/8, I/18 Hungarian Inf Bn - Starting the war as a brigade then a Light Division, it became a full Infantry Division in August 1943. The division only had three functional battalions at the start of January 1945 and was completely destroyed when the city fell.

12th Hungarian Infantry Division: III/38 Inf Bn - Changed from a Brigade to a Regular Infantry Division since 1939, the division consolidated its remaining strength into a single battalion when *Konrad I* was launched.

Running Out of Time: The Germans

Say what one will about struggling German military capability in the war's last months, but they were still seeking offensive opportunities. The Germans were still heavily reliant on their Panzers leading offensives. In order to launch *Konrad I* and subsequent operations, they shifted a great number of Panzer units to the Budapest area. When *Spring Awakening* concluded in March 1945, all but one of the seven SS Panzer Divisions and half of the Heer Panzer Divisions on the Eastern Front (a full third of the total number of Panzer Divisions) are included in the game. This created a tank heavy imbalance vs. infantry divisions, and complaints of not enough infantry to cover the advance of the Panzers persisted over the planning. Yet all the Panzer Divisions were depleted to varying degrees, and constantly struggled to maintain viable numbers of running tanks.

1st SS Panzer Division: The “Liebstandarte Adolf Hitler” Division fought as a Panzer and Infantry Group: Kampfgruppen Peiper and Hansen, respectively. KG Peiper was organized similarly as it had been in the Ardennes—a mixed Panther/Panzer IV Battalion, the 501st Heavy Panzer Battalion acting as the 1st SS Panzer Regiment's second battalion, the 2nd SS Panzergrenadier Regiment's halftrack battalion, and an artillery battalion along with a company of pioneers. In this game, the KG is simplified without the infantry breakdowns given Peiper's less outsized and independent role in *Southwind* and *Spring Awakening*. He was still aggressive but with less motivated and veteran troops than he had in December 1944. KG Hansen contained the rest of the division's forces including the Jagdpanzer battalion, pioneers, and the two SS Panzergrenadier Regiments' truck-borne Infantry.

2nd SS Panzer Division: The “Das Reich” Division originated as the SS-Verfügungstruppe (Dispositional Troops) at the beginning of the war. It had fought in both the Eastern and Western Theaters and on its final trip back to the East, had lost most of its edge. The Panzerjäger Battalion had switched from Jagdpanzers to StuG IIIs and the Panzer Regiment's 2nd Battalion

was odd with each of its companies having exclusively Pz IV, StuG III, Panzer IV/70 (Panzerjäger), or Jagdpanthers. The II/3 and I/4 Panzergrenadier Battalions were delayed from joining the division at the start of *Spring Awakening* by limited training and transportation. The II/2 Pz Bn and III/4 Halftracked PG Bn spearheaded the division's attack and hence given higher ARs.

3rd SS Panzer Division: The “Totenkopf” Division, along with the 5th SS Panzer Division, was transferred from Poland, with elements arriving by rail at Komárom on New Year's Day, 1945. The full division would not arrive until days later but its combat units were in place or moving into the start line. The formation was unique in that it still retained an inherent Tiger Company, the 9th Company in its Panzer Regiment. The other SS Panzer Divisions had given up their Tigers to be consolidated into Corps level independent Heavy Panzer Battalions by early 1944. They still retained the older Tiger I (Pz VIe) and through the battles around Budapest had 11 on hand, but were only able to keep between 4 and 9 of these running at one time. The Panzer Regiment's II Bn contained one company of StuG IIIs with the other three having the typical Pz IVs.

5th SS Panzer Division: The “Wiking” Division, as its name implies, was based on volunteers from Northern Europe (not necessarily Scandinavian). It had fought exclusively on the Eastern Front (a KG fought in the west and the remnants surrendered to the Americans by VE-Day) and by the war's last years, along with the 3rd SS Panzer Division, was a fixture in the IV SS Panzer Corps. Like Totenkopf, it was shipped in pieces to Hungary. Reinforcing the division was a battalion each from the 23rd (“Norge” as listed in Hungarian Rhapsody) and 24th (“Danmark”) PG Rgts from the 11th SS Panzergrenadier Division. These were rebuilt and instead of being sent to their parent division, were assigned to the 5th SS Panzer Division. In addition, a Hungarian SS unit, the 1st SS Sturmjäger Regiment that was based on the 25th and 26th SS Grenadier Division's ski battalions and redesignated as “Assault”, was attached to the division at the start of *Konrad III*. While this regiment was not permanently assigned to the division throughout the *Konrad* offensives, it had

only spent a brief time away from it. Unlike typical Panzer Divisions, the Panthers were found in II Battalion, and the I Battalion was composed of an even split of Pz IV and StuG III companies.

9th SS Panzer Division: The “Hohenstaufen” Division’s fame culminated in *Market Garden*. It had not performed poorly in the Ardennes, but its actions were overshadowed by others. While refurbishing in Germany, it was in a fairly poor state and reorganized. The Panzerjäger Battalion was disbanded. In its place, a provisional Panzergrenadier Battalion was formed under the Panzer Regiment and allocated with halftracks from the Pioneer battalion and III/20 PG Bn. The I Bn had three companies of Panthers with the last company containing JagdPanthers. The II Bn had a split of two Pz IV companies and two StuG III companies with a newly added 9th Company from the Panzerjäger Battalion’s remains (armed with Pz IV/70 Jagdpanzers).

