

4-18 Hungarian Rhapsody (13 May 2021)

Earlier changes are in **Blue**. New changes are in **Red**.

Errata:

Scenario Book:

1. Page 4, Scenario 5.1: The Soviet supply table “jumped” from where it was positioned. It appears on the right column instead of the left column. **Change the column for “West” to “East Entry Area or Sibiu”.**
2. Page 5, Scenario 5.1: Under 5th Air Army, delete “(placed on the map on the airbases given with the setup of the 53 Army and the 46 Army.)”
3. Page 19, Scenario 5.7: Change Weather to “**Mud and Limited Flight on 5 Dec. Light Mud (roll for flight normally) on 8 Dec. Roll for Weather normally on 12 Dec and after. (Note: Weather at start is different from the Scenario 5.9 Campaign game for play balance in a short scenario.)**”
4. Page 25, Scenario 5.8: Change Weather to “**Mud and Limited Flight on 5 Dec. Light Mud (roll for flight normally) on 8 Dec. Roll for Weather normally on 12 Dec and after. (Note: Weather at start is different from the Scenario 5.9 Campaign game for play balance in a short scenario.)**”
5. Page 30, Scenario 5.10: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).
6. Page 30, Scenario 5.10: Correction: **The Axis player should have 3 Goulash Markers instead of “None”.**
7. Page 31, Scenario 5.10: Correction: The 8-1-2 Inf Div (243) should set up in **A25.14**, not A25.13.
8. **Page 31, Scenario 5.10: Soviet Dead Pile. Replace 4 Gd Cav Corps (4 Gd AT Bn) with (4 Tank Rgt).**
9. **Page 32, Scenario 5.10: Delete the entry for A33.15: 10-4-6 Gd Mech Bde (32).**
10. **Page 32, Scenario 5.10: Change “5th Air Army/17th Air Army” to “Any Air Base”.**
11. Page 34, Scenario 5.11: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).
12. Page 35, Scenario 5.12: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).

13. **Page 38, Scenario 5.12: Delete the entry for A33.15: 10-4-6 Gd Mech Bde (32).**

Counters:

1. The Axis FHH PG Motorized Regiment is missing its unit designation on the front (it should be Füs for Füsilier). Only the umlaut printed. The back is correct.
2. **The (5)-2-1 Gd UR Div (1) should be a Brigade. This has no effect on play.**

Map:

1. Move Entry Hex F to B29.35 instead of B27.35

Soviet Tables & Order of Arrival:

1. **1 Dec 44 South Balaton Garrison (1.2b): Add to the units to be withdrawn: 10-4-6 Gd Mech Bde (32) (note this unit is missing its black dot in the upper right corner)**
2. **19 Jan 45 Add to the units listed as appearing in Dombóvár (A52.12) (If Axis occupied, then nearest Soviet controlled village or city hex): 10-4-6 Gd Mech Bde (32)**

Axis Tables & Order of Arrival:

1. **1 Dec 44 - When the South Balaton Garrison is withdrawn, remove all the 5-AR Brkdwn Regiments.**
2. **8 Jan 45 - The 16-4-3 Inf Div (75) is withdrawn this turn. Add a parenthesis (Ignore this entry if playing a 1-map scenario).**

Clarifications, Answers to FAQs & Other Minor Issues:

Rules:

1. Page 1, introduction, 3rd paragraph “The game begins on the October 5, 1944 turn with the 2nd Ukrainian Front and the 4th Ukrainian Front launching an offensive to isolate the German 8th Army which is still defending an area off-map to the east in the Carpathian Mountains. It allows players to play **the** two major Soviet offensives . . .”
2. **1.1d Railroads. Rail movement can use “off-map” connections to depart from the map and then re-enter at another point where both the exit and the entry hexes AND every map-edge rail hex between the two are controlled by the railing player (i.e., you can’t rail off-map past a map-edge hex controlled by your opponent).**

3. 1.13 Map Printed Hedgehogs, 3rd paragraph: They only benefit Axis units (the Soviet player may build their own Hedgehogs in these hexes).

