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BUDAPEST CAMPAIGN

OCTOBER 1944–FEBRUARY 1945



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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at www.worldatwarmagazine.com/waw/e-rules

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1.0 INTRODUCTION

Budapest Campaign is a wargame of the Soviet offensive in Hungary in late 1944 and early 1945 which culminated in the conquest of the city of Budapest. Throughout this campaign the Axis launched successive counterattacks which regained ground but, in the end, failed to stem the Soviet tide.

There are two players: Axis and Soviets. Each side is divided into sub-commands. For the Axis, this includes *Armee Kommando Nord*, *Armee Kommando Sud* (these are not actual historical units but are based on German operational deployment for this period which had two major wings and which was arrayed in a similar manner for the later **Spring Awakening** operation), and Hungarian forces. The Soviets have Second and Third Ukrainian Fronts, as well as the Romanian army.

Budapest Campaign ends just prior to the start of **Spring Awakening** (*World at War* #73) which covers the final German offensive on the Eastern Front. Both games use a variant of the DG Boots system to model command/control and logistics. Various command markers activate player sub-commands and launch major offensives.

Important: While **Budapest Campaign** has similarities with previously published DG games, there are rules changes to model the Hungarian front. These are not retroactive to other games in the series.

1.1 Game Scale

Each game turn represents one to three weeks of operations and/or refitting. Each hex is 18 kilometers across. Most ground units are corps equivalents, representing two to five divisions. There are additional counters representing special units.

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2.0 COMPONENTS

A complete game of **Budapest Campaign** includes a 22×34-inch game map, rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

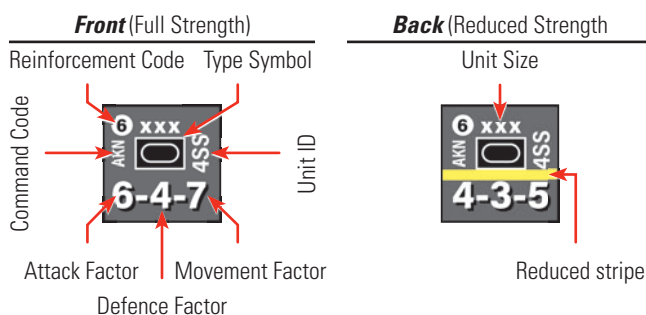
2.1 Map

The map covers parts of Hungary, Romania, and Slovakia in 1944–45. A hexagonal grid has been superimposed over the terrain features on the maps to regulate the movement and the positioning of the counters. The hexagons are called “hexes” in the rules. The boundaries are those established by the Third Reich which were in effect until the end of the war.

2.2 Playing Pieces

The cardboard playing pieces (counters) are referred to as units for military forces, and markers for informational pieces.

2.3 Ground Units



Command Code: The sub-command for the unit (5.0).

Axis Command Codes:

AKN: Armee Kommando Nord

AKS: Armee Kommando Sud

HU: Hungarian Army

Soviet Command Codes:

2UF: Second Ukrainian Front

3UF: Third Ukrainian Front

RO: Romanian Army

Reinforcement Code:

- Units marked with an “S” in the upper left corner are at-start units.
- Units marked with a number in their upper left corner are reinforcements. The number is the game turn (GT) that unit is available.

Important: Units marked “Opt” in the upper left corner may only be used with the optional rules.

2.4 Unit Types

There are two types of ground units: Mobile and Static.

Mobile:

Mobile units consist of two classes: Mechanized and Non-Mechanized.

Mechanized Class

Tank/Panzer

Mechanized Infantry/Panzer Grenadier

Mechanized Cavalry

Truck Column

Non-Mechanized Class

Infantry

Mountain Infantry

Cavalry

Mobile Depot

Infantry Gun-Artillery

Breakthrough Artillery

Flak/Antiaircraft

Soviet Danube Flotilla

Static:

Garrison

2.5 Unit Size

XXXX: Army

XXX: Corps

FMG: Soviet Front Maneuver Group

KG: German *Kampfgruppe*

[XXX] or [XXXX]: Operational Group

Note: Soviet tank armies were corps-size formations; tank and mechanized corps were divisional-size.

2.6 Unit Designations

Axis: The term “Axis” includes all German and allied Hungarian units.

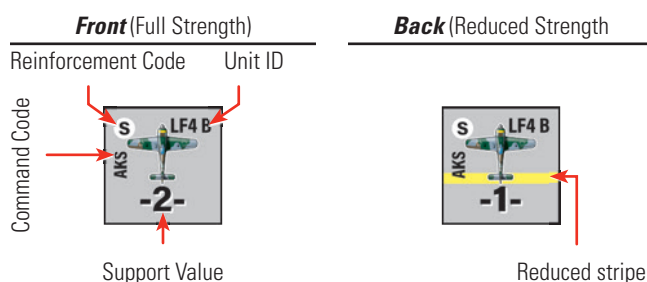
Soviet: The term “Soviet” includes all Soviet units as well as Romanian, Bulgarian, and Yugoslavian units.

2.7 Unit Identification

Unit identifiers are the historical designations for units. A unit with a “/” in the identification is subordinate to a higher-level unit.

Example: The Soviet 27Gd/53 unit represents 27th Guards Rifle Corps, subordinate to 53rd Army.

2.8 Air Units

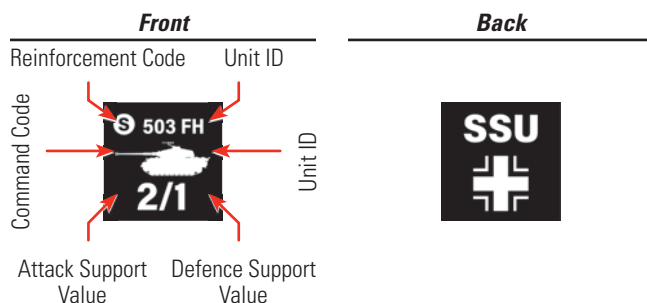


Important: Soviet air units have the same support factor at both full and reduced strength.

Note: Air units may have an A and B designation, representing subdivisions within a larger organization.

2.9 Special Support Units (SSU)

These represent non-divisional units which players may commit to individual combats.



Important: SSU may be printed with an asterisk next to either their attack or defense support values (16.0)

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Heavy Tank



**Tank Destroyer/
Assault Gun**



Rocket Launcher



Anti-Tank



Assault Engineers



Commando/Partisan



Naval Infantry



**Axis Refit Points
Marker**



**Soviet Refit Points
Marker**



**Danube
Freeze
Marker**

2.10 Command Markers

Command markers activate sub-commands for an operational impulse, initiate Major Offensives, and sometimes generate a random event (5.0).



**Axis
Command
Marker**



**Soviet
Command
Marker**

2.11 Festung (Fortress) Marker



This indicates a city which has been fortified by the Axis.

2.12 Abbreviations (Units & Markers)

Axis:

AKN: *Armee Kommando Nord* (North)

AKS: *Armee Kommando Sud* (South)

F: *Finta* (Hungarian Mountain Troops)

FHH: *Feldherrnhalle*

H Vol: Hungarian Volunteers

JagdV: *Jagdverbände* (SS Commandos)

KG: *Kampfgruppe* (battlegroup)

Kos: *Kossak* (Cossack)

LF: *Luftflotte*

NW: *Nebelwerfer*

Res: Reserve

SS: *Schutzstaffel*

Zbv: (For Special Deployment) *Luftwaffe* jet squadron

Soviet:

2UF: Second Ukrainian Front

3UF: Third Ukrainian Front

B: Bulgarian

Cav: Cavalry

FMG: Front Maneuver Group

Gd/G: Guards

Mtn: Mountain

NKVD: Soviet Internal Security Troops

RO: Romanian

Stavka: Soviet High Command

Y: Yugoslavian

2.13 Administrative Markers

Front Back



**Axis Turn
Marker**



**Soviet Turn
Marker**



**Axis Out of
Supply &
Control
Marker**



**Soviet Out of
Supply &
Control
Marker**

2.14 Game Tables & Charts

These include the Terrain Effects Chart (TEC), Command Markers Tables, Assault and Mobile Combat Results Tables (CRT), Air Superiority Table, Directive Tables, Refit Chart, and optional Air Attrition Table. The use of these tables and charts are discussed throughout the rules.

2.15 Displays

Each player has a set of tracks including a Turn Record & Reinforcement Track (TRRT—used to show when units enter play) and a Refit Points (RP) Track. Each player also has a set of displays used to hold combat units and markers when not on the map including Reinforcement Display, Air Units Available Display, Eliminated Units Display, Command Markers Display, and Special Support Units (SSU) Available Display.

2.16 Command Pool

Each player will need one wide-mouthed opaque container which will serve as their Command Pool and in which Command Markers will be placed.

2.17 Terminology

Available: A unit in a Reinforcement Display which can be deployed on the map (i.e., available for play).

Enemy: All units and hexes controlled by the other player.

Friendly: All units and hexes controlled by the player.

May: A player can choose to take or not take this action.

Must: A player is required to take this action.

Phasing Player: The player who is currently conducting an operation (or action).

Pick: A player randomly draws a marker or unit.

Select: A player deliberately chooses a unit or marker.