12th SS Panzer Division: Given the extreme difficulty in replacing tanks during Fall 1944 in the West, a number of Panzer Divisions disbanded one Panzer Battalion and the remaining battalion contained both Panther and Pz IVs. The 1st and 12th SS Panzer Divisions both had this done to them. The II Battalion for the “Hitler Jugend” Panzer Regiment was sent to Germany to train new crews. Before being sent to Hungary to take part in *Southwind* and *Spring Wind*, the Panzer Regiment had swapped its Panzer Battalions so the II Battalion (2, 4, 7, and 8 Companies replacing the 1, 3, 5, and 6 that fought in the Ardennes) was with the division while the I Bn remained at the training base. The Heer 560 Jagdpanzer Battalion was used as the Panzer Regiment’s de facto second Battalion. The division’s remainder was organized as it was when it fought in the Bulge, but the edge had been ground down and it was refurbished with poor replacements.

Kampfgruppe Pape: Pape was the Feldherrnhalle Division’s commander, but was evacuated out of the Budapest siege. He was used to command an ad hoc Panzer-heavy Kampfgruppe from nearby Panzer Divisions during *Konrad I*. After failing to penetrate further than Tatabánya and Felsőgalla, it was disbanded only to reform

for *Konrad III*. In its latter configuration, it controlled the Panzer Recon Battalions from three Panzer Divisions screening the offensive’s southern flank against Soviet forces coming north from the Sió River.

1st Panzer Division: One of the original Panzer Divisions formed in 1935, it had fought in Poland, France, and the Eastern Front with a few quiet stints in France before D-Day. In January 1945, it was depleted and holding the line during *Konrad I* and *II*, sending a Panzer Kampfgruppe in the latter, and fully participating in *Konrad III* and *Spring Awakening*. Its Panzer Regiment was split into two mixed-force Kampfgruppen. KG Elias had the 4th Company, 1 Pz Rgt (early Jan with 10 Panthers) and 10th Pioneer Company/113 PG Rgt. KG Rank had a mix of 3rd and 7th Companies (Panthers), 6th Company (Pz IV), and 2/37 Pio Bn. The I Bn/24 Pz Rgt, nominally under the Panzer Division with the same number, was assigned to the division ahead of its commitment in *Konrad III*. Its Panzerjäger Battalion was interesting in that it contained Nashorns, StuG IIIs, and Marders rather than the more common Pz IV/70s as it never had an opportunity to re-equip. It also had a Hungarian Battalion from the decimated 23 Inf Div attached at least in January. Its Panzergrenadier Regiments operated as KG Huppert and Marks for the 1st and 113th, respectively. It had also operated, in at least one instance, with its Feldersatz (Training and Replacement) Battalion as a whole combat unit.

3rd Panzer Division: After participating in Poland and France, the 3rd Panzer Division fought exclusively on the Eastern Front, having never been stationed in France for rest and refit like many of its fellow Panzer divisions. At the start of January 1945, it found itself split fighting on both sides of the Danube. Kampfgruppe Weymann contained the 6th Panzer Regiment and the half-tracked I/3 PG Bn and was located between the 4th Cavalry Brigade and 23rd Panzer Division in front of Zámoly. Instead of having only Panzer IVs, II/6 Panzer Battalion had one company of Pz IV/70, another of StuG IIIs, with the other two using Pz IVs. The division’s remainder was defending north of the river when it was sent south to join Weymann soon after *Konrad I* began. The whole division participated in *Konrad I* and *II*.

6th Panzer Division: The division was the first Panzer Division formed after the invasion of Poland from the converted 1st Leichte (Light) Division. Like the 3rd Panzer Division, a portion of it was fighting south of the Danube until the rest joined up. Its Panzer Kampfgruppe (I/11 Pz Bn and II/114 PG Bn) was with Kampfgruppe Pape until 7 January 1945 when it was broken up and its components returned to their parent formations. In addition, the 26th Panzer Division’s I/26 Pz Bn was detached and upgraded to Panthers. The unit was bounced around attached to different divisions and never returned to the 26th Panzer Division. First attached to KG Pape then to the 6th Panzer Division, the I/26 Pz Bn was withdrawn on 15 January 1945. The 6th Panzer Division held the area around Tatabánya where Pape was and continued to hold the area throughout the rest of January. Overall the division started depleted and never had the chance to regain its full strength. Its 6th Panzer Recon Battalion was detached and assigned to the 211th Volksgrenadier Division throughout January.

8th Panzer Division: The 8th Panzer Division was another division with its Panzer Kampfgruppe initially assigned to KG Pape, while the remainder of the division moved in behind the 211th Volksgrenadier and Szent Laszlo Divisions right when the Soviets launched their counteroffensive to take Komárom. The detached Kampfgruppe rejoined the division to fight as a full division against the Soviets north of the Danube. It counterattacked along the penetration’s northern flank and pushed the Soviet forces back. Like most Panzer Divisions, it was far from full strength. For example, its II/10 Panzer Battalion contained only three companies instead of the standard four with no running Pz IVs on New Year’s Day, 1945.

