

# ENCIRCLEMENT

At the end of 1944 Red Army reached the outskirts of the capital of Hungary, Budapest. Instant attack on such big, European city was certainly possible, but it'd take a long time and it could complicate Soviet plans of capturing whole Hungary during one winter offensive. That's why Soviet HQ decided to bypass the city from both south and north, hoping that Germans would evacuate it, afraid of losing their units there.

Meanwhile Germans, on the Hitler's direct command,

decided to defend the Budapest even in the complete encirclement, and moved further SS units to the city. They were right to suspect that Stalin will want to capture the Budapest despite the cost and hoped to make Soviets suffer heavy losses there. Red Army made its attacks with two armies – 4<sup>th</sup> and 46<sup>th</sup>. Soviets managed to surround Budapest, but they couldn't capture the city itself. Germans and Hungarians withdrew on the line of Balaton – Tata and started to prepare their counterattack.

## SET UP:

SOVIETS:		4 Guards Army		ArmDiv GD SS FH	
VI CavCorp Grd, HQ Plijev	101	34, 80 GrdDiv	3516	Art, HQ IX Corps SS	2203, 2303
IV CavCorp Grd	201	223 RifDiv, 40 GrdDiv	3617	12 Flak	2205
6 Armored Guards Army		4 GrdDiv	3717	KG A/13 ArmDiv	2106
IV MechCorp Grd (-1 SL)	400	52, 93 RifDiv	3819	271 InfDiv (-1 SL)	2206
V ArmCorp. Grd (-1 SL), HQ	300	5 GrdDiv, 9 AT	3919	52/22 CavDiv SS	2305, 2609, 2610
IX MechCrop Grd (-1 SL)	500	7 GrdDiv	4020	239 StuG	2507 U
7 Guards Army		84 RifDiv	4120	KG B/13 ArmDiv	2609
HQ, 51 ArmBrig/6	399	252 RifDiv	4222	211 InfDiv	2610 U
141, 303 RifDiv	702	41 GrdDiv	4223	8 SS MotDiv	2711, 2912
36 GrdDiv, 2AT	901	62 GrdDiv	4224	Solt	2912
243 RifDiv, 6 GrdDiv	1101	42 AT, 3 Art/3FU	4323	23 InfDiv (hung) (-2 SL)	3014 U
1, 2 Art, HQ, 27 ArmBrig Grd	1200	69 GrdDiv, 7 AT	4225	Art, HQ II Corps (hung)	3014, 3214
53, 409 RifDiv	1301	V CavCorp Grd	4715	6/3 ArmDiv 11/6 ArmDiv	2914
25 GrdDiv, 155 RifDiv	1602	VII MechCorp	4819	23 ArmDiv (-1 SL)	3418, 3619
3 Art	1601	I MechCorp Grd	H	325 StuG	3420
151 RifDiv	1701	HQ	4624	HQ, Art. III ArmCorp SS	3319
1, 2 Art/2FU	1300	Art.	3918	228 StuG	3319
9, 19/VII Corp (rom)	1900	GERMANS (FORTIFIED):		1 ArmDiv (-1 SL)	3821, 3921
2, HQ/VII Corp (rom)	2100	24 ArmDiv (-3 SL)	103	503 ArmBat	3821, 3921, 3923
297, 317 RifDiv	2402	18 ArmDiv GD SS (-3 SL)	304	153 InfDiv	3923, 4025, 4126
66 GrdDiv, 1 RU	2503	2 ArmDiv (w)	503	25 InfDiv (hung)	3929, 4130, 4232
1 Art/3FU	2703	357 InfDiv	903, 1203	4 CavBrig	2924
46 Army		4/1 CavDiv (hung)	1604	662 AT	2223
68 GrdDiv, 316 RifDiv	2809	1 ArmDiv (hung)	1604	1 CavDiv (hung)	2217
99 RifDiv	2810	12 InfDiv (hung)	1803	Art. 6A	1920
108 GrdDiv 320 RifDiv	3011	Billnitzer (hung)	1803	219 StuG	1522
59 GrdDiv	3111	10 InfDiv (hung)	2002	721 AT	1228
49, 86 GrdDiv	3213	Koranyi (hung)	1904	HQ, Art. LXXII Corp	1127
109 GrdDiv, 180 RifDiv	3313	Berendt (hung)	2006	InfDiv SL (hung)	713
12 AT, Art, HQ	3312	HQ I Corps (hung), Art. Buda	2105	HQ, Art. LVII ArmCorp	B
XVIII ArmCorp (-1 SL)	4011	17, 53/22 CavDiv SS	2004	3, 394/3 ArmDiv	1127
II MechCorp Grd	3814	StuG, 16/8 CavDiv SS	2103	4, 111/6 ArmDiv	1228
2 Art/3FU	3816	18/8 CavDiv SS	2203	U	3421, 3525, 3927