4. 1.2a Northern Operations, 2nd paragraph add Only White Frame aircraft may use the 8th Army Air Box.

5. 1.3e Flak Nightmare, 2nd paragraph change to: “Add a +1 Flak die roll modifier (“DRM”) against all Barrage missions, not just Trainbusting.”

6. 1.4b Pontoons: The text in the Player’s Note is repeated just above it. Ignore the duplicate paragraph.

7. 1.4c Pontoons: Soviet Restrictions. The Player’s Note should be in a box.

8. 1.8a Corps Marker Displays. Add: “Players must show their opponent the top Combat unit in the stack and any Hedgehog level upon request. A Corps Marker on map must contain at least one Combat unit. These are not Formation Markers with fueling or Barrage density benefits, simply holding markers for units in a hex.”

9. 2.1d Danube Shipping Capacity: Once per Turn, the Axis player may ship one on map SP (not units) to any Budapest hex with a Danube river hex side (Shipping Capacity = 1SP). Add: “This capacity is lost when the Danube is Frozen.”

10. 2.2a Tank Busters, sub-paragraph 2: 2) If the hex does not contain a Yellow or Red symbol unit, determined after the Air Mission Sequence Step D (Interception) and before Step E (Flak), the Tank Buster unit immediately aborts.

11. 2.2b Rudel Ju 87G Group, 2nd paragraph. In addition to the rules for Tank Busters (2.2a), any loss to the Rudel counter from Flak converts to an Abort. If ever involved in an air combat, the Rudel counter immediately aborts at Step B of the Air Combat Sequence. There is no air combat roll.

12. 2.3b Hungarian Collapse: When Hungarian Collapse occurs, place all Hungarian units in the dead pile except: (add) Hungarian air units.

13. 2.3b Hungarian Collapse. add at end: “Hungarian Collapse is a one-time event. The total number of Hungarian units on the map may subsequently exceed these numbers through arrivals and replacements.”

14. 2.4 Budapest Fortresses, 7th paragraph: “Goulash (2.1e) can be used to “eat off the map” (OCS 12.6c) in the Supply Phase in which it is placed.”

15. 3.1a Supply Sources: “At start, all rail, road, and track hexes in the Soviet North Entry Area, plus Entry Hexes F and G only, are Supply Sources and Reinforcement Entry Areas.”

16. 3.1g Arty Ammo Markers, heading, delete duplicate “Arty Ammo”.

17. 3.2a Limited Air Unit Refit. Add to first paragraph: “This includes Soviet air units in off-map boxes. The Soviet must deactivate air units to meet this restriction if necessary.”

18. 3.2b Long Range Air Force (LRAF), 4th paragraph: “Return the marker to the “2” box during the Aircraft Refit Phase of the first Soviet Player Turn of each month.”

19. 3.3a Infantry Division Rebuilds, 2nd paragraph: “the first 10 Soviet Infantry Divisions or UR Brigades destroyed . . .”

20. 3.3a Infantry Division Rebuilds, 3rd paragraph: “Each Soviet Infantry Division or UR Brigade destroyed, after the first 10 rebuilds, is also rebuilt and will return in a future Reinforcement Phase but with only 1 Step remaining. For each unit, roll one die and add two. The unit then returns in the Soviet Reinforcement Phase that many turns in the future.”

21. 3.3b The RVGK: Multi-Unit Formation Rebuilding, 2nd paragraph: “Any units of a MUF being rebuilt in the RVGK Box that have regained Trace Supply must be removed from the map and placed in the RVGK Box during the Reinforcement Phase.” Add: “Organic Trucks maintain their load status. Deduct Supply needed to remove any Low/Exhausted markers from arriving SP.”

22. 3.3b The RVGK: Multi-Unit Formation Rebuilding, 7th paragraph: “At his discretion the Soviet player may rebuild the Organic Truck, support battalions and/or regiments of an MUF using this procedure.” Clarification: The Soviet player may rebuild these units—but is not required to—before exiting the MUF from the RVGK.