3.0 VICTORY CONDITIONS

There are two ways to win **Budapest Campaign**: Sudden Death and End Game Victory.

3.1 Sudden Death Victory

If at any time in the game either side has fulfilled the following conditions, the game comes to an immediate end and that side wins a Sudden Death Victory.

Axis: controls all Soviet printed logistical source hexes.

Soviet: controls Buda and Pest (both hexes) and all Axis printed logistical source hexes.

3.2 End Game Victory

End game victory is in terms of victory points (VPs). A side gains VPs at the end of the last GT by currently occupying objective hexes and eliminating enemy units.

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3.3 Definitions of Occupation & Control

At the start of play, each side controls all hexes on their side of the front line.

Occupation: Have a friendly combat unit in the hex.

Control: A friendly unit entered a hex, and no enemy unit has subsequently entered the hex.

***Designer's Note:** Once having occupied a hex, it is not necessary to keep a unit there to maintain control owing to rear echelon security forces not shown in the game.*

3.4 End Game Victory Level

After the conclusion of the last GT, each player totals their VPs.

Axis Victory Points

1) The Axis receive VPs if the following locations are Axis controlled:

5: Oilfield Hex (hex 1104)

3: Buda (hex 1007)

2: Pest (hex 1008)

1: Gyor (hex 1102)

2) The Axis receive VPs for each of the following Soviet units in the Soviet Units Eliminated Display:

2: Each Soviet Tank Army and/or Breakthrough Artillery Corps

1: Each Soviet/Romanian Tank, Mechanized and/or Mobile Corps/Group

0: Other eliminated Soviet Units

Soviet Victory Points

1) The Soviets receive VPs if the following locations are Soviet controlled:

3: Buda (hex 1007)

2: Pest (hex 1008)

2: Gyor (hex 1102)

1: Each Axis map edge logistical source hex.

2) The Soviets receive VPs for each of the following Axis units in the Axis Units Eliminated Display:

2: Each German Panzer Corps

1: Each Axis Panzergrenadier or Mobile Corps/Group

0: Other Eliminated Axis Units

- The side with the lower number of VPs subtracts his total from the side with the greater number of VPs.

- **If the above result is five or less:** the game is a draw and neither side wins.

- **If the above result is six or greater:** determine the level of victory:
6 to 9: The side with the higher total wins a Tactical Victory.
10 to 19: The side with the higher total wins an Operational Victory.
20 or More: The side with the higher total wins a Strategic Victory.

4.0 SEQUENCE OF PLAY

Budapest Campaign is played in GTs, each of which is composed of interactive phases and segments.

- During the Operations Phases of the GT, players alternate picking command markers. Each such marker indicates which command will be activated for movement and combat (5.0). See 5.3 and scenario rules for initiative and first player determination.

4.1 Sequence of Play

Players execute the phases of a GT in the following order:

Command Placement Phase

Both players secretly and simultaneously place their command markers in their respective command pools (5.2).

Refit Phase (11.0)

Each player simultaneously adds the number of refit points (RP) listed on the Turn Record & Reinforcement Track for the current GT to their Refit Points Track. Each player may then expend RP (Initiative player first).

Operations Phase

a) First Operations Impulse:

1) Command Segment (5.0): The first player randomly picks one command marker from their Command Pool and places it face-up in the Command Markers Display. The player that picks a command marker is now the phasing player.

- If the marker is a directive, then consult the Directive Table (printed on the map sheet) and execute the procedures listed.
- If the marker is an operation or major operation, then the designated commands activate and any bonuses allotted by the Command Marker Table are applied (5.5).

Important: If a player has remaining command markers in his pool, that player must pick a command marker during each Command Segment. Players may not pass on picking a marker.

2) Reinforcement Segment (10.0): The phasing player may place available reinforcements for any activated command.

3) Air Operations Segment (13.0):

- The phasing player may deploy any available air units on the map or change the position of any activated air units.
- If the player has any activated air units in the same hex as enemy air units, then air superiority combat must be initiated.

4) Ground Movement Segment (6.0): The phasing player moves any number of activated friendly ground units.

5) Combat Segment (9.0): The phasing player may initiate combat with activated ground units (with any air and/or SSU providing combat enhancements) to attack enemy forces.

b) Second Operations Impulse:

The second player then conducts the above five segments same order as the first player.

c) Subsequent Operations Impulses: Continue alternating between the first and second players drawing command markers and executing impulses until all command markers have been picked.

Air Return Phase:

a) Optional Attrition Check Segment: Each player must make an attrition check for each air unit on the map (25.0).

b) Air Unit Return Segment: Each player must return all surviving air units to their Air Units Available Display.

Game Turn Inter-Phase

If this is the end of the last GT on the track, the game comes to an end and both players check for victory (3.0). Otherwise, each player moves their GT marker to the next box on the TRRT.

5.0 COMMAND, PLANNING & ACTIVATIONS



Command markers activate operational impulses, provide combat bonuses, and generate random events.

- If a marker has a GT number (reinforcement code), this is the first GT that the owning player can place the marker in the Command Pool.
- Players can always examine their own command markers. They cannot examine enemy command markers until they are played.
- A command marker activates a sub-command only for a single Operations Impulse (4.1). However, by playing various command markers a sub-command may be activated more than once per GT (5.1.1 and 5.1.2).

Important: Units always defend normally, regardless of activation.

5.1 Types of Command Markers

There are three types of command markers:

Regular



Regular command markers have an abbreviation referencing a sub-command.

Major Operation

Directive

Important: If all units of a sub-command are eliminated, the regular command marker for the sub-command remains in play. When drawn the owning player must end his Operations Impulse and play passes to the other player.



Major Operation command markers (those with an asterisk after their name) have an abbreviation referencing a sub-command, plus a combat modifier (+#).



Directive command markers have the word “Directive” printed on the counter.



Designer's Note: Each player has an “Option” marker to allow them to add an additional command marker of their choosing. Option markers are not used when playing the standard scenario.

5.1.1 Axis Command Markers

- The following command markers are placed in the Command Pool at the beginning of each GT they are available:
 - AKN:** Activates *Armee Kommando Nord*.
 - AKS:** Activates *Armee Kommando Sud* (available beginning GT 4)
 - HU:** Activates the Hungarian Army Group.
 - Fuehrer Directive:** The Axis player rolls on the Fuehrer Directive Table.
- The following command markers may be placed in the Command Pool on or after the GT they become available:

Important: The markers below are discarded at the end of the GT in which they were played:

Fretter-Pico: Activates AKN and HU. The Axis player may add this marker to his Command Pool on any GT on or after GT 2.

Konrad: Activates AKS or AKN. Awards one favorable column shift to any Axis attack. The Axis player may add this marker to his Command Pool on any GT on or after GT 7.

Paula: activate AKS or AKN. Awards one favorable column shift to any Axis attack. The Axis player may add this marker to his Command Pool on any GT on or after GT 7.

Sud Wind: Activates AKS or AKN. Awards one favorable column shift to any Axis attack. The Axis player may add this marker to his Command Pool on any GT on or after GT 7.

5.1.2 Soviet Command Markers

- The following command markers are placed in the Command Pool each GT beginning on the GT they are available:
 - 2UF:** Activates Second Ukrainian Front (including the 3UF air unit available at start).
 - 3UF:** Activates Third Ukrainian Front including Bulgarian and Yugoslav units (available beginning GT 4).
 - RO:** Activates the Romanian Army.
 - Stavka:** The Soviet player rolls on the Stavka Directive Table.
- The following command markers may be placed in the Command Pool on or after the GT they become available:

Important: The markers below are discarded at the end of the GT in which they were played:

Debrecen Operation: Activates 2UF. Awards one favorable column shift to any Soviet attack. The Soviet player may add this marker to his Command Pool on any GT on or after GT 1.

Budapest Operation: Activates 2UF. Awards two favorable column shifts to any Soviet attack. The Soviet player may add this marker to his Command Pool on any GT on or after GT 3.

Frontal Offensive: Activates 2UF and 3UF. Awards one favorable column shifts to any Soviet attack. The Soviet player may add this marker to his Command Pool on any GT on or after GT 5.

Important: The Command Marker Table summarizes the outcomes of various command markers.

5.2 Initial & Reinforcement Command Markers

During each Command Placement Phase:

- Each player must place their available regular and directive command markers in their respective Command Pools.
- Each player may place one available major operation command marker in their Command Pool.

Important: Each player can only play one major operation command marker during a single GT. In addition, players are not required to place available major command markers in their respective pools.

5.3 Initiative

Initiative refers to which side picks a command marker first in a turn.

- The Soviets have the initiative on all GTs unless the Axis places a major operation command marker in the Axis Command Pool.
- The Axis must announce this at the conclusion of the Command Placement Phase but does not have to disclose which marker was placed (4.0).

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5.4 Operations Phase

During the Command Segment of an Operations Impulse, the phasing player must randomly pick one command marker from their Command Pool. The marker is then placed face-up in that player's Command Markers Display.

- Upon completing an impulse, play reverts to the other player who now picks a command marker.
- Continue this procedure until both sides run out of command markers.
- If one player runs out of markers and the other still has remaining markers, the player with remaining markers picks markers until all markers are picked. All markers must be picked each turn.