## NOTES:

- Game starts at 20 and ends at 31 of December
- Initiative: Soviets
- Supply: Germans: W, N, Soviets: E
- U – unit in the improved fortifications (red counter)
- u – unit in the field fortifications
- Player with bigger number of the vic-

tory points wins the scenario

- At the end of each day Soviet player removes 3 SL of any units of the 6 Armored Army and Plijev's Group.
- At the end of each day German player removes 1 SL of any units of the 24 Armored Division or 18 Armored Division.
- Bridges: Estergom-Sturowo

## VICTORY CONDITIONS:

### Red Army:

- Instant victory if Budapest is captured or completely surrounded by Soviets.
- 1 VP for each of the following hexes: 812, 713, 3319, 3420, 2217, 2821, 1611, 2008, 2609.

### Germans and Hungarians:

- 1 VP for each of the following hexes: 812, 713, 3319, 3420, 2217, 2821, 1611, 2008, 2609.

# KONRAD 1

At the 1 of January Germans launched their first attack to unblock the forces surrounded in Budapest. The attack was to be performed by the reinforced IV Armored Corps SS. Its task seemed to be pretty easy, since Soviet 4th Guards Army was stretched on the 60 km wide front line and it wasn't prepared for defense. Soviets had three mechanized corps in their reserve, but these units suffered some heavy losses during the winter offensive.

Germans surprised Soviets with crossing the Danube by the 96 Infantry Division that managed to made its way at the back of the Soviet 4th Army, already engaged in

combat with other German units. Soviet first line units begun to retreat, leaving their right flank unprotected. That's where 2 and 5 Armored Divisions SS attacked. Their march was unstoppable at first, but when they reached the high west of Budapest, they found that these positions are already covered by the elements of the 46 Army (moved from Budapest), supported by the armored and anti tank units.

Continuous attacks were unsuccessful and Germans begun to withdrew their forces at the Balaton lake area, where they planned to launch a decisive strike.