20th Panzer Division: In reaction to the Soviet attack north of the Danube, the 20th Panzer Division was sent as a reinforcement all the way from East Prussia. By far it was the most complete Panzer Division to take part in the fighting around Budapest. Having successfully counterattacked along with the 8th Panzer Division and other forces, it was withdrawn in pieces starting 18 January 1945 to other threatened areas. This shows the use of Panzer Divisions as Fire Brigades putting

out fires all over the front. The 21st Panzer Regiment was unique in that its II Battalion contained its Panthers, unlike many others that had them in their I Bn and both having only three companies each instead of four.

23rd Panzer Division: This division was formed in late 1942 in France based on a Panzer Brigade using captured tanks. It evolved into a full and proper Panzer Division and spent its combat history on the Eastern Front. In January 1945 it was defending a stretch of land to the west of Székesfehérvár. Like the 1st Panzer Division, it formed its depleted Panzer Regiment into smaller Kampfgruppe called KG Rebentisch consisting of 19 tanks, along with a Panzergrenadier and Pioneer company of the 126th PG Rgt. When Rebentisch was wounded right before *Konrad III* began, the KG was replaced by KG Kujacinski containing 10 Panthers and Panzer IVs along with some attached Tiger IIs from the 503rd Felherrnhalle Heavy Panzer Battalion. There was also a Kampfgruppe Schulz which was based on the 23rd Panzer Regiment's 8th Company (with between 8 and 16 running tanks, mostly Panthers) throughout January. In early January, it was assigned an ill-trained Luftwaffe Infantry Battalion.

3rd Kavallerie Brigade: Formed in early 1944 together with the 4th Kav Brigade, these formations were legitimate cavalry and the last major German Army Cavalry formations once the 1st Cavalry Division had converted to the 24th Panzer Division in late 1941. It consisted of two Cavalry Regiments and an independent "Cossack" Battalion. Cavalry units tended to be smaller than their infantry unit counterparts, and each regiment comprised of two battalions each with five company-sized "squadrons." The Brigade was supplemented with a PJ Battalion containing a mixture of Jagdpanzer IV, StuG III, StuH 42, and StuG IVs. Its Panzer Reconnaissance Battalion was similar to the early war Panzer Division Recon Battalions, made up of a motorized infantry company, a halftrack recon company (SdKfz 250/9), and instead of a heavy weapons company, an anti-aircraft company.

4th Kavallerie Brigade: Created a few months after the 3rd Kav Brigade, 4 Kav Brigade operated alongside its counterpart in the newly formed I Cavalry Corps, but

while lacking the independent cavalry battalion, the two were similarly organized. Its PJ Bn contained StuG IIIs, one Panzerjäger IV/70, and eight towed 75mm AT Guns. The 4th schwere (Heavy) Battalion was its reconnaissance unit and was using Panzer IIs and/or Luchs in addition to light and medium Halftracks (SdKfz 250 and SdKfz 251, respectively). It was positioned around Mór and fought in *Konrad II* around Zámoly. In February 1945, both the 3rd and 4th Kav Brigades were renamed as "divisions" without any real organizational change. As such, there was no need to change either formation when used in the *Spring Awakening* scenario.

44th Hoch und Deutschmeister Division: The division's progenitor was destroyed at Stalingrad and was rebuilt in mid-1943 with unique honorary title: "Reichsgrenadier-Division Hoch und Deutschmeister" by Hitler's personal order. Its 134th Infantry Regiment was likewise renamed as the Reichsgrenadier-Regiment Hoch-und-Deutschmeister. The rebuilt division first served in Italy where it fought very well. The division was ordered East in November 1944. It fought on the southern shore of Lake Balaton and from there high command debated whether to send it north of the Danube to help against the Soviet counterattack there or south to be part of *Konrad III*. In the end, it was sent late to the fight south of the Danube but would participate fully in *Southwind* and *Spring Awakening* in February and March on both sides of the river. Its Reconnaissance Battalion, in all likelihood, was a battalion structured the same as a Fusilier Battalion, but mounted on bicycles.

46th Infantry Division: The last of the 1938 pre-war 1st Wave divisions, the 46th Division remained on the Eastern Front after Poland and France. In January 1945 it was stationed north off the map, but was committed to the attack in *Southwind*. The division was depleted in February 1945 and the combat value rating lists one less battalion than full complement. It was not possible to determine which battalion this was, and if the battalion was disbanded or merely detached. The II/97 Inf Bn was chosen at random. The division contained a Marsch (March) Battalion and the II/FHH Panzergrenadier (Motorized) Battalion

from the Felherrnhalle Panzer Division which was slowly being rebuilt. The division was renamed a Volksgrenadier Division immediately without being rebuilt.

96th Infantry Division: Formed in the 5th Wave as the fighting in Poland was going on, the division was in southern Poland in late 1944 when it was sent south to participate in *Konrad I*. It was given a special mission to cross the Danube River behind Soviet lines to harass and cut off the main road leading from Komárom to Esztergom. The veteran division again conducted a crossing back to the northern bank over the Danube during *Southwind*. This was done by a Kampfgruppe Hupe, consisting of 284th Grenadier Regiment, the II/287 Inf Bn, and supported by the 239th StuG Bde firing across the river. The division's Panzerjäger Battalion was a mix of Marders and StuG III or StuG IVs.

153rd Feldausbildung Division: The 153rd was only a Field Training division, but like many others was pressed into active combat service. Sent forward to blunt the Soviet attack north of the Danube, the division contained a hodge-podge of units. Its inherent divisional units included the Fusilier Battalion, Pioneer Battalion, and two of its normal three regiments (there is no mention of the activity of the 715th Regiment). In addition, it had the 885th Landeschützen (Home Guard) Battalion which the official records say was disbanded in Romania in October 1944, but sources continue to list it with the division in January 1945, as well as two "Gneisenau" Alarm Battalions.