5.5 Sub-Command Activations

If a sub-command is activated, then the phasing player:

- 1) Determines the type of command marker drawn:

a) If playing a regular command marker: all units of the named sub-command are activated.

Example: The Soviets activate the Third Ukrainian Front (3UK). The Soviet player can move all 3UK units as well as place the 17th Air Army unit on the map.

b) If playing a major operation marker: all units of any sub-command(s) designated are activated. Additionally, major command markers may have a +1 or +2 printed on them. If drawn, then all attacks involving friendly activated ground units receive that number of right column shifts when conducting a ground attack (9.5).

Important: Defense is never enhanced by command markers, nor are air units.

Example: The Soviets play the Budapest Operation and activate 2UF. All 2UF attacks receive two right column shifts. A Soviet force making a 300% attack is increased to 500%.

c) If playing a directive: the owning player consults the respective Directive Table and rolls one die, cross referencing the die roll with the corresponding instructions. The player must immediately apply that result.

Important: A directive may or may not allow the activation of a sub-command. If the directive does not specify the activation of a sub-command, after all instructions for the directive are conducted, the current impulse is complete and the opposing player conducts an impulse.

- 2) Deploys any reinforcements for the activated command.
- 3) Deploys any available air units of that sub-command (anywhere on the map) and/or redeploys any friendly air units on the map.
- 4) Conducts any air superiority combat (13.4).
- 5) Moves ground units of that sub-command (6.0).
- 6) Conducts attacks (9.0) against enemy units using activated ground units and tactical air support (13.5).

6.0 GROUND MOVEMENT

A player conducts ground movement during the friendly Ground Movement Segment. The phasing player may move any number of activated units in any direction or combination of directions to the limits of their movement factor (MF).

- Units with a printed MF of one or more are considered mobile and can move. Units with printed MF of zero are considered static and cannot move once placed on the map (2.4).
- Players move units by tracing a path of contiguous hexes until all MF are expended, or the player decides to cease moving the unit, whichever comes first.
- As each unit enters a hex it pays one or more MF. Consult the Terrain Effects Chart (TEC) for further details.
- The number of MF which units expend for entering hexes or crossing hexsides can vary depending on if they are mechanized or non-mechanized (2.4).

Note: In *Budapest Campaign* units have higher movement factors than *Spring Awakening* owing to better ground conditions and differences in time scale.

Important: Retreat and pursuit are not movement but are instead combat results (9.9 & 9.10).

6.1 Movement Restrictions

A player may only move units of an activated sub-command.

- Once a unit has been moved and the player's hand removed from it, it may not be moved again.
- A unit may expend any number of its printed MF.
- Unused MF may not be accumulated from turn to turn or impulse to impulse, nor may they be transferred from one unit to another.
- Units may not enter an enemy-occupied hex, nor may they enter or cross a prohibited hex/hexside.
- Units may not move directly from one enemy zone of control (EZOC) to another EZOC (8.0).
- Units must end their movement when entering an EZOC.
- Units cannot exit the map (**Exception:** 6.4.1).
- Units can freely cross borders.
- Unsupported units have their printed MF reduced by one to a minimum of one (12.5).

Important: If all the above restrictions are adhered to, a mobile unit may always move one hex regardless of the movement factor cost.

6.2 Terrain

To enter a given hex, a unit must expend the number of MF designated by the TEC for that hex. If there is more than one type of terrain with a hex, use the highest single movement cost for that hex.

- **Lake Balaton Hexes:** Mechanized units cannot cross Lake Balaton. Non-mechanized units can cross it by starting a Ground Movement Segment on one side then moving across one lake hex, ceasing movement on the other side.

Important: Lake Balaton is an in-hex feature, not a hexside. Regardless of the shore outline, hexes 0501–0502 and 0602–0603 are considered lake hexes.

- **River/Minor Lake Hexsides:** Units pay the movement cost to cross a river/lake hexside in addition to the terrain cost of the hex.

Example: A non-mechanized unit crossing a minor river into a rough hex would cost three MF (one for crossing the river and two for the rough).

6.3 Railroads & Roads

There are no roads printed on the map. However, railroads are considered to have roads running alongside them which give units a road movement cost of one-half of an MF per hex for a non-mechanized unit and one-third of an MF per hex for a mechanized unit. In addition, railroads crossing a Major/Minor river negate the movement penalty for crossing these features per the TEC.

6.4 Railroad Transport

Railroad transport is a special form of movement. Only mobile ground units can use rail movement.

Designer's Note: Railroad markers are used as mnemonics and have no other effect on play

- Units cannot combine railroad transport with any other form of movement during the same Ground Movement Segment.
- Units may not start in or enter a hex containing an EZOC.
- Unit may move an unlimited number of contiguous railroad hexes.
- Terrain has no effect on railroad transport movement (other than the requirement to move along railroad hexes).

6.4.1 Railroad Operational Limits & Capacity

Each side is limited as to where railroad transport may be conducted.

- A unit may only use railroad transport on the friendly side of the front line. It must start, move and end its move on the side of the front line that was friendly to the owning player at the beginning of the game.
- Soviet units can only use railroad transport in Romania. **Exception:** (21.6).
- Axis units can use railroad transport in all areas on the map except Romania.
- The Axis player may move units off any west map edge railroad hex and then re-enter the map (during the same Ground Movement Segment) on any west map edge railroad hex which is controlled by the Axis player and not in an EZOC.
- During each Ground Movement Segment, each side may move a limited number of units using railroad transport:

Axis: 2

Soviet: 1

7.0 STACKING

Having more than one friendly unit in a hex at the same time is called stacking.

- Ground unit stacking limitations apply for all units of both sides at the end of each Ground Movement and Combat Segment, regardless of activations.
- Friendly units may move through hexes occupied by other friendly units at no extra cost and in excess of stacking limits.
- Units of different sub-commands may move through each other.
- Players are free to arrange their stacked units, from top to bottom, in any order they choose, when that sub-command is activated.

7.1 Axis Stacking Limits

The Axis player may stack two ground combat units per hex regardless of sub-command or nationality.

7.2 Soviet Stacking Limits

The Soviet player can stack two ground combat units per hex. Units from different Soviet sub-commands cannot stack together although they can conduct joint attacks against a defending hex (9.2).

7.3 Special Stacking

Static units: Do not count for stacking, but only one static unit per hex is allowed.

Logistics units: Mobile depots and truck columns do not count for stacking. Only one of each type is allowed per hex (one depot and one truck column, plus other units).

Air units: Do not count for stacking (13.2).

SSU: Do not count for stacking (16.0).

Important: Stacking restrictions apply to units regardless of unit size.

7.4 Overstacking

If a hex is overstacked at the end of any friendly or enemy Movement or Combat Segment, the excess units must be eliminated by the owning player.

- Units may be overstacked during the Reinforcement Segment but stacking limits must be restored by the end of the ensuing Movement Segment.

7.5 Fog of War

Players may examine friendly and enemy stacks on the map during their own Operations Impulses. Players cannot examine enemy combat units and SSU in off-map displays, or command markers in their opponent's Command Pool.

8.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground combat unit's hex constitute that unit's zone of control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes.

- All ground units always exert a ZOC, regardless of the phase, segment, or GT.

Important: Mobile supply depots and truck columns do not generate ZOCs.

- Enemy zones of control (EZOC) are not negated by other units, enemy or friendly.
- ZOC do not extend into terrain or across hexsides a unit could not enter via ground movement.
- Both friendly and enemy units may simultaneously exert ZOC into the same hexes.
- There is no additional effect if more than one unit, friendly or enemy, exerts ZOC into the same hex.

Important: Festungs negate EZOC (14.2).

8.1 Effects of ZOC

- **Reinforcements (10.0):** Reinforcements may not be placed in a hex containing an EZOC.
- **Movement (6.0):** A unit must stop movement when it enters an EZOC and may move no further during that Ground Movement Segment. A unit may never move directly from one EZOC to another EZOC.
- **Combat (9.0):** Units are not required to attack if in EZOC. See 9.9 and 9.10 for the effects of ZOCs on retreat and pursuit.
- **LOC (12.0):** A LOC may not be traced through an EZOC; however, it may be traced out of an EZOC.
- **Control (3.3):** The presence of an EZOC contests control of VP and logistics source hexes.

9.0 COMBAT

Players initiate combat to destroy enemy units and seize control of hexes.

- Combat is conducted during the Combat Segment.
- The phasing player is the attacker and the non-phasing player is the defender.
- There are two Combat Results Tables (CRT), Assault and Mobile, printed on the map (9.3).

9.1 Combat Procedure

For each combat, follow the sequence below.

Step 1 (Attack Declaration): The phasing player declares which units will be attacking which enemy defended hex.

Step 2 (Support Declaration): The attacker commits any SSU, followed by the defender (16.0).

Step 3 (CRT Determination): The attacker chooses either the Assault or Mobile CRT (9.3).

Step 4 (Combat Strength Determination): Total the combat strength of all involved attacking units. Total the defense strength of all involved defending units. Divide the attacker's strength by the defender's strength and multiply that result by 100 to get a percentage (9.4).

Step 5 (Combat Shift Determination): Determine column shifts for terrain, air support, SSU, supply (unsupported), and command markers.