## SET UP:

<b>SOVIETS (FORTIFIED):</b>		180 RifDiv	2208	325 StuG	1228
297 RifDiv	2401	109 GrdDiv	2307	208 ArmBat	1224
<b>V CavCorp Grd</b>	2721	99 RifDiv	2407	1 SS	1222
<b>II MechCorp Grd (-3 SL)</b>	1606	316 RifDiv, 12 AT	2506	3 ArmDiv SS	1322
<b>XVIII ArmCorp (-2 SL)</b>	2217	Art., HQ	2309	977, 978/271 InfDiv	1423
<b>VII MechCorp (-3 SL)</b>	3318 (1)	<b>4 Guards Army</b>		<b>HQ IV ArmCorp SS</b>	1424
<b>I MechCorp Grd</b>	4110 (1)	80 GrdDiv, 9 AT	1320	5, 10/5 ArmDiv SS	1522
207 ArmBrig.	4110 (1)	4 GrdDiv	1621	Art. 6 A	1523
3 Art./3 FU	2803	34 GrdDiv	1920	9/5 ArmDiv SS	1629
2 Art./3 FU	2805	223 RifDiv	2121	4, 11/6 ArmDiv	1822
1 Art./3 FU	2608	Art.	2119	3, 6/3 ArmDiv	2023
317 RifDiv	2302	52 RifDiv	2223	10/8 ArmDiv	1822
66 GrdDiv	2403	93 RifDiv	2424	1 CavDiv (hung)	2225
68 GrdDiv	2503	40 GrdDiv	2724	HQ I CavCorp	2327
83 SeaBrig.	2605	5 GrdDiv, 42 AT	2923	4 CavBrig, 8 SS	2525
<b>VII Corp (rom.)</b>		7 GrdDiv	3124	128/23 ArmDiv	2725
(2, 19 InfDiv, 9 CavDiv)	2101	84 RifDiv	3323	23/23 ArmDiv, 219 StuG	2924
1, 2 Art./2 FU	1501	252 RifDiv	3524	126/23 ArmDiv	3125
<b>7 Guards Army</b>		41 RifDiv	3724	1/1 ArmDiv	3324
155 RifDiv	1702	69 RifDiv	3825	113/1 ArmDiv	3326
151 RifDiv	1704	HQ	3822	1 mot./1 ArmDiv	3526
3 Art.	1503	62 GrdDiv	4026	HQ, Art. <b>III ArmCorp</b>	3326
303 RifDiv	909	1 RU	4126	1, 2, 3/503, 228 StuG	3326 (1)
25 GrdDiv	705	7 AT	4203	25 InfDiv (hung)	3726, 3926, 4028
1, 2 Art., HQ	608			HQ, Art II Corp (hung)	3728
243 RifDiv	211	<b>GERMANS (FORTIFIED)</b>		52/22 CavDiv SS	3833
36 GrdDiv	312	357 InfDiv	114	KG B/13 ArmDiv	1222
141 RifDiv	412	28, 98/8 ArmDiv	314	Ney SS	1222
6 GrdDiv	513	111/6 ArmDiv	515	<b>Budapest:</b>	
409 RifDiv	613	394/3 ArmDiv	715	979/271 InfDiv, KG A/13 ArmDiv, 12	
53 RifDiv	713	InfDiv SL (hung)	813	Flak, ArmDiv FH, HQ, Art. <b>IX Corp</b>	
27 ArmBrig Grd, 2 AT	512	283/96 InfDiv	125	<b>SS</b> , 8 CavDiv SS, 17, 53/22 CavDiv SS,	
<b>46 Army</b>		284/96 InfDiv	915	<b>HQ I Corp (hung)</b> , Art./Buda, 1 Arm	
86 GrdDiv	1806	287/96 InfDiv	1118	Div (hung), 4/1 CavDiv (hung), 10	
59 GrdDiv	1807	HQ, Art. LVII ArmCorp	619	infDiv (hung), 12 InfDiv (hung),	
320 RifDiv	1907	662 Jagd	619	Billnitzer, Berndt, Koranyi.	
49 GrdDiv	2008	721 AT	1127		
108 GrdDiv	2108	HQ, Art. <b>LXXII ArmCorp</b>	1228		

## VICTORY CONDITIONS:

### GERMANS:

- **Instant** victory if there is a road connection, free of the enemy ZOCs, between Tata and Budapest and at last 7 hexes of the Budapest are controlled by the German and Hungarian units.

### SOVIETS:

- Victory if Germans won't accomplish their victory goal.





### NOTES:

- Game starts at 1 and ends at 7 of January
- Initiative: Germans
- Supply: Germans: W, N, Soviets: E
- U – unit in the improved fortifications (red counter)
- u – unit in the field fortifications
- Soviet units can't cross the Danube between Komarno and Esztergom
- Bridges: 2704-2705, 2707-2708

## TERRAIN INFLUENCE

Terrain:	Movement		combat effect
	motorized (track or half-track)	non-motorized	
clear	2(1)	1	-
hills	3(2)	1	+1
forest	4(3)	+1	+1
citi <sup>1</sup>	3	+1	+2
town	2	-	+1
main route	1/3 (1/2)	1/2	-
secondary route	1/2 (1 <sup>2</sup> )		-
river	+2	+1	+1
Danube	Only through the bridge	3	Halves Attacker's SP

1) if all movement is made on secondary route unit can move one additional hex on this road

Counter	Color	Influence	Attack	Defense
	black star	Influence combat against unfortified units. <i>Disabled if enemy uses white star. Disables yellow stars.</i>	YES <i>(if enemy is not fortified)</i>	YES
	white star	Influence combat against enemy mechanized units (and armored cars) <i>Disables black and yellow stars.</i>	YES <i>(see 15.1.5)</i>	YES
	yellow star	Influences any attack. <i>Disabled if enemy uses black or white star.</i>	YES	NO
	blue star	Influences any combat. <i>Cannot be disabled by enemy stars.</i>	YES	YES

# KONRAD 2

To keep an initiative, German HQ commanded III Armored Corps to attack in the central position of the front. Its goal was to destroy Soviet units there and to reach Biske to make a contact with a German forces fighting along the Danube. But Soviets weren't surprised and prepared their

defense with the help of some forests and the few rivers, slowing German advance down and withdrawing very slowly. Yet the moment of truth was about to come, since Germans brought new, fresh units to make their way through the Soviet lines.