211th Volksgrenadier Division: Converted from a regular Infantry Division in November-December 1944, the 211th VG was immediately sent to replace Panzer Divisions holding the line immediately north of the Danube River. Despite being a newly reformed division with many replacements, its division commander was excellent and the division fought well. Its Hetzer Battalion would only join the division late in January, but the division was augmented by assignment of the 6th Panzer Division's Panzer Reconnaissance Battalion.

Divisionsgruppe Bieber: This division fought against the Western Allies and was destroyed in Normandy. It was rebuilt as a VG Div

and sent East. Martin Bieber commanded it as the 271st Volksgrenadier Division. Much of the 271st VG Division was again shattered (and parts of it trapped inside Budapest—such as KG Kündiger). The remnants fought as a small division group under Bieber's command. It controlled two battalions of the 1st Hungarian Infantry Regiment (25th Hungarian Division) along with a German MG Battalion.

356th Infantry Division: The 356th Inf Div was a recent arrival from the Italian Front, showing up at the very end of *Konrad III*. Its Fusilier Battalion, 869th Grenadier Regiment, pioneers, and artillery were transported from Germany after being replenished. Its other forces were still depleted from Italy. The 356 Inf Div was inexperienced on the Eastern Front and showed poor results when deployed into *Spring Awakening*.

Kampfgruppe Staubwasser: Kampfgruppe Staubwasser detached from the 357th Infantry Division to hold the western frontline against the Garam bridgehead when *Southwind* began. It was formed from two battalions of the 945th Grenadier Regiment, a battalion of the 946th, and a Machine Gun Battalion.

711th Infantry Division: The division was a Coastal Static Division and fought against the British in Normandy by Cabourg. After retreating across France, it was reformed in the Netherlands in December 1944 and sent East. Despite originating as a static division and largely uncommitted in the battles around Caen, it fought well advancing the extreme northern flank of the IV SS Panzer Corps during *Konrad II*.

Independents: As one might expect, there is an interesting mix of Independent units involved here for the Axis.

First, there are three units from Kampfgruppe Ney, a Brigade-sized unit that grew from two battalions to three during the campaign. It was formed by Karoly Ney, a strong supporter for the pro-German faction in the Hungarian Parliament. He organized a paramilitary unit that became part of the SS. The Kampfgruppe's first action would be in *Konrad I*, but its constituent battalions (with the III Bn only being ready on 11 Jan 1945) had not actually fought together. Hence the battalions are shown as independents.

Two Army Heavy Panzer Battalions fought by Budapest; both being equipped with the Tiger II. The 503rd Heavy Panzer Battalion had recently been renamed "Feldherrnhalle" to be assigned to the Feldherrnhalle Panzer Corps, but many still referred to it by its numerical designation. The 509th Battalion was rare in that it had on hand its full 45 Tiger II complement, but keeping them all in running order was difficult.

Other armor units included the unique 208th Panzer Battalion (three companies of Pz IV and one company of Pz IV/70) as Germany did not operate many independent non-Heavy Panzer units. The 219th Sturmpanzer Battalion was equipped with Brummbärs and together with the 217th fought in the Ardennes, but it was always a struggle to keep vehicles in running order. The 1335th Battalion was named a "Sturmgeschütz" Battalion (in spite of being equipped with Hetzers) and was orphaned when its parent 335th Infantry Division was destroyed in August 1944. In addition there were the typical Sturmgeschütz Brigades, and towed Panzerjäger Battalions using the ubiquitous 75mm or the long 88mm (L/71), with the latter in the dedicated anti-tank carriage, not the more familiar anti-aircraft platform. There were, of course, a number of Luftwaffe 88mm Flak Battalions used as anti-tank units particularly in Budapest itself.

Kampfgruppe Philipp was built from scattered Panzers, StuGs, and Panzergrenadiers from the Feldherrnhalle Division under the 1st Panzer Division's Panzer Regiment commander and participated in *Konrad II*. Along with the 13th Panzerjäger Battalion and II/93 Panzergrenadier (Motorized) Battalions from the 13th Panzer Division, these units were separated from their parent divisions trapped inside Budapest. They would be used to form the basis of new "Feldherrnhalle Divisions" with more emphasis on honorific names than any real strengths.

Two curious units joined by the time of *Konrad III*: one Flamethrower Panzer Company and another a "Typhoon" Assault Pioneer Company that used a special gas mixture to demolish fortified positions. Sorry, no special rule for them given the game scale and extra rules applying a single company. Besides, the pioneers' exploits, if any, were not mentioned in reports of the fighting.

There were a number of Alarm Battalions created during the "Gneisenau" call up. These mobilizations involved Himmler's Replacement Army ("Ersatzheer") to form emergency units. The code names were named after significant Germanic history or heroic lore; "Gneisenau" was a famous Prussian Field Marshall during the Napoleonic Wars. Others were named "Walküre" (Valkyrie) in September 1944 after the German collapse in France, and "Westgoten" (Visigoths) and "Ostgoten" (Ostrogoths) in March 1945 for the final call up for the Western and Eastern Fronts, respectively.