Step 6 (Final Percentage Determination): Consult the appropriate CRT under the appropriate percentage column heading. Apply all applicable shifts to the initial percentage column.

Step 7 (Combat Resolution): The attacker rolls one die and cross-indexes the result beneath the final percentage column. Implement the combat result immediately.

9.2 Which Units May Attack

Attacking is voluntary. A player can attack with any number of activated units in a friendly Combat Segment.

- Units with zero attack strength cannot attack.
- The attacking player chooses the order in which combats will be executed.
- Once a combat has been initiated, it must be completed prior to moving on to another combat.
- A unit may not attack more than once per Combat Segment.

Exception: A unit may attack more than once per GT if it is activated by separate command markers and in separate Operations Phases.

- A unit may not be attacked more than once per Combat Segment.

Exception: Units may end their retreat adjacent to enemy units (9.9). If those enemy units have not previously conducted an attack during the current Combat Segment and are assigned to an active sub-command, the attacking player may conduct an attack against those retreated units. This attack must be resolved immediately after completing the resolution of the attack that resulted in the retreat.

- Attacks can involve any number of units against one defending hex. A defending hex may be attacked from all enemy-occupied adjacent hexes. Units from different sub-commands may conduct joint attacks against a defending hex. All attacking units combine into one single attack.
- Units in the same hex may individually attack different enemy-occupied hexes or they may combine into a single attack against a single enemy hex.
- Units defending in the same hex must be attacked as a single stack.

- Each attack can be directed against only one enemy-occupied hex. If attackers are adjacent to more than one enemy-occupied hex, they can only attack one of them.
- A unit's attack and defense strengths are unitary. A given unit's strength may not be divided among different combats, either for attack or defense.

9.3 Choice of CRT

The attacker normally may choose the CRT; however, to utilize the Mobile CRT, the attacking force must contain at least one mechanized unit.

Exception: If the defender is in a city or fortified line hex, then the attack must be resolved on the Assault CRT. Units under *Festung* markers (which are already in city hexes) derive the same benefit.

9.4 Combat Percentage

Combat percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying that result by 100. Then reference the corresponding column on the CRT when rolling the die.

Example: The attacker has 20 combat factors and the defender 13, divide 20 by 13 to get 1.53. Next multiply 1.53 by 100, to convert it to a percentage, to yield 153%. That combat would be resolved on the 150–199% column of whichever CRT is chosen.

9.5 CRT Percentage Column Shifts

Certain game mechanics will shift the combat percentage.

- A CRT column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker).
- A CRT column shift to the left means the column is decreased by the number of columns indicated (in favor of the defender).
- If both the attacker and defender have shifts, use the cumulative difference.
- If the starting percentage is less than 49% or greater than 600%, use the 49% and 600% columns respectively as the base line for shifts.

Logistics Support (12.0):

a) For each unsupported attacking ground unit: shift one column to the left.

b) For each unsupported defending ground unit: shift one column to the right.

Air Support (13.0):

a) If the defending hex is within an air zone of an attacking air unit: shift to the right the number of columns equal to the support value of one attacking airstrike.

b) If the defending hex is within an air zone of a defending airstrike: shift to the left the number of columns equal to the support value of one defending airstrike.

Special Support Units (16.0): The attacker commits SSU first, followed by the defender. Each SSU provides the number of column shifts to the right or left per their attack or defense support value. A player can commit a maximum of one SSU per combat, and it affects only that combat.

Terrain (TEC): Defending units benefit from the terrain in the hex they occupy. The TEC gives the defensive shifts.

Important: If all attacking units are also attacking across a river hexside, then the defender also receives the benefit for the river.

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Command Markers (5.0): Certain command markers provide a plus one (+1) or plus two (+2) CRT column shift. This applies to all attacks for the activated sub-command in that Combat Segment.

Examples:

- Two German units with a total attack strength of 6 attack a Soviet unit with a defense strength of 2 for 300%. One of the German units is unsupported, so the final percentile column shifts down to 200–299%.
- An attacking German force attacker has 1 combat factor; the defending Soviet force has 10 combat factors, which would normally give a $\leq 49\%$ percentile. The attacker receives three column shifts to the right (two for air support and one for a support unit); and the defender one to the left (for terrain). This gives a result of two shifts to the right. The final percentage column is therefore 100–149% because the starting column ($\leq 49\%$) shifted two to the right resulting in the 100–149% column.

Designer's Note: This effect is intentional to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.

9.6 Combat Results Explanations

See 19.0 for results on both CRT. Results are applied in the order given.

9.7 Unit Steps

A unit which is printed on both sides is a two-step unit. The front side is its full-strength side, and the reverse is its reduced strength side. Units which are printed only on the front side are one-step unit.

- A two-step full strength unit which is reduced is flipped to its reverse side.
- A two-step reduced unit which is further reduced is eliminated (place in the Eliminated Units Display).
- A one-step unit which is reduced is eliminated (place in the Eliminated Units Display).

9.8 Choice of Losses

When unit reductions or eliminations are called for, the choice of unit to be affected is decided by the owning player.

Important: If stacked with combat units, mobile depots and/or truck columns may be used to absorb losses only after all other units have been reduced and/or eliminated.

Exception: If the Mobile CRT was used, the first attacking unit reduced must be a mechanized class unit.

9.9 Retreat After Combat

When a retreat combat result occurs, the owning player immediately moves those units the indicated number of hexes. Units must always retreat the number of hexes indicated, regardless of their printed movement factors.

- The owning player retreats each unit individually.
- Units must retreat in a direction that moves them closer to any friendly supply source.

Important: Mobile depots must retreat along railroad hexes; if unable to do so it is eliminated.

- Stacked units need not stay stacked when retreated.

- Units cannot retreat into hexes containing enemy ground units, terrain which they could not enter via ground movement, or off the map.
- If a retreating unit cannot retreat the required number of hexes, the unit is eliminated.
- Enemy air and support markers do not block retreat.
- Units cannot retreat into or across major lake hexsides, regardless of their type.
- Units may retreat into and through hexes containing friendly units.
- If a stack of units is found to be overstacked at the end of a unit's retreat, that retreating unit must retreat additional hexes until it either cannot retreat any further (and is eliminated) or reaches a hex that it is not overstacked.
- The retreat path cannot include the same hex twice. The unit must end its retreat the indicated number of hexes away from its combat position or more (see above). If it cannot fulfill the required number of hexes, it is eliminated in the last hex into which it could retreat.
- Static units are eliminated if forced to retreat. However, if in terrain which negates retreat, they are not eliminated (14.2).
- A unit which retreats into an EZOC is reduced.
- A unit may end its retreat adjacent to enemy units (after being reduced for retreating into an EZOC). They may be attacked again if the enemy units have not been committed to a previous attack.

9.10 Pursuit

Pursuit is a special form of attacker movement that can occur after combat. This movement is in terms of hexes, not MF.

- The first hex must be the hex the defending enemy units formerly occupied.
- The second and possible further hexes (if allowed) may be in any direction.
- If a pursuit is more than one hex, units may stop in any hex along the pursuit path.
- If a combat result allows an attacker to conduct pursuit, the player may immediately move surviving attacking ground units up to their pursuit limit:

a) German Mechanized and Soviet FMG Mechanized Units:

Three hexes only if the units start and move along connected railroad hexes. Otherwise, two hexes.

b) All Other Mechanized Types:

Two hexes.

c) All Other Types:

One hex.

d) Overrun Enhancement:

If an overrun (OR) result (on the Mobile CRT) generates a pursuit, mechanized units (Axis or Soviet) can advance one additional hex. The pursuing units do not have to follow a road/railroad.

- Pursuit is not normal movement and does not cost MF.
- Pursuit may be made only into hexes into which pursuing units could normally move.
- EZOC do not affect pursuing units.
- Pursuit is not increased by railroad movement.
- If the defender retreat result is negated and there are surviving defending units in a hex, then no pursuit can be conducted (14.2).
- Static units and mobile depots may not conduct pursuit.

Important: Truck columns stacked with pursuing units may advance with those units; however, the truck column must remain stacked with the pursuing units.

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10.0 REINFORCEMENTS

Reinforcements are additional units which arrive over the course of a game. Placing reinforcements on the map is called deployment.

- Reinforcement units have either a turn number or **Opt** printed on their counter. Units marked **Opt** are optional reinforcements (21.0)
- Each player has a Turn Record & Reinforcement Track (TRRT) on which he places his turn marker. Place reinforcements in the turn box indicated by the counter, until deployed on the map.
- The owning player may deploy reinforcements for the activated sub-command during the friendly Reinforcement Segment in which that sub-command is activated, or the player may wait until a subsequent activation of that sub-command.



Example: The German 9th SS Pz Gdr Corps has a reinforcement code of 4. When the Axis picks the AKN command marker on GT 4, deploy the 9th SS unit on the map. If the marker were picked on GT 3 or earlier, the unit would not be received at that time.

Important: Units with a reinforcement code of 1 appear on the first Reinforcement Segment of the game, not as part of the initial deployment.

10.1 Deployment of Ground Units

Place reinforcements in the hexes designated below. Placing reinforcements does not constitute movement. However, reinforcements may move normally on the phase in which they are deployed.