SOVIETS (FORTIFIED):					
1 Art./2 FU	1803	99 RifDiv	2307	HQ, Art LXXII Corp	425
2 Art./2 FU	2002	316 RifDiv	2407	208 ArmBat, 662 Jagd	927
1 Art./3 FU	2608	Art., HQ	2309	721 AT, SL (hung) (-3 SL)	1127
2 Art./3 FU	2603	<b>4 Guards Army</b>		711 InfDiv	911, 1111, 1211
3 Art./3 FU	2502	4 GrdDiv (-1 SL)	1709	96 InfDiv	1412, 1512, 1613
83 MarineBrig.	2504	41 GrdDiv, 9 AT	2118	3 ArmDiv SS (-1 SL)	1814, 1914
66, 68 GrdDiv	2304	34 GrdDiv	1920	1 SS mot.	1814
297, 317 RifDiv	2204	40 GrdDiv	2121	5 ArmDiv SS (-1 SL)	2015, 2016
VII Corp (rom)	2102	223 RifDiv	2223	Ney SS	2016
<b>7 Guards Army</b>		52 RifDiv	2523	509 ArmBat	1815
155 RifDiv	2003	7 GrdDiv	2823	HQ IV Arm Corp SS	1715
25 GrdDiv	1903	5 GrdDiv, 42 AT	3023	Art 6 A	1718
151 RifDiv	1805	84 RifDiv, 7 AT	3323	4, 11/6 ArmDiv (-1 SL)	2117
3 Art.	1703	252 RifDiv	3624	111/6 ArmDiv	2018
113 RifDiv	2609	69 GrdDiv	3825	977, 978/271 InfDiv (-1 SL)	1820
303 RifDiv	115	62 GrdDiv	3420	KG B/13 ArmDiv	1821
243 RifDiv	316	HQ	3319	1 CavDiv (hung)	1922, 2124, 2325
2 Art.	515	93 RifDiv (-1 SL)	2517	HQ, Art. III ArmCorp	2130
36 GrdDiv	417	80 GrdDiv (-1 SL)	2418	17 Nbw	2130
141 RifDiv	519	Art.	2518	228 StuG	2525
6 GrdDiv, 2 AT	619	1 RU	4026	3 ArmDiv (-1 SL)	2725
409 RifDiv	721	6, 37/II MechCorp Grd (-2 SL)	1309	4 CavDiv, 8 SS mot.	2825, 2924
53 RifDiv	821	4, 5/II MechCorp Grd (-2 SL)	1610	HQ I CavCorp	3027
1 Art., HQ	718	110, 170/XVIII ArmCorp (-1 SL)	1912	23 ArmDiv, 219 StuG	3124, 3325
<b>6 Guards Armored Army</b>		32, 181/XVIII ArmCorp (-1 SL)	2014	1 ArmDiv, 503 ArmBat	3526, 3527
27 ArmBrig Grd	816	1, 2, 9/I ArmCorp Grd	2112	52/22 CavDiv SS	3730
HQ 823		3/I MechCorp Grd	2214	25 InfDiv (hung)	3726, 3926, 3929
<b>IX MechCorp Grd</b> (-3 SL)	824	207 ArmBrig	2214	HQ, art II Corp (hung)	3833
<b>V ArmCorp Grd</b> (-3 SL)	926, 1126	63, 64/VII MechCorp (-1 SL)	2115	<b>Budapest</b> (save to the hexes 2204 and 2304):	
<b>IV MechCorp Grd</b> (-3 SL)	814	16, 41/VII MechCorp (-1 SL)	2217	979/271 InfDiv, KG A/13 ArmDiv,	
51 ArmBrig	926	11, 12/V CavCorp Grd	2020	12 Flak, ArmDiv FH, HQ, Art. IX	
<b>46 Army</b>		63/V CavCorp Grd	2422	<b>Corp SS</b> , 8 CavDiv SS, 17, 53/22	
86 GrdDiv	1109	<b>GERMANS (FORTIFIED):</b>		CavDiv SS, HQ I Corp (hung),	
109 GrdDiv	1410	357 InfDiv	116, 216 318	Art./Buda, 1 ArmDiv. (hung),	
49 GrdDiv, 12 AT	1711	211 InfDiv	419, 520, 621	4/1 CavDiv (hung), 10 InfDiv (hung),	
59 GrdDiv	1807	325 StuG	520	12 InfDiv (hung), Billnitzer, Berndt,	
320 RifDiv	1907	HQ, Art LVII ArmCorp	421	Koranyi	
108 GrdDiv	2008	28, 98/8 ArmDiv	723, 725		
180 RifDiv	2208	10/8 ArmDiv	1228		
		20 ArmDiv	126		