Fighting to the Last: The Hungarians

Hungary would remain Germany's ally to the bitter end. This was helped by the country's German occupation with *Operation Margarethe* in March 1944 and later *Operation Panzerfaust* in October 1944 to ensure the government continued fighting the Soviets as they crossed through Hungary. While the Hungarian Army would continue to fight, its condition was brittle. Many units were depleted by combat and desertions. What replacements could be gathered were quickly trained to rapidly reform divisions. Overall, the Hungarian Army's performance was uneven overall and especially limited in offensive operations.

2nd Armored Division: The 2nd Hun Pz Div was formed first in late 1941, but not committed until early 1944. Having fought and retreated across its home country, it was pulled back to replenish slightly before being committed again around Zámoly. Its severely depleted Armored Regiment contained only 16 running Panzer IVs and its Motorized Infantry was less than full strength. It had a strong Armored Reconnaissance Battalion with four companies but only three Csaba (home grown armored cars). Its Anti-Aircraft Battalion used a handful of very rare self-propelled armored "Nimród's" mounting 40mm Bofors guns, along with infantry.

1st Hussar Division: Formed in 1942, but uncommitted until June 1944, the Hussars were considered a good fighting formation despite the turmoil surrounding the Hungarian Armed Forces late in the war. A portion of the division was trapped

in Budapest, while the rest pulled back to rebuild. Operational maps show the division on the frontline on 1 Jan 45, but the divisional history and Számveber indicate it only returned to the frontline by 7 Jan 45. Its 3rd Cavalry Regiment was depleted and its II/4 Cav Bn was in Budapest lacking its inherent tanks. The 23rd Division's depleted 42nd Infantry Regiment was attached as well as the independent 1st Cavalry Battalion. On returning to the frontline, it remained in defense until March around Mór.

Szent László Infantry Division: Formed in late 1944, the "Saint Ladislaus" Division was training in December when it was committed north of the Danube. The division was considered elite, comprising a regiment each of Paratroopers, Grenadiers, and "Flying Rifleman" (out of work Air Force personnel). By the start of January 1945, it had already been worn out from fighting with its regiments worn down to battalion strength and Air Force replacements only receiving 2 weeks of training. In addition to its inherent 20th Assault Gun Battalion, it also had an ad hoc Assault Gun battalion named after its commander, comprising the 16th and 24th Assault Gun Battalion remnants. It also had a number of German units attached to it to buttress its defenses along the northern bank of the Danube. It fought well considering its depleted state.

23rd Infantry (Reserve) Division: The division was effectively destroyed ahead of the *Konrad* offensives and would return only as a reinforced regiment centered around its 54th Regiment. As noted above, its 42nd Regiment was detached and operating with the 1st Hussar Division. Its depleted battalions mustered a little over 500 men each. Its replacements were second-rate even considering the Hungarian Army's state at this point in the war. It was used to defend the line.

25th Infantry Division: The only fully real Hungarian division to have fought around Budapest. Two battalions of the 1st Regiment were detached north and ostensibly attached to Bieber. Other parts of the division were defending the western shore of Lake Balaton to prevent any Soviet crossing. These forces were brought forward and the division (less the battalions with Bieber) fought in *Konrad III* and *Spring Awakening* operating south

to the Sió River. Even while being "whole," its fighting quality was questionable yet it fought alongside the Germans well.

Late War Armor

I had become enamored with late-war Soviet armor after seeing the units in *Panzer Blitz*. The plethora of oddball Assault Guns and Tank Destroyers like the SU-76M, SU-85, SU-100, ISU-122, and ISU-152 are equally unique counterparts to the German Marders, Nashorn, Elefants, and Hetzers. Given that *Panzer Blitz* included late war vehicles, I didn't get much of a sense for earlier war material roaming around the battlefield before they were stalwartly replaced by T-34 tanks. I gravitated more to late war WWII, coupled with my interest in the fighting from D-Day to VE-Day. This was sealed when I worked on *The Mighty Endeavor* expansion and got to learn more about the final campaigns that eventually captured Berlin.

When it came down to defining the armor characteristics for *Panzers Last Stand*, it was interesting to see how each compared and contrasted with one another and where and how they were used. As they were all prepended with either SU or ISU and the number reflecting their mounted gun caliber, one could just casually see them as just being upgrades of each other. This wasn't the case. The SU-76 (the M model was the main production line) was designed in the same vein as its German counterpart, the StuG III, as a self-propelled infantry support armored vehicle. It was based on the T-70 Light Tank chassis and major production started in early 1943. They were assigned to independent self-propelled artillery units, Tank and Mechanized Corps, and then eventually to replace a number of Rifle Division towed AT guns. It was a "jack-of-all-trades, master-of-none" vehicle—used as direct fire assault support, anti-tank, and impromptu indirect support with its limitation being the High Explosive and Anti-Tank effectiveness of its 76mm gun. It would serve to the war's end, much liked by the rifle units it was supporting, who affectionately or frustratingly nicknamed it "b*tch" (suka). Its ability to support infantry on the attack earned it a Red AV or Support Red AV on its Deployed-side.