- **Axis Reinforcements:** Deploy ground units on any printed Axis logistics source hexes as follows:
 - a) AKN and HU units may be placed on north or west map edges or;
 - b) HU sub-command units may be placed in either hex of Budapest if both hexes are Axis-controlled and the Axis player can trace a LOC to an Axis logistic source hex on the north or west map edges.
 - c) AKS units must be placed on west map edges. **Exception:** (18.4).
- **Soviet Reinforcements:** Deploy ground units on any printed Soviet logistics source hexes as follows:
 - a) 2UF and RO units must be placed on east map edges.
 - b) 3UF units must be placed on south map edges.
 - c) The two contingent Soviet logistic sources (hexes 0108 and 0113) can be used for deployment only after the Soviets have gained control of them (12.2). **Exception:** (18.4).
- Air unit reinforcements are placed in their respective Air Units Available Displays.
- SSU reinforcements are placed in the respective Support Units Available Displays.

Important: Depots for both sides can only deploy on railroad map edge hexes. Truck columns may be deployed on a mobile depot of the same sub-command or on any railroad hex on the friendly side of the frontline.

10.2 Deployment of KG & FMG

German KG and Soviet FMG can be deployed as normal reinforcements (10.1), or:

- a) An infantry KG may be deployed on any non-mechanized unit of the same nationality.
- b) A mechanized KG may be deployed on any mechanized unit of the same nationality.
- c) An FMG may be deployed on any mechanized unit of the same sub-command.

Important: In all of the above cases, the player must be able to trace a LOC from the hex to a friendly logistic source. The hex of deployment may be in an EZOC.

10.3 Deployment Restrictions

Reinforcements may only be deployed in friendly-controlled hexes (3.3).

- Reinforcements cannot be deployed in EZOC. **Exception:** KG and FMG (10.2).
- Reinforcements can be deployed overstacked but must meet stacking restrictions by the end of their sub-command's ensuing Ground Movement Segment.

11.0 REFIT

Refitting is a procedure for restoring reduced units to full strength and for returning eliminated units to play.

- Units may be rebuilt by expending Refit Points (RP).
- Refit is also used to deploy KG/FMG (10.2), truck columns (12.4), and SSU (16.0).
- Refitting takes place during the Refit Phase and prior to any sub-command activation.

11.1 Gaining Refit Points



During the Refit Phase, each player receives the number of RP per their TRRT and may then add the following RP if applicable:

Important: RP, if unused, may be accumulated by GT but may never exceed the number shown on the appropriate Refit Points Track.

- The Axis player gains one RP if the oilfield is Axis-controlled, is not in an EZOC, and the Axis player can trace a LOC to an Axis logistic source.
- Either the Axis and Soviet players receive one RP if Buda is under their respective control, is not in an EZOC, and the controlling side can trace a LOC to a friendly logistic source.
- Command markers and/or directive events may give a player additional RP (these are added during the turn).

Important: RP which are gained due to command markers and directives must be used immediately and cannot be carried over to future GT.

11.2 Refit Procedure

During the Refit Phase, both players may expend any or all their current RP. The player declares the type of refit, expends the RP and then executes the refit action.

Important: Eliminated ground units (except for KG and FMG) and air units may not be returned to the game. Eliminated depots, truck columns, KG, and FMG may be refit.

- To restore a ground unit to full strength, the unit must be able to trace a LOC to a friendly logistic source, **and**:
 - a) If the unit is in an EZOC: the player must expend 2 RP;
 - b) If the unit is not in an EZOC, the player must expend 1 RP.
- To restore a reduced air unit to full strength, the player must expend 2 RP.
- To move a SSU from the Reinforcement Display and place it in the SSU Available Display, the player must expend 1 RP.
- The Axis player may build a KG by expending 1 RP for an infantry KG or 2 RP for a panzer KG. The KG is then deployed (10.2).

- The Soviet player may build an FMG by expending 2 RP. The FMG is then deployed (10.2).
- A player may build a Truck Column by expending 1 RP. The truck column is then deployed by placing it on any railroad hex on the friendly side of the frontline.

12.0 LOGISTICS

Ground units need to trace a Line of Communications (LOC) to a logistics source to function at full effectiveness.

- A LOC is traced from a unit back to a logistics source.
- The maximum length of a LOC is the number of hexes equal to the tracing unit's printed movement factor. Count the hexes, not movement factors required for each hex.
- When counting LOC lengths, count from the unit to be supplied (exclusive) to the logistics source (inclusive).
- A LOC is blocked by:

All-Lake Hexes	Hexes Occupied by Enemy Units	EZOC
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Important: Friendly units do not negate EZOC for purposes of tracing LOC. A unit in an EZOC can trace a LOS out of its hex. A logistics source in an EZOC may provide logistics support to units in its own hex but not to other hexes.

Exception: EZOC do not extend into a *Festung* hex (14.2).

12.1 Units Always in Logistic Support

The following units are always in logistic support:

- Static units; however, these units do not provide logistic support to other friendly units.
- Units in the same hex as a friendly printed logistics source (regardless of ZOC).
- Mobile depots and truck columns.
- Units in a *Festung* (14.2).
- Air Units.

12.2 Logistics Sources

The following locations and/or units are logistic sources:

Important: All friendly units, to include different sub-commands and nationalities, can trace to any friendly logistic source.

• Axis Logistic Sources

- Any printed, friendly-controlled Axis map edge logistics source hex.
- Buda (hex 1007).
- Any railroad hex on the original Axis side of the front line which can in turn trace along continuous railroad hexes to a friendly controlled printed map edge Axis logistics source hex. The portion of the LOC traced along railroad hexes may be of any length.
- An Axis mobile depot on a railroad (on either side of the front line) which can trace an LOC along railroad hexes (on the friendly side of the front line) to a friendly controlled Axis map edge logistics source hex. This does not expend the depot unit.

Important: Other than truck columns, logistics sources are not expended by being used.

- An Axis truck column (the truck unit itself does not have to trace a LOC). The truck column is then expended at the end of the segment when providing a LOC.

f) A *Festung* marker.

g) Optional air supply (22.0).

• Soviet Logistic Sources

- Any printed friendly controlled Soviet map edge logistics source hex.
- Either of the Soviet contingent logistic source hexes (hexes 0108 and 0113), if controlled by the Soviet player and not in an EZOC. These hexes are activated the first time a Soviet ground unit passes through them and thereafter function as a regular logistic hex.
- Any railroad hex on the original Soviet side of the front line which can in turn trace along continuous railroad hexes to a friendly controlled printed map edge Soviet logistics source hex. The portion of the LOC traced along railroad hexes may be of any length.

Important: The Soviet player may not use a railroad to trace to the two contingent Soviet logistic sources.

d) A Soviet mobile depot on a railroad (on either side of the front line) which can trace a LOC (of any length) to a railroad hex (on the friendly side of the front line) to a friendly controlled Soviet map edge logistics source hex. This does not expend the depot unit.

e) A Soviet truck column (the truck unit itself does not have to trace a LOC). The truck column is then expended at the end of the segment when providing a LOC.

Example: A Soviet unit cannot directly trace a LOC to a railroad on the Axis side of the printed front line. The unit could trace one to a mobile depot unit which in turn traces to a railroad. If on the Axis side of the line, then they could trace a LOC to a rail hex on the Soviet side which could in turn trace to a Soviet logistics source. They could also trace to a truck unit per above.

Important: Neither side can use captured enemy logistic sources. Printed on-map logistics sources, if controlled by enemy units, may not be used to trace an LOC until again under friendly control.

12.3 Mobile Depot Units



These units represent the forward point of logistical operations.

- They can only be deployed on and move along railroads (indicated by the parentheses around their MF).
- They move at a maximum rate of two hexes (Hungarian) or three hexes (German/Soviet) per GT. They cannot use road movement (6.3).

12.4 Truck Columns



Truck columns provide a logistics source for friendly units as follows:

Important: A truck column may only perform one of the following functions per GT.

- **Refit:** The owning player declares this use at the start of the friendly Refit Phase. All friendly units which can trace a LOC to the truck column are supported for that phase. The truck column is expended at the end of the phase in which it used for refit. Truck columns cannot be used to deploy KG/FMG reinforcements.

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- **Movement:** The owning player declares this use at the start of the friendly Movement Segment. All friendly units which can trace a LOC to the truck column are supported for that segment. Expend the truck column at the end of segment.
- **Combat:** The owning player declares a truck column to provide logistics support during the step of the Combat Segment when players determine logistical support. All friendly units which can trace a LOC to it are logistically supported. A player may use more than one truck column to support a single combat; however, multiple truck columns do not provide additional combat shifts. Expend all truck columns used to provide combat support.

Important: A truck column used to provide support for refit or movement remains on the map until the end of the phase or segment and thus can support all friendly units; a truck column used for combat may only support one attack or defense.

- A player may not use railroads to extend a LOC from a unit to a truck column.
- All expended truck columns are placed in the appropriate Reinforcement Display and must be subsequently purchased to be placed back on the map.

12.5 Logistics Status

A unit is in one of two states of logistics support:

Important: Players should use OOS markers to designate units that are unsupported.