## NOTES:

- Game starts at 7 and ends at 17 of January, but players may decide to make it longer if they want to.
- Initiative: Germans
- Supply:  
Germans: W, N, Soviets: E
- u - unit in the field fortifications
- Soviet units can't cross the Danube between Komarno and Esztergom
- Bridges: 2704-2705, 2707-2708
- Since the 14 of January, at the end of each turn German player has to remove 1 SL of the German and Hungarian units in Budapest.
- Victory Conditions: same as in the "Konrad I" scenario.

Germans and Hungarians		Callendar	Soviets	
		1 I	6 Grd Armored Army (- 8 SL)	A
17 Nbf	D	2 I		A
1, 2/509	D	3 I	113 RifDiv	N
211 InfDiv.	B			
		4 I		
711 InfDiv.	D	5 I		
20 ArmDiv.	B	6 I		
2 ArmDiv. (h)	D	7 I		
403 VAK, HQ, Art. VIII C (h)	D			
239 StuG	D	8 I		
153 InfDiv.	B			
		9 I		
23 InfDiv. (h)	D	10 I		
3 CavDiv.	E	11 I		
		12 I	93 GrdDiv	M
		13 I		
		14 I	24 AT	P
203 StuG	C	15 I	21, 104, 122 RifDiv	M
KG A/III C	3432			
303 StuG	E	16 I	74 DS	M
regiment of the 44 InfDiv.	D			
regiment of the 44 InfDiv.	D	17 I	11 AT	P
-2 SL from 8 lub 20 ArmDiv. regiment of the 44 InfDiv.	D	18 I	-2 SL of the 6 Guard Tank Army 22 AT	P
-2 SL from 8 lub 20 ArmDiv. 19 Nbf	D	19 I	-2 SL of the 6 Guard Tank Army 32 BZmech., 233, 236 DS/57 A	F, G
-2 SL from 8 lub 20 ArmDiv.		20 I	-2 SL of the 6 Guard Tank Army	
-2 SL from 8 lub 20 ArmDiv.		21 I	-2 SL of the 6 Guard Tank Army	
-2 SL from 8 lub 20 ArmDiv.		22 I	-2 SL of the 6 Guard Tank Army	
		23 I	-2 SL of the 6 Guard Tank Army	
		24 I	-2 SL of the 6 Guard Tank Army	
		25 I		
		26 / 27 / 28 / 29 / 30 / 31 I		

# KONRAD 3

At the 17 of January Germans and Hungarians launched their new attack. This time they seek for success at the right flank, near the city of Szekesfehervar. That's where they gathered most of their armored forces.

Successful defense against previous two enemy attacks weakened Soviet units, while their front line was stretched

out. They also lacked of reserves. Another German attack could be devastating. Too weak to take an initiative, Soviets could only await further enemy attacks, using the time to strengthen their positions, with better concealment and entrenchment.