On the other hand, the SU-85 was purposely designed as a self-propelled tank destroyer. The SU series sequential numbering led me to assume that it was designed before the higher numbered SU vehicles, but rather, it began production in mid-1943 while the SU-122 started in late 1942. As with T-34, it was armed with the 76mm, a gun increasingly unable to penetrate the latest German Panzers (Tigers and Panthers). It had only reached frontline units after Kursk, and only a few months before the T-34 mounting the same 85mm gun began rolling off the assembly lines. Hence the SU-85's usefulness was relatively short-lived given the advantages of a tank mounting the same main gun, yet three SP Arty Regiments in the game continue to use it in 1945. The SU-85 was therefore effectively upgraded to the SU-100, mounting a more powerful gun that could more easily defeat German Tigers and Panthers. Given its main use as an anti-tank platform, it is kept as limited AV on Move- and Deployed-sides unlike German tank destroyers that were pressed into an assault gun mode to support infantry in an attack. The SU-100 reached frontline units only by October 1944, and by January 1945, had only equipped the 1st Guards Mech Corps. By March 1945, three dedicated Self-Propelled Artillery Brigades with three small battalions exclusively using the SU-100 were created and participated in *Spring Awakening*, able to compete against the Tiger II, Panthers, and Jagdpanthers to a decent degree. With their dedicated SMG-armed infantry, these SU-100 Brigades earned Red AV on their Deployed-sides.

The real "Beast Killers" were the ISU-122 and ISU-152, mounting howitzers meant for direct and indirect fire support but able to decapitate German heavy tanks. These two hence were true multi-role Armored Fighting Vehicles, with the ISU-152's added benefit of Breakthrough ability given its large caliber gun. Both types replaced the SU-122 and SU-152, based on the T-34 and KV-1 chassis respectively. With the Iosef Stalin Heavy Tank hull's introduction, the decision was made to base a new Self-Propelled gun off this new chassis for easier maintenance than the phased out KV chassis, and better armor. The ISU-152 was designed first, and due to more tank hulls being built faster than the ML-20S 152mm gun, the ISU-122 was created using the A-19 122mm gun. The ISU-122 was more

a tank destroyer than the ISU-152, but no slouch in the assault gun ability affording it a Red AV deployed. The ISU-122 was found in two Self-Propelled Artillery Regiments in the 18th and 23rd Tank Corps. The ISU-152 was only found in the Independent 366th Guards Heavy Self-Propelled Artillery Regiment. The regiment nominally contained only ISU-152s, but a number of ISU-122s were with the unit in January 1945 likely to supplement for losses.

Which units used SUs and ISUs? Refer to the **Examples of different types of AV** in the Series Rules to see the values for each type to determine which units used what. In a nutshell, the SU-76s were found nearly everywhere, independent units, Rifle Divisions, Tank, Mech, and Cavalry Corps. The SU-85 and SU-100s were in the Tank and Mech Corps, with the latter formed into independent Brigades in the *Spring Awakening* scenario. The ISU-122s were in Tank Corps with ISU-152s and ISU-122s as independent units.

Before moving to tanks, it's important to describe the Red Army's Anti-Tank weaponry. The Soviet Union was notorious for not adapting a man-portable anti-tank weapon, lest one counts the cumbersome Anti-Tank Rifle. It made up for it post-war in spades with the RPG series, but during the war it tried, but didn't adapt, Lend-Lease Bazookas. While stories are replete of brave soldiers assaulting panzers with Molotov Cocktails and mines as well as Mine Dogs and other obscure measures, the reality was that the Red Army infantry adopted other means to defeat enemy tank forces. The Soviets relied on a layered anti-tank defense to wear down German Panzer Divisions. The well known Anti-Tank Defenses of Kursk consisted of mines, trenches, barbed wire, anti-tank strongpoints, and tank reserves multiplied several times across many parallel defensive lines. There were no super weapons that defeated the bigger German Panzers and Jagdpanzers, but a gradual wearing down using all the weapons at hand. This depth of anti-tank defenses was not possible at the start of *Konrad I* as the Red Army had only recently occupied the positions, whereas Kursk had months to prepare. There was also a lack of depth as nearly all available formations were needed to hold the frontline or committed to taking Budapest. Even in

Spring Awakening, when there was time to have greater defensive depth, the defenses were not as extensive as those in July 1943 and were penetrated by the Germans before weather and Soviet stubbornness halted them.

From the beginning, Soviet Rifle Divisions used the 45mm AT Gun, which despite its caliber size, had similar characteristics to the German 37mm AT Gun. In 1945, the Soviets were still using the 45mm gun in the Rifle Divisions, even though contemporary armies had upgraded their anti-tank guns and their tanks to use at least a 75mm gun with overall better armor penetration. The Soviets never realized their plans to upgrade to the 57mm. Rifle Divisions that had not received the SU-76M to replace their towed Anti-Tank Battalion were still relegated to use the obsolete 45mm guns in their frontline Anti-Tank defenses. The Independent Anti-Tank Battalions, Regiments, and Brigades used the 57mm AT Gun and the popular 76mm dual-purpose gun (the ZiS-3 model). The 76mm was also found in the divisional artillery, but could be deployed as supplemental anti-tank guns. The ZiS-3 had decent armor penetration against common mid-war tanks, but was outclassed by heavier late war tanks. The Rifle Division and Corps Anti-Tank Battalions with the Limited AV of 2 reflects the 76mm more than the 45mm alone (which by itself would only be a 1 Limited AV). Hence the Soviets were quite behind in their towed and personal anti-tank weaponry, and had to supplement them with earthworks, mines, homemade devices, plus tank and Self-Propelled Artillery Armor reserves to blunt the German Panzers.