23. 3.4a Cooperation. Soviet units cannot use Rumanian, or Yugoslav HQs. Rumanian or Yugoslav units cannot use Soviet HQs. Czech units CAN use Soviet HQs. Any HQ can throw to an air base for purposes of air refit, regardless of nationality.

24. 3.5c Slovakian and Czech Partisans. Add: “The Slovakian Partisan and Czech 2nd Airborne units may not use Breakout (12.8e).”

25. 4.0a Series Optionals. Change 1st paragraph to: “Given the exhausted state of both Armies, we strongly recommend players do not use OCS 21.2 Proportional Loss or OCS 21.10 Supply Caches. While these rules are popular among many players, attack capability was more limited and supply reserves were marginal in this theatre by the end of 1944.”

26. 4.0b Horthy Speech. The Design Note should be in a tan box.

27. 4.0c Hungarian-Rumanian Antagonism. The Design Note should be in a tan box.

28. 4.0d Plijev & Gorskov HQs. These two HQs were created to control a mixed group of cavalry and armored units for fast-moving exploitation. They can only throw Supply (for Trace, Fuel or Combat) to Cavalry, Mechanized or Armored units (including Cavalry, Tank, and/or Mechanized Corps) and an unlimited number of independent units (Artillery Divisions included). They cannot throw Supply (for Trace, Fuel or Combat) to Infantry Divisions, including the three Motorized Divisions (68 Gd Inf, 99 Inf and 316 Inf Div).

29. 4.0e KG Pape. Add: “Units must stay off the map and are considered in the same hex as KG Pape.” The Design Note should be in a tan box.

30. Historical Notes & Play Commentary, page 21, 8-26 Nov 1944 bullet: “on the western banks of the Danube (between A53.20 and A59.21).” 5-20 Dec 1944 bullet: “The southern part of this same Soviet offensive started at Csepel Island to the south of Budapest (A35.18/A36.17).” 20-29 Dec 1944 bullet: from the area between Lake Velence (A38.14) and Lake Balaton (A42.11).” (During development, the hex grid was shifted, and these map references were not updated.)

Scenario Book:

1. Clarification: The notation for “white frame” units is only included for units such as Breakdown or artillery units, where there are both white frame and non-white frame versions available.

2. Clarification: Entries for some Axis air units have a parenthesized number after them. This is to distinguish between units of the same aircraft but having different values. For Fighters the parenthesized value is the air-to-air rating. For Bombers it is the barrage value.

3. Page 2, Scenario 5.1: The Axis supply table “jumped” from where it was positioned. It appears on the left column instead of the center column.

4. Page 4, Scenario 5.1: under Airbases delete the Axis Level 1 airbase in B41.05. It is outside the play area.

5. Page 31, Scenario 5.10: A29.15: It is not a mistake that this hex is empty. This area was left virtually unguarded and so enabled the German offensive (the Danube bridge itself is destroyed).

6. Page 39, Scenario 5.12: Add a note to the Axis setup: A29.15: It is not a mistake that this hex is empty. This area was left virtually unguarded and so enabled the German offensive (the bridge itself is destroyed).

Soviet Tables & Order of Arrival:

1. 12 Oct 44 & 15 Oct 44 clarification: The Soviet Eq and Cav arriving these turns can rebuild units from Soviet Mobile Corps (Tank Corps, Mech Corps, Cav Corps), an exception to the RGVK rules. (These represent locally available troops and materiel.)

Counters:

1. Where does is the 8-2-2 Rum Mtn Div set up in the October scenario? This unit enters play according to HR 3.5d.

2. Where do the 3-3-6 Rum Tank Rgt (2) and the 16-1-2 Rum Arty Group set up, as they don't appear in any scenario? These units enter play in March 1945, after the game ends. They appear in a planned future scenario that covers the “Spring Awakening” battle.

Map:

1. Clarification: The road from A29.23 to A29.24 does not enter A30.23.

Terrain Effects Chart:

1. The Leg cost to cross the Danube (“All”) should be shaded in blue to denote Frozen as per HR rule 1.4a.

General Note:

1. Nagyvarad is presently part of Romania and has been renamed Oradea.