## SET UP:

<b>SOVIETS (FORTIFIED):</b>		1, 3, 9/I G (-2 SL)	2212	721 AT, 203 StuG	825
<b>VII Corps (rom)</b>	2104	2/I G, 207 ArmBrig	2212	InfDiv SL (hung) (-3 SL)	1127
74 RifDiv	3706	Art, HQ	2309	711 InfDiv	910, 1110, 1310
1 RU	4126	6, 37/II G (-2 SL)	1409	KG B/13 ArmDiv	1310
63 MechBrig/VII	3926	4, 5/II G (-2 SL)	1610	96 InfDiv	1412, 1613, 1814
64 MechBrig/VII	3518	1 Art./2 FU	1803	3 CavDiv	1915, 2016
16 MechBrig/VII	3618	2 Art./2 FU	2102	HQ I CavCorp	1515
41 ArmBrig/VII (-1 SL)	3621	1 Art./3 FU	2604	23 InfDiv (hung)	2017, 1922, 2024
122 RifDiv	4014	2 Art./3 FU	2502	HQ, Art. <b>VIII Corp (hung)</b>	1629
21 RifDiv	3814	3 Art./3 FU	2507	6 ArmDiv (-1 SL)	2019, 1920
104 RifDiv	3614	83 SeaBrig	2405	2 ArmDiv (hung)	2225, 2525
<b>4 Guards Army</b>		66, 68 GrdDiv	2304	662 Jagd	2130
69 GrdDiv, 42 AT	3725	297, 317 RifDiv	2204	Art. 6 A	2327
252 RifDiv	3624			<b>HQ, Art III ArmCorp</b>	3222
84 RifDiv	3622	<b>7 Army</b>		228 StuG	3222
41 GrdDiv	3421	151, 155 RifDiv	2005	1 CavDiv (hung)	2725
Art., HQ	3420	25 GrdDiv	2005	4 CavDiv, 8 SS mot.	2924, 3023
62 GrdDiv	3319	3 Art.	1903	23 ArmDiv, 219 StuG	3221, 3320
5 GrdDiv, 7 AT	3220	303 RifDiv	115	1 ArmDiv (-1 SL)	3423, 3424, 3525
93 GrdDiv	3020	243 RifDiv	316	503 ArmBat	3423, 3424, 3525
7 GrdDiv	2822	36 GrdDiv	417	17 Nbw	3323
93 RifDiv	2623	141 RifDiv	519	403 VAK	3326
52 RifDiv	2424	6 GrdDiv	620	3 ArmDiv SS (-1 SL)	3129
223 RifDiv	2223	409 RifDiv	622	HQ IV ArmCorp SS	3230
34 RifDiv	2021	53 RifDiv	1122	5 ArmDiv SS (-1 SL)	3330
40 GrdDiv	2119	1, 2 Art., HQ	820	3 ArmDiv (-1 SL)	3432
80 GrdDiv, 9 AT	2217	27 ArmBrig Grd, 2 AT	818	509 ArmBat	3331
4 GrdDiv (-1 SL)	1809	<b>6 Guards Armored Army</b>		1 SS mot.	3527
V CavCorp Grd (-1 SL)	2617	HQ	716	52/22 CavDiv SS	3727
110, 170/XVIII (-1 SL)	2215	<b>IV MechCorp Grd (-4 SL)</b>	815	Ney SS	3828
32, 181/XVIII (-1 SL)	2014	51 ArmBrig	816	303 StuG	3730
24 AT	2215	<b>IX MechCorp Grd (-4 SL)</b>	824	HQ, Art II Corp (hung)	3833
		<b>V ArmCorp Grd (-4 SL)</b>	1124	25 InfDiv (hung)	4028, 4030, 4131
<b>46 Army</b>				KG A/III KA	3929
49 GrdDiv, 12 AT	1913			<b>Budapest:</b>	
109 GrdDiv	1711	<b>GERMANS (FORTIFIED)</b>		KG A/13 ArmDiv, 12 Flak, Pz,	
86 GrdDiv	1108	357 InfDiv	116, 216 318	Gren./ArmDiv FH, HQ, Art IX Corp SS,	
59 GrdDiv	1806	211InfDiv	419, 521, 523	Stug, 16/8 CavDiv SS, 17/22 CavDiv	
320 RifDiv	1807	325 StuG	523	SS, HQ I K(hung), Art./Buda, 1 ArmDiv	
108 GrdDiv	2008	HQ, Art <b>LVII ArmCorp</b>	323	(hung), 4/1 CavDiv (hung), 10 InfDiv	
180 RifDiv	2108	153 InfDiv	126, 926	(hung), 12 InfDiv (hung), Billnitzer,	
99 RifDiv	2208	20 ArmDiv	225, 526, 1125	Berndt (hexes 2105, 2205, 2006, 2106,	
316 RifDiv	2407	8 ArmDiv.	725, 726, 1125	2206 only).	
113 RifDiv	2609	208 ArmBat	725		
		HQ, Art. <b>LXXII Corp</b>	726		



## VICTORY CONDITIONS:

### GERMANS:

- **Instant** victory if there is a road connection, free of the enemy ZOCs, between Tata and Budapest and at least 4 hexes of the Budapest is controlled by the German and Hungarian units.