Late war Soviet tanks were more standardized than the earlier hodgepodge of BT, T-26, T-28, T-60, T-35, and KV-1. The T-34 and IS-2 were the main tanks and chassis used for all Soviet-produced armor plus the T-70 used as the basis for the common SU-76M. The T-34s included both the older 76mm models (slight variations in model types and manufacture) and the newer replacement 85mm models. Only by mid-1944 were there a sufficient number of T-34/85s to outnumber the T-34/76s. By early 1945, there was still a good mix of both in the Red Army. Strength reports did not breakdown the number of 76mm vs. 85mm models, making it impossible to determine the by unit percentages of each

type. Instead, Tank Brigades were given the benefit of the doubt and given T-34/85 AV numbers and Mechanized Brigades given reduced T-34/76 values. This was done less to assume that Tank Brigades would have more T-34/85s on hand, but more to portray them as more dedicated tank units than the infantry-heavy Mechanized Brigades, as both are dual units considering both types' combined nature of tank and infantry operating together, with the Tank Brigades also being hard targets. The IS-2 was a formidable heavy tank and really the only other tank in the world at the time to compete toe-to-toe against the Tiger II. With decent mobility, good armor protection, and mounting a gun based on the same used in the ISU-122, the Iosef Stalin tank was limited by lack of large numbers (only two depleted Heavy Tank Regiments were used around Budapest) and trouble maintaining them (like all Heavy Tanks at the time).

Even with the Soviet produced T-34 and IS-2s, there were numerous Lend-Lease tanks in use. The most numerous was the American Sherman, almost all being the M4A2 diesel model, nicknamed the "Emcha" which was a Russian transliteration of "M4." A large number of Shermans were shipped to the Soviets, split almost equally between 75mm and 76mm versions. The 1st and 9th Guards Mech Corps used them throughout the war. There is conflicting evidence if the Soviet tankers actually liked their Shermans, but certainly the American tank's mechanical reliability and crew comfort (compared to the awkward and cramped T-34) must have been appreciated. While not entirely confirmed, the 5th Guards Cavalry Corps was mentioned to have used Lend-Lease Tanks along with T-34s, but unsure of which exact models. In one chart, Számveber lists M3 Lees and M3 Stuarts as replacements along with a handful of T-34s. Likewise, the 12th Cavalry Division's 54th Tank Regiment received the British Valentine IX in April 1944, a mid-war upgrade to a 6-pdr gun and American diesel engine. Oddly enough, Soviet tankers liked the British Infantry Tank for similar reasons as the Sherman with the added benefit of having a low silhouette. And despite its slow speed, many Soviet Motorcycle Recon units used Valentines (while none are found in the Tank and Mech Corps around Budapest). While older tanks like the Lees, early Stuarts, and Valentines

were phased out by 1945 in the West, a number would still be in Soviet service as long as they could run.

For the Germans, practically all the AFV types used in **Panzers Last Stand** with few exceptions are identical to those used in **Last Blitzkrieg** (Panzer IV, Panther, Tiger I, Tiger II, StuG III, Hetzer, JagdPanther, JgPz IV/48, Pz IV/70, and even Brummbär). These exceptions are the Marder (likely variants of the Marder III) in the 1st Panzer and 96th Infantry Divisions as well as Nashorns in the former, basically armor past their prime, but still in use. The independent Panzer-Flamm-Kompanie 351 was created in November 1944 with the surviving 10 to 15 (of 100 built) Flamethrower version of the Panzer III. The main gun was replaced by a flamethrower covered by a barrel sleeve to appear as a normal tank gun. This was the first unique use of the Light AV type that wasn't a Machine-Gun only Tankette or Armored Car. Classifying it as a Light AV is perfect as it has enough armor to defend itself (better than a tankette), but unable to engage other tanks. Instead its benefit is in Shock Attack qualifying as Breakthrough Armor given its flamethrower.

Panzer Divisions nominally had a battalion of Panzer IV (Ausf. H or J) and another of Panthers. Given the difficulty in producing and maintaining enough tanks to have only one type per battalion, many panzer companies were assigned Sturmgeschütz or Jagdpanzers to compensate. The individual formation descriptions describe these modified units, with the general note that if the typical Panzer IV battalion contained StuG III or Jagdpanzers (typically the Pz IV/70), its deployed MA is lowered to 3 Tracked MA. A quick note that the Panzer IV/70 was indeed a Jagdpanzer, an upgunned Jagdpanzer IV which originally mounted the 75mm L/48 with the Panther's 75mm L/70. For a reason it was called the Panzer IV/70 instead of Jagdpanzer IV/70, blame Hitler. His direct orders designated the vehicle as such. There were two versions of the Pz IV/70, one produced by Alkett, and the other by Vomag. An (A) or (V) followed the designation respectively, and they looked different from each other with the latter produced in greater numbers, but otherwise same in AV numbers.

Virtually all panzer battalions here started depleted. With the standard number of vehicles per step being 12, many German battalions barely had enough for 1 or 2 steps. During playtesting as the turns increased and losses mounted, these fragile panzer battalions found themselves in the Dead Pile and either stay there or be replenished for a turn only to find themselves back in the pile, despite their general better AR and AV against their Red counterparts. Historically, the Germans would continue to run offensives even though battalions operated less a step's worth of armor. Therefore, it was needed to adjust the number of vehicles per step for the Germans, lowering it from 12 to 8-10 per step. This gave a number of Panzer and Panzerjäger units an extra step (not much more) and away from that dangerous 1 step minimum. Doing so got the Germans to operate those minimum numbers of armor the way they did throughout all of January 1945, with nothing to do with any perceived German bias. It worked without needing to adjust the AV Replacement Tables which would just keep bringing back dead units and lose the flow of German progress through the campaign.