- **Supported:** The unit can trace a LOC to a logistics source, or are in automatic support. Units which are in support function normally.
- **Unsupported:** The unit cannot trace a LOC. Units which are unsupported suffer the following effects:
 - a) **Movement:** Unsupported mechanized units cannot use railroad transport. Their printed movement factor is reduced by one point (to a minimum of one).
 - b) **Attacking:** Each unsupported attacking unit receives one column shift to the left on the CRT as determined when initiating combat.
 - c) **Defending:** Each unsupported defending unit receives one column shift to the right on the CRT as determined when initiating combat.
 - d) **Pursuit:** An unsupported unit cannot advance more than one hex in a pursuit (this is checked at the instant the combat is completed).
 - e) **Refit:** An unsupported reduced strength unit cannot refit (this is checked during the Refit Phase).

Important: Players may deliberately move their units into hexes in which they will be unsupported.

12.5.1 Cut Off

A unit is cut off if it is unsupported and has enemy units and/or EZOC in all six surrounding hexes. Adjacent map edge hexes count as enemy units when determining if a unit is cut off. A cut off unit is affected as follows:

- a) The unit suffers the same effects as being unsupported; **and**,
- b) The unit cannot pursue.

13.0 AIRPOWER



Air units represent airpower operations over a sector of the front. Air missions include tactical support, interdiction, air superiority, and optional air supply (22.0).

- Air units are placed in the friendly Air Units Available Display and deploy onto the map for air missions. Reinforcement air units are out of play until turn of arrival.
- Air units are assigned to sub-commands and are activated when their sub-command is activated.

Exception: Soviet 3UF air unit may be activated with 2UF prior to the availability of 3UF ground units, and the Axis AKS air unit may be activated with AKN prior to the availability of AKS ground units.

13.1 Air Unit Deployment Procedure

Air units are deployed during the Air Operations Segment of a friendly impulse. Air units remain on the map until the Air Return Phase (4.0), at which point they are returned to the Air Units Available Display.

- Air units can be placed on any map hexes.
- During each friendly Air Operations Segment, the controlling player can move any activated air unit on the map to any other hex on the map.

Important: A player may use an individual air unit in any number of activations per turn.

- Tactical support and interdiction apply regardless of the air unit's activation.
- Air superiority combat does not receive shifts for the play of major operations markers (5.5).
- Each air unit can perform any or all missions in support of all friendly units, not just those of its assigned sub-command.

Example: The Axis player places an air unit in a hex to conduct air superiority against a Soviet air unit. If the air unit survives, it would then provide tactical support within its air zone, and any Soviet units which moved within that air zone would be subject to Interdiction.

13.2 Stacking

A player can place a maximum of one air unit in a hex. This does not count against ground unit stacking. Air units may be placed in the same hex as enemy ground and/or air units (13.4).

13.3 Air Unit Radius & Air Zones

Each air unit has an air zone.

- An air unit has a radius covering its own hex and all adjacent hexes.
- Air zones extend across all types of terrain, and into and through enemy air and ground units.

13.4 Air Superiority

A player conducts air superiority during the Air Operations Segment.

- A player must initiate air superiority combat with all friendly air units which are in the same hex with an enemy air unit. In addition, air superiority should be conducted prior to any other air missions.

Important: Air superiority may be initiated in a hex multiple times within a GT.

- The phasing player is the attacker, and the non-phasing player is the defender.
- To resolve air superiority, the phasing player consults the Air Superiority Table on the map, **and**:
 - a) Subtracts the defender's support value from the attacker's support value to obtain air superiority value;
 - b) Rolls one die and cross references the die roll result with the air superiority value and implements the result.

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Important: If air units of both sides remain in the hex after resolution of air superiority, all air units provide benefits normally.

- Ground and logistics units, and SSU do not affect air superiority combat.

Important: Unlike other air missions air superiority applies only against an enemy air unit in the same hex, not throughout the air zone.

13.4.1 Air Superiority Results

AL1: The attacking air unit is reduced.

DL1: The defending air unit is reduced.

BL1: Both the attacking and defending air units are reduced.

- Full-strength air units which are reduced are flipped to their reverse side. Reduced air units that are reduced a second time are placed in the Eliminated Units Display.

13.5 Tactical Support

Players conduct tactical support during the friendly and enemy Combat Segments.

- All friendly ground units attacking enemy units defending in a friendly (attacker owned) air zone gain the number of column shifts to the right on the CRT equal to the support value of the air unit.
- All friendly units conducting a defense in a friendly (defender owned) air zone gain the number of column shifts to the left on the CRT equal to the support value of the air unit.
- If a defending hex is within both a friendly and enemy air zone, then add the single best attacker shift and subtract the single best defender shift.
- Only one friendly air unit can apply its shift to an individual combat, regardless of number of air zones.
- An individual air unit can apply its combat shift to any number of combats if they are within its zone.
- These shifts apply regardless of sub-command or activation.

Example: A German corps is defending in a hex with a Soviet two-strength air unit exerting a zone over it and one German air unit (strength of 1). The Soviets gain a +1 shift. If there is another German corps defending in a hex adjacent to the first hex, also within the zone of one of the Soviet air units, a Soviet ground attack against it would also receive a shift.

13.6 Interdiction

The effects of interdiction are applied in the enemy Ground Movement Segment. If a friendly air zone exists in a hex:


- Enemy units pay one (instead of one-half or one-third) MF to move along railroads, using railroads-as-roads movement. Interdicted railroad hexes still negate other terrain costs in their hexes with the exception of where a railroad crosses a river, i.e., a bridge.
- Enemy units cannot use rail transport in that hex.
- Air zones have no effect on LOC.

14.0 FORTIFIED LINES & CITIES

Fortified lines and fortified cities provide Axis units with defensive advantages.

- Friendly and enemy units must expend additional MF to enter a fortified line hex (in addition to any river crossing costs) as detailed on the TEC. Railroad movement negates the extra cost.
- Axis units defending in fortified lines gain the following advantages:
 - a) A one column shift to the left on the CRT in addition to any applicable terrain shift.
 - b) The attacker must use the Assault CRT.

14.1 Axis Festung (Fortress) City Markers

-  When the *Festung* event occurs, the Axis player may place the Buda and/or Pest *Festung* markers in hex 1007 (Buda) and/or hex 1008 (Pest) if either or both are Axis controlled.

Important: The markers are placed in their hexes irrespective of EZOC or LOC.

- If one or both of the hexes do not meet the criteria for placement of the markers (i.e., are not Axis-controlled), the markers are not placed. They may be deployed in any subsequent GT if the *Festung* event is rolled again and the criteria is met at that time.

Important: If the *Festung* event is rolled and the markers are already on the map, any mobile units in Buda and Pest are activated, regardless of the activation status of their sub-command, and may conduct an Operations Impulse. They may be supported by air units and SSU. Reinforcements may not be placed.

14.2 Festung Effects


- **Defense:** *Festung* markers provide defensive advantages to Axis units occupying them, per the TEC (a three column shift to the left instead of the normal two column left shift for a city). Axis units in a *Festung* must be attacked using the Assault CRT.
- **Retreat Negation:** If an Axis unit in a *Festung* receives a retreat result, whether attacking or defending, the Axis player may choose to ignore the retreat. This applies only to units within the city, not other participating units outside the city. If a unit retreats into a *Festung* hex, the Axis player may cease their retreat in that hex (assuming it was required to retreat more hexes). Stacking limits apply.
- **EZOC Negation:** Soviet ZOC do not extend into a *Festung* hex. EZOC are thus negated for Axis reinforcement placement, movement, LOC, and retreat penalties.
- **Logistics:** Axis units in a *Festung* are always in support. The marker does not provide support to units not stacked in the *Festung* hex.

14.3 Festung Duration


Festung markers remain on the map until a Soviet unit occupies their hex, at which point the marker is permanently removed from the game (even if the event is rolled again).

15.0 UNIQUE UNITS & MARKERS


15.1 Garrisons (Static Units)

-  Garrisons cannot move nor attack. They defend normally; however, they are eliminated if forced to retreat unless defending in a *Festung* (14.2). They are always in support.

15.2 Mountain Units

-  If a mountain unit participates (with or without other units) in an attack into a rough terrain hex, one defender terrain shift is negated.

15.3 Soviet Danube Flotilla

-  The Danube Flotilla represents various riverine craft and organic naval infantry. It functions as a non-mechanized ground unit (part of 3UF) with the following special rules:

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- **Reinforcement:** When 3UF enters play, the flotilla is deployed in hex 0107 or 0108. The hex of placement cannot be enemy occupied or in an EZOC. If the unit is unable to arrive on the first GT of availability, it may be delayed until the next time that the 3UF is activated.
- **Stacking:** The flotilla does not count against stacking.
- **ZOC:** The flotilla has a ZOC and is affected by EZOC.



Important: If the Danube Freeze Event is in effect (17.0), the flotilla may not perform any of the below functions. It may, however, defend normally.

- **Movement:** The flotilla can only move into or through hexes adjoining to a Danube River hexside. It always pays one movement factor regardless of terrain.
- **Combat:** The flotilla can only attack enemy units which are also adjoining a Danube River hexside.
- **River Defense:** If the flotilla is part of an attack, enemy units do not receive any defensive bonus for Danube River hexsides.
- **Retreat & Pursuit:** The flotilla can retreat and pursue only along hexes adjoining Danube River hexsides. If the Danube is frozen, the flotilla cannot retreat (it is instead eliminated) and cannot pursue.
- **Transport:** The flotilla can transport one infantry corps of the same command per Soviet Ground Movement Segment. Both units must start in the same hex and move together. The transported unit must debark in the final hex of movement. Both units must end their movement in the same hex.
- **Logistics:** The flotilla is always in support. It is not a logistics source for other units.