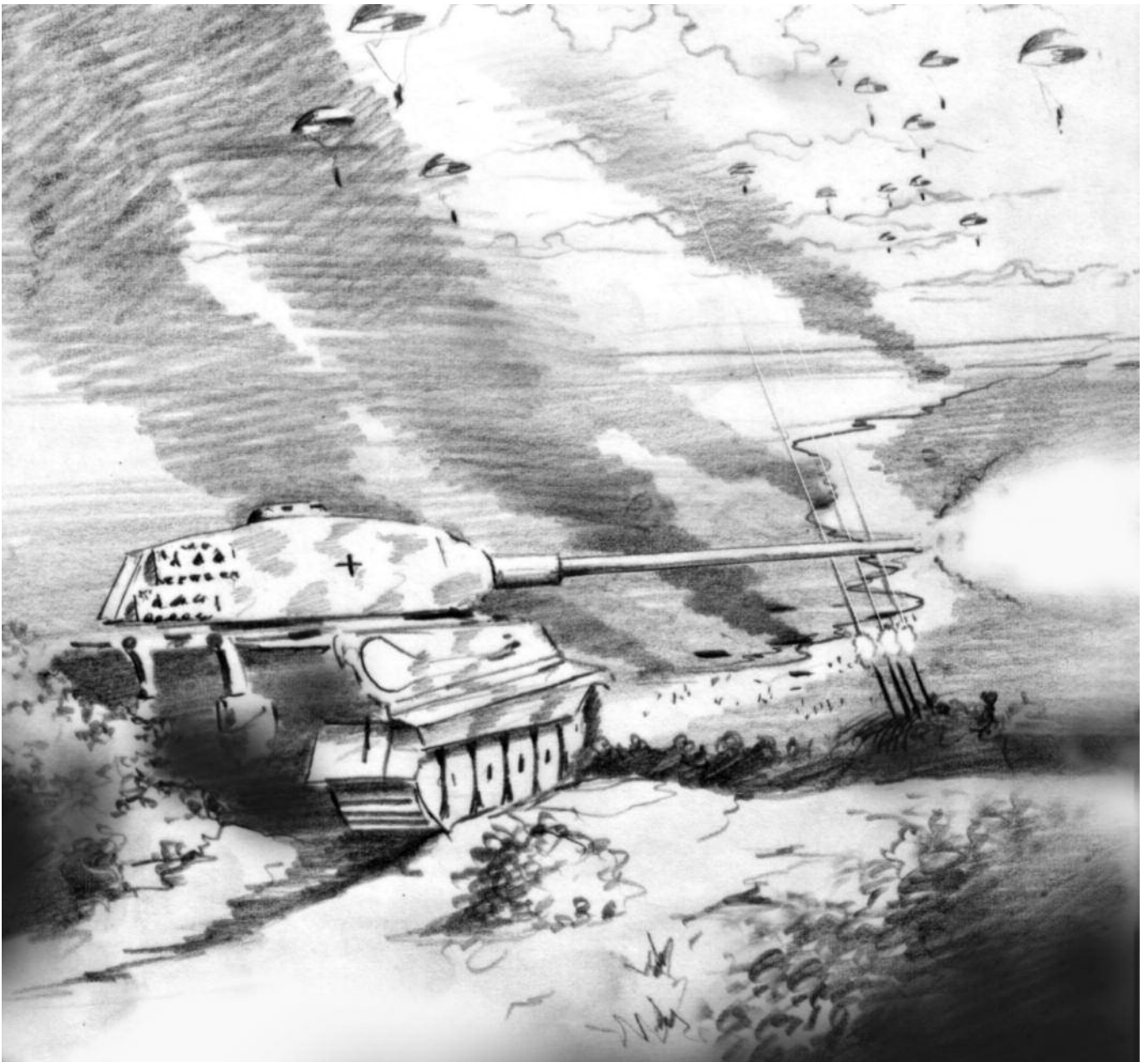
### SOVIETS:

- **Instant** victory if Germans won't accomplish their victory goal.

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### NOTES:

- Game starts at 17 and ends at 31 of January, but players may decide to make it longer if they want to.
- Initiative: Germans
- Supply: Germans: W, N, Soviets: E
- u – unit in the field fortifications.
- Soviet units can't cross the Danube between Komarno and Esztergom.
- Bridges: 2704-2705, 2707-2708, 1805-1806.
- Since the 18 of January, at the beginning of each turn players have to remove SIs mentioned in the reinforcements table.
- Since the 18 of January, at the beginning of each turn German player has to remove 1 SL of the units in Budapest.



# TAVASZI EBREDES

At the march 1945, when Third Reich was brought to its knees under the Allies' attacks, with Soviet armies at river Odra, about 50 km from Berlin and Americans entering Czechoslovakia, Germans decided to perform one more powerful strike near Budapest.

They used two regular corpses and three SS corpses. Their goal was to cut off Soviet forces fighting south of Balaton lake.