Hungarian tanks by January 1945 were far and few between. The rebuilt but depleted 2nd Armored Division was using Panzer IVs, and the scattered Assault Gun units were using either a handful of homegrown Zrínyi IIs mounting a 105mm or the German StuG III or Hetzer. Only Billnitzer's consolidated group of Assault Gun battalions had Zrínyis but also StuG IIIs. It was easier to designate the unit as a "StG" than having one unit with a unique armor designation. The other two Hungarian Assault Gun Battalions used Hetzers. There are images of a destroyed Turán II tank near Budapest, but given the depleted state of the 1st Armored Division trapped in Budapest, there were no battalion-sized units operating the Hungarian built tank.

Recommended Reading

Számvéber, Norbert. *The Sword Behind the Shield: A Combat History of the German Efforts to Relieve Budapest 1945—Operation 'Konrad' I, II, III.*

Számvéber's three books listed were the primary sources used for the fighting outside of Budapest itself. While highly recommended, the text is fairly dry but thoroughly researched. This book covers the three *Konrad* offensives south of the Danube and the Soviet counterattacks to recover ground to February 1945.

Számvéber, Norbert. *Days of Battle: Armoured Operations North of the River Danube, Hungary 1944-45.*

This volume covers the fighting north of the Danube River in Hungarian annexed Slovakia from December 1944 to February 1945, covering the Soviet offensive to take Komárom and *Southwind*.

Számvéber, Norbert. *Last Panzer Battles in Hungary: Spring 1945.*

This recent release covered a gap in my research on *Spring Awakening* with Számvéber's detailed research. The book covers the German offensive in one chapter and the portion of the Soviet Vienna Offensive that took place in Hungary from March to early April 1945.

Ungváry, Krisztián. *Battle for Budapest: 100 Days in World War II.*

Until Nevenkin's massive two volume tome was available, Ungváry's book was the primary research for the fighting in Hungary's capital. This isn't to say Ungváry isn't comprehensive, it's that at 1500+ pages, Nevenkin's work is more difficult to digest for a more casual understanding of the siege. *Battle for Budapest* weaves very well different aspects of the fateful siege, from the complex relationship between Hungarian and German commands, to the mixed personalities in command, to the uneven Hungarian Army and paramilitary forces raised to defend the city. Try to look for the edition entitled *Battle for Budapest*

as the bibliophilic Doug Dery notes, “The Battle for Budapest is the better translation of Krisztian Ungvary’s *Die Schlacht um Budapest* for hard military narration and information. The *Siege of Budapest* has more detail on the Hungarian political situation and personalities at the expense of precision in its military narrative.”

Hinze, Rolf. *With the Courage of Desperation: Germany's Defence of the Southern Sector of the Eastern Front 1944-45.*

This book is written heavily from the German perspective, so that there is scant description of the Budapest siege itself. Hence, it is offered strictly as one of the few single volume treatments of the topic.

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The seeming imbalance between German and Soviet research material isn't due to the number of sources. There are certainly more German titles available in English than the Soviet Armed Forces, but the number of Soviet sources in English and the tremendous information from Pamyat-Naroda equals in information to the scattered and narrowly focused (SS, Tigers, and Panzer Divisions) references on the German Army. As many German records were lost or unavailable, they are compensated by personal and unit memoirs. The Soviets had their original material and only recently made it available to the public.

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Index

<i>Page</i>	<i>Item</i>
1	Introduction Scale 1.0 Common Special Rules 1.1 Weather Historical Weather 1.2 Supply
2	1.3 Replacement Steps 1.4 Buddies 1.5 Recon Unit Types 1.6 The Danube 1.7 Counter Ownership 1.8 Activations
3	1.9 Heavy Tanks 1.10 At Start Command Radii 1.11 Maskirovka
4	1.12 Komárom Bridge Capture 2.0 Axis Special Rules 2.1 Konrad I 2.2 Konrad III Surge
5	2.3 Festung Budapest 2.4 Budapest Bridges 3.0 Soviet Special Rules 3.1 Soviet Logistics 3.2 Support AT Return 3.3 Bridges
6	3.4 Surge Offensive: 6 Gds Tank Army 3.5 Formation Rebuilds 4.0 Victory Lessons Learned
7	5.0 Scenarios 5.1 The Taking of Budapest 123: Full Campaign
11	5.2 Operation Konrad I & II (Medium)
13	5.3 Operation Konrad I (Medium)
14	5.4 Operation Konrad II (Small)
15	5.5 Battle for Zámoly (Small)
16	5.6 Operation Konrad III (Big)
19	5.7 Battle for Komárom (Medium)
20	5.8 Days of Battle: Opening Blows to Komárom (Small)
21	5.9 Operation Southwind (Small)
22	5.10 Operation Spring Awakening (Big)
26	Glossary
27	Designer Notes
28	Historical Notes
29	The Fiddly Bits
31	Order of Battle Notes
42	Recommended Reading
43	Selected Bibliography
44	Index

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