15.4 Soviet Breakthrough Artillery Corps



The Soviet Breakthrough Artillery Corps functions as a non-mechanized unit with the following special rules:

- **Combat:** The unit can attack or defend from its own hex, or may attack from two hexes (one intervening hex) away from an enemy hex. If attacking from two hexes away:
 - a) the unit may attack by itself or in support of other Soviet ground units conducting a regular attack;
 - b) the unit never suffers adverse combat results;
 - c) if the unit is conducting a solo attack (no participating Soviet ground units), no SSU from either side may be employed. Both sides may, however, employ tactical air support (13.5).
 - d) the unit fires over all types of terrain and units.
- **Retreat & Pursuit:** The unit retreats normally. It cannot conduct pursuit.

16.0 SPECIAL SUPPORT UNITS



Special Support Units (SSU) are markers which may provide column shifts for combat.

- SSU have two factors: the one before the slash is the number of column shifts to the right on the CRT provided to friendly attacking units, the number after the slash is the number of column shifts to the left on the CRT provided to friendly defending units.
- SSU may be used with any friendly sub-command.
- At least one friendly ground unit participating in the combat must be in support.



Exception: Partisan/Commando SSU (marked with an asterisk) may provide column shifts even if participating friendly units are unsupported.

16.1 SSU Availability

Both players place all at-start SSU face-down in their respective Reinforcement Display. SSU with GT reinforcement codes are set on the TRRT until the GT they are available for purchase, at which point they are moved to the Reinforcement Display.

- During the Refit Phase, players may purchase SSU in their Reinforcement Display.
- The purchasing player must declare the number of RP that will be expended to purchase SSU and then that player must randomly pick the number of SSU from the Reinforcement Display corresponding to the number of RP expended.
- Picked SSU are placed in the Support Units Available Display and may be used during the current GT.
- The owning player may examine picked SSU and may place them face down in the display. The opposing player may not examine SSU in the display.

16.2 SSU Operations

During the support step of the combat sequence:

- a) The attacking player may select one available SSU and place it in the defending hex.
- b) The defending player may then select one available SSU and place it in the defending hex.
- c) Both players then reveal their SSU.
- d) Players then use the difference between any attacker and defender shifts to modify the column used on the CRT.
- e) After being used, both players return used SSU to the Reinforcement Display (they can be purchased again in a later Refit Phase).

Important: SSU are never affected by combat results unless using optional rules (24.0).

17.0 WEATHER



Except for the Danube Freeze Event, the effects of weather are factored into the various movement and pursuit rules.

- The Danube freezes when the event is rolled on the Stavka Directive Table. The effects of a freeze are detailed on the TEC.
- Place the Danube Freeze marker in the current GT box with the “Freeze” side up. Freeze conditions remain in effect until the event occurs again at which time the marker is flipped to the “No Freeze” side and freeze conditions are no longer in effect.
- If the event occurs again, then flip the marker back to the “Freeze” and return to the conditions detailed in the TEC.



18.0 Scenario

Set up in the following order. Play proceeds per the sequence given in 4.0.

18.1 Players & Sides

There are two players: Soviet and Axis.

- The Soviet player controls Soviet, Romanian, Bulgarian and Yugoslavian units.
- The Axis player controls German and Hungarian units.
- **Game Length:** Turns 1 through 10.
- **Front Line:** The front line runs along the on-map Romanian/Hungarian border and includes all map edge hexes on the east map edge.
- **Deployment Order:** The Axis player sets up first. Deployed units must comply with stacking restrictions (7.0). Unless playing with the optional rules, set aside all counters marked with “**Opt**” aside as they will not be used in the game.

Important: Soviets have the initiative on GT 1 (5.3).

- **Victory Conditions:** (3.0).

Important: all units entering as reinforcements are deployed as outlined in 10.1 and 10.2.

18.2 Axis Deployment

- **Armee Kommando North (AKN) & Hungarian Units:**
 - a) Garrison (Static) Units:** Place all garrison units in the cities corresponding to the city name on the counter.
 - b) At-Start Ground Units:** Place anywhere in Hungary with the following restrictions:

Important: The German 4/FHH, the Hungarian Res, one other at-start Hungarian corps (Axis player choice), and one Hungarian GT 1 reinforcement corps begin the game reduced. They may be refit beginning GT 1.

- 1) The two Flak units must be set up in city hexes or in the oilfield hex. No more than one Flak unit may be set up in a hex.
- 2) All hexes in Hungary adjoining the Romanian/Hungarian border must be occupied by or in the ZOC of an Axis ground unit.
- 3) Axis units may not set up within two hexes of the east map edge. However, Axis ground units may set up in hexes 0523, 0524, and 0623 to satisfy the requirements described above in 2).

c) KG: Place one mechanized and one infantry KG on the map, using the above requirements. The remaining KG are placed in the Axis Reinforcement Display.

d) Reinforcements: All Axis reinforcements are placed on the Axis TRRT for the GT of arrival.

e) Air Units: Place the AKN air unit in the Air Units Available Display.

f) Mobile Depot Units: Place both units on any railroad hexes in Hungary. They may not be placed within two hexes of the east map edge.

g) Truck Units: Place one truck column in any hex in Hungary using the same restrictions as above. Place one truck column in the Axis Reinforcement Display.

- **Armee Kommando South (AKS)**

a) Ground Units, Mobile Depot: Place these units on the Axis TRRT for the GT of arrival.

b) KG, Truck Column: Place KG units and the truck column in the Axis TRRT on GT 4.

c) Air Units: Place the AKS air unit in the Axis Air Units Available Display with its reduced side up. It may be refit to full strength on or after GT 2.

- **SSU:** Place all at-start SSU in the Axis Reinforcement Display. Randomly pick two of these SSU and place in the SSU Available Display. Place the GT 9 reinforcement SSU on the Axis TRRT for that GT.

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- **Refit Points:** The Axis player starts with 1 RP. The Axis player receives one additional RP during the Refit Phase (11.0) of GT 1 along with additional RPs for controlling Buda and the oilfield (11.1).
- **Command Markers:**
 - a) **At-Start:** Place the AKN, Hungarian and Fuhrer Directive markers in the Command Pool.
 - b) **GT 2:** The Axis player may place the Fretter-Pico marker in the Command Pool.
 - c) **GT 4:** Place the AKS marker in the Command Pool.
 - d) **GT 7:** The Axis player may place the *Konrad*, *Paula*, or *Sud Wind* markers in the Command Pool (only one per GT).

18.3 Soviet Deployment

• Second Ukrainian Front (2UF)

Important: Two at-start and two GT 1 reinforcement ground units (not Romanian units) start the game reduced (Soviet player choice). They may be refit beginning GT 1.

a) **At-Start Ground Units:** Place anywhere in Romania. All hexes in Romania adjoining the Romanian/Hungarian border must be occupied by or in the ZOC of a Soviet ground unit.

b) **FMG:** Place all FMG in the Soviet Reinforcement Display.

c) **Reinforcements:** All Soviet reinforcements are placed on the on the Soviet TRRT for the GT of arrival.

d) **Air Units:** Place both air units in the Air Units Available Display.

e) **Mobile Depot Units:** Place the at-start unit on any railroad hex in Romania. Place the GT 6 unit on the TRRT.

f) **Truck Columns:** Place one truck column in any hex in Romania and one in the Soviet Reinforcement Display.

• Romanian Army (RO)

a) **At-Start Units:** Place anywhere in Romania. All hexes adjoining the Romanian/Hungarian border must be occupied by or in the ZOC of a Soviet ground unit.

b) **Reinforcements:** Place the units marked as GT 1 reinforcements in the Soviet Reinforcement Display.

• Third Ukrainian Front (3UF)

a) **Ground Units and Mobile Depot:** Place these units on the Soviet TRRT for the GT of arrival.

b) **FMG:** Place the 3UF FMG unit on the Soviet TRRT for GT 4.

c) **Air Units:** Place the 3UF air unit in the Air Units Available Display.

d) **Truck Column:** Place the truck column on the Soviet TRRT for GT 4.

- **SSU:** Place all at-start SSU in the Soviet Reinforcement Display. Randomly pick three SSU and place them in the SSU Available Display. Place the GT 5 reinforcement SSU on the Soviet TRRT for that GT.

- **Refit Points:** The Soviet player starts with 0 RP but receives 2 RP during the Refit Phase (11.0) of GT 1.

• Command Markers:

a) **At-Start:** Place the 2UF, RO, and Stavka Directive markers in the Command Pool.

b) **GT 1:** The Soviet player may place the Debrecen Operation marker in the Command Pool.

c) **GT 3:** The Soviet player may place the Budapest Operation marker in the Command Pool.

d) **GT 4:** Place the 3UF marker in the Command Pool.

e) **GT 5:** The Soviet player may place the Frontal Offensive marker in the Command Pool.

18.4 Special Rules

• GT 1 Reinforcements

a) **Soviet and Romanian:** The Soviet player may deploy GT 1 reinforcements on any east map edge hexes in Hungary or Romania (not just on printed depot hexes).

b) **German and Hungarian:** The Axis player may deploy GT 1 reinforcements on any west map edge hexes in Hungary, or on north map edge hexes east of the northernmost Axis fortified line hex, inclusive (not just on depot hexes).

19.0 COMBAT RESULTS

AA (Attacker Attrition): Reduce one attacking unit.

AD (Attacker Defeated): Reduce one attacking unit. Surviving attacking units retreat one hex.

AP (Attacker Panics): Attacking units retreat two hexes.

AS (Attack Stalls): No effect.

AW (Attacker Withdraws): Attacking units retreat one hex.

AZ (Attacker Disaster): Reduce all attacking units. Surviving attacking units retreat two hexes.

BB (Bloodbath): The attacker and defender each reduce one unit. If all defending units are cleared from the hex, then surviving attacking units may conduct pursuit.

DA (Defender Attrition): Reduce one defending unit. If all defending units are cleared from the hex, then surviving attacking units may conduct pursuit.

DD (Defender Defeated): Reduce one defending unit. Surviving defending units retreat one hex. Attacking units may conduct pursuit.

DP (Defender Panics): Defending units retreat two hexes. Attacking units may conduct pursuit.

DW (Defender Withdraws): Defending units retreat one hex. Attacking units may conduct pursuit.

DZ (Defender Disaster): Reduce all defending units. Surviving defending units retreat two hexes. Attacking units may conduct pursuit.

MA (Mobile Assault): Reduce one defending unit. Surviving defending units retreat one hex. Attacking units may conduct pursuit.

MD (Mobile Defense): Reduce one attacking unit. All defending units retreat one hex. Surviving attacking units may conduct pursuit.

OR (Overrun): Reduce all defending units. Surviving defending units retreat three hexes. Attacking units may conduct pursuit; mechanized units may pursue one additional hex.

OPTIONAL RULES

20.0 OPERATION PANZERFAUST

Operation Panzerfaust was the codename for the German coup which took over the Hungarian government in October 1944 and pretty much kept that country in the fight until the end of the war. In the standard rules its effects were built into the scenario set up but now some variability can be added.


20.1 Operation Panzerfaust

At the start of the Refit Phase on GT 1, the Axis player must roll the die and apply the result per the table below:

OPERATION PANZERFAUST TABLE DIE ROLL RESULT

1–2	Failure: reduce all full-strength Hungarian units, to include reinforcements, to their reduced side.
3–5	Friendly government installed: Axis gains 1 RP.
6–7	Hungarians rally: Axis gains 3 RP.

20.2 German Commandos


 The Axis can commit the JagdV SSU to the operation without expending an RP. This adds one (+1) to the Operation Panzerfaust die roll (20.1). If the outcome is Failure (an adjusted die roll of 2) then the SSU is eliminated. Otherwise, return the SSU to the Reinforcement Display.

21.0 OPTIONAL FORCES

Players can select optional units to create historical variant situations.


21.1 Wacht Am Donau

Hitler decides to hold on the Rhine and instead commits Sixth Panzer Army on the Budapest front. Deploy the following AKN units as reinforcements on GT 6: 1st and 2nd SS Panzer Corps, and 67th Infantry Corps. Also on GT 6, 501st Heavy Panzer SSU becomes available at no RP cost, and the Axis receive one additional RP.

 **Important:** 1st SS Panzer Corps is automatically available as an AKN reinforcement on GT 9 if *Wacht Am Donau* is not in effect; it is not a purely optional unit.


- **Effects:** Soviets gain 5 VP. If the Axis does not control both Buda and Pest at the end of GT 10, the Soviets gain an additional 5 VP. These VP are in addition to any VP the Soviets gain by occupying Buda and/or Pest (3 VP for Buda, 2 VP for Pest)

21.2 Additional AKS Forces

 Axis deploys the following AKS unit as a reinforcement on GT 5: 15th Mountain Corps.



- **Effects:** Soviets gain 2 VP.

21.3 Additional Second Ukrainian Front Forces

 Soviets deploy the following 2UF unit as a reinforcement on GT 9 (if *Wacht Am Donau* is in effect, then deploy on GT 7): 4th Tank Army.

- **Effects:** Axis gains 3 VP.

21.4 Additional Third Ukrainian Front Forces

  Soviets deploy the following 3UF units as reinforcements on GT 9 (if *Wacht Am Donau* is in effect, then deploy on GT 7): 38th and 39th Guards Rifle Corps.

- **Effects:** Axis gains 2 VP for both units.

21.5 Air Forces



1) Luftwaffe Jet Unit: Axis may deploy the Zbv air unit as a reinforcement on GT 7. The Zbv unit functions as a normal air unit but is never affected by adverse results on the Air Superiority table. It is affected by air attrition, and, if reduced, may not be refit.

- **Effects:** Soviets gain 4 VP.



2) Stavka Air Reinforcement: During initial at-start deployment, the Soviets roll one die. The result is the GT on which the Stavka air unit is received as a reinforcement (1 to 6).

- **Effects:** Axis gains 2 VP.

3) Air Activation: The Zbv and Stavka air units can be activated (and thus deployed and able to conduct air missions) by any friendly Command marker.

21.6 Better Soviet Rail Repair



Soviets can move units by rail in Hungary. This can only be done on rail hexes on or east of a Soviet Mobile Depot along a rail line back to a Soviet Logistical Source hex. Soviet units cannot move off the map via rail movement.

- **Effects:** Axis gains 2 VP.

Important: the two Soviet Contingent Logistical Source hexes may not be used.

22.0 AXIS AIR SUPPLY



The Axis can use Air Supply to provide logistics support to units on the ground (12.0).

22.1 Deployment

The Air Supply counter is a marker, not an air unit. Deploy the Air Supply marker as part of any Axis Command activation.

- Air Supply can be deployed in the same hex as other Axis air units. It cannot be deployed in a Soviet air zone.
- Air Supply can be redeployed for each activation.

22.2 Providing Air Supply

If placed on an Axis controlled airfield, that hex becomes an Axis Logistics Source (12.2) with a radius of two hexes which cannot be extended by railroads.

22.3 Restrictions

- If a Soviet air unit is placed in a hex with an Axis Air Supply Unit, and there is no Axis air unit in the same hex, automatically return the Air Supply to the Available display.
- The Air Supply unit is never affected by combat or air attrition.

23.0 BRIDGEHEADS



Bridgeheads represent crossing points over rivers. Each player has a set of Bridgehead markers.

23.1 Procedure

The attacker may place a bridgehead marker on any one river hexside across which units attacked. A player may place a bridgehead if:

- Friendly units attack across a river and incur a combat result of AS or BB; **and**,
- The result does not clear the hex of enemy units; **and**,
- There is at least one surviving attacking unit.
- For cross-river attacks against a *Festung* (Buda), a bridgehead may be placed if the attack produces BB, DA, DD, DP, DW, DZ, or OR results since the *Festung* negates the requirement for defending units to retreat (14.2). A marker may not be placed with an AS result.

23.2 Bridgehead Effects

- The river hexside with the marker does not provide defensive shifts (for either player). Treat as clear for combat purposes.
- If the terrain on the other side of the bridgehead is a city, then the enemy receives one less defensive shift (other city effects still apply). Further, as long as the bridgehead is in place, the player whose units are occupying the city cannot control that hex; it becomes a disputed hex with the attacker also not exerting control.
- A maximum of one bridgehead can be placed on a hexside.

23.3 Duration

A bridgehead remains on the map until:

- The owning player decides to remove the marker (which can be done at the end of any friendly Operations Impulse); **or**,
- There is no friendly unit in the hex from which the bridgehead was created: **or**,
- Enemy units attack the original attacking hex and inflict a result of BB, DD, DP, DW, DZ, MA, or OR.

When any of the above occurs, remove the marker from the map. It becomes available on the next impulse.

Important: The number of Bridgehead markers in the game is a limit.

24.0 SPECIAL SUPPORT UNIT ATTRITION

Certain combat results will temporarily remove SSU from play.

- **Attacker results:** AZ, BB
- **Defender results:** BB, DZ, OR

24.1 Replacement

When one of these results occurs, roll 1d6 and place the SSU on the TRRT that number of GT later. At the start of the Refit Phase of that turn place the SSU in the Support Units Available display. If the GT rolled is beyond the end of the scenario, the SSU is permanently removed from play.

25.0 AIR ATTRITION

During the Air Return Phase, each air unit used during the current GT (if it was not eliminated in air superiority combat) is checked for attrition. Roll one die and consult the Air Attrition Table. If the air unit was deployed in or adjacent to a hex containing an enemy flak unit, then use the designated column.

***Designer's Note:** Air attrition represents the effects of enemy antiaircraft, other losses due to non-combat reasons, and fatigue on air operations.*

26.0 HUNGARIAN-ROMANIAN HOSTILITY

In combat situations where any Romanian units are attacking Hungarian units, the Hungarians receive one left column shift. This applies only for defending Hungarian units and occurs regardless of the presence of other Axis and/or Soviet units.