Battle was fought with extremely hard weather conditions.

## SET UP:

### GERMANS: (fortifited)

	<b>SOVIETS:</b>	155 RifDiv, 24 AT 3717		HQ, Art. <b>VIII Corp (hung)</b>	1920
	<b>46 Army</b>	36 GrdDiv, 11 AT	3918	1 CavDiv (hung) 2222, 2423, 2723	
86 GrdDiv	1110	68 GrdDiv, 22 AT	4120	3 ArmDiv SS (-3 SL)	2922
109 GrdDiv	1411	1 Art./7 A	4727	6 ArmDiv (-1 SL)	2924
180 RifDiv	1612			HQ IV ArmCorp SS	3122
49 GrdDiv	1913	<b>57 Army</b>		2 ArmDiv (hung) (-2 SL)	3121
59 GrdDiv	2114	233 RifDiv, 31 AT	4322	5 ArmDiv SS (-3 SL)	3220
Art., HQ	2213	236 RifDiv	4620	3 ArmDiv (-1 SL)	3319
99 RifDiv	2217			1 ArmDiv (-1 SL)	3419
	<b>4 Guards Army</b>	74 RifDiv	4624	1, 2/509 ArmBat	3420
252 RifDiv	2318	93 RifDiv	4426	Art. 6 A, 228 StuG	3320
223 RifDiv	2421	151 GrdDiv	4628	HQ, Art. <b>III ArmCorp</b>	3321
52 RifDiv	2721	1 Art./3 FU	4117	356 InfDiv	3619
7 GrdDiv, 42 AT	2920	2 Art./3 FU	4521	17 Nbw	3326
5 GrdDiv	3019	3 Art./3 FU	4624	19 Nbw, 325 StuG	3520
41 GrdDiv, 9 AT	3118	66 GrdDiv	4824	1, 2/503 ArmBat	3621
69 GrdDiv	3317	21 RifDiv	4316	44 InfDiv	3719
80 GrdDiv	2717	Art., HQ 26 A	5116	23 ArmDiv (-1 SL)	3820
Art., HQ	2917			219 StuG	3820
62 GrdDiv	3115	<b>46 Army</b>		2 ArmDiv SS (-1 SL)	3721
40 GrdDiv	2614	320 RifDiv	3812	HQ <b>II ArmCorp SS</b>	3822
4 GrdDiv	2811	316 RifDiv	4111	HQ <b>I ArmCorp SS</b>	3923
34 GrdDiv, 7 AT	3012	108 GrdDiv	4411	1 ArmDiv SS (-1 SL)	3920
84 RifDiv	4908	207 ArmBrig	2814	501 ArmBat, 560 Jagd	3921
	<b>27 Army</b>	3, 39/XXIII ArmCorp (-1 SL)	2815	25 InfDiv (hung)	4022
206 RifDiv	2609	56, 135/XXIII AC (-1 SL)	2914	12 ArmDiv SS (-1 SL)	4122
38 RifDiv	3310	110, 170/XVIII AC (-1 SL)	3814	9 ArmDiv SS (-1 SL)	4024
78 RifDiv	3214	32, 181/XVIII AC (-1 SL)	4214	3 CavDiv (-1 SL)	4224
163 RifDiv	3512	208 ArmBrig	4014	303 StuG	4225
1 Art./2 FU	2619	1, 3/I MechCorp Grd	4910	4 CavDiv	4226
2 Art./2 FU	3416	2, 9/I MechCorp Grd (-1 SL)	4811	403 VAK	4025
1 RU, 12 AT	3517	209 ArmBrig	4812	KG A/III KA	4126
202 RifDiv	3706	63 DK/V CavCorp	5013	HQ <b>I CavCorp</b>	4126
Art., HQ	4906	11 DK G/V CavCorp	5014	HQ, Art. <b>II Corp (hung)</b>	3730
337 RifDiv	3206	12 DK G/V CavCorp	5015	662 Jagd	1522
	<b>7 Army</b>				
		96 InfDiv	912, 1312, 1614		
		23 InfDiv (hung)	1815, 2017, 2119		

## NOTES:

- Game starts at 4 and ends at 20 of March
- Initiative: Germans
- Supply: Germans: W, N, Soviets: E

- u - unit in the field fortifications
- Player with a higher number of VP wins
- Bridges: 2704-2705, 2707-2708.
- Only hexes south of Danube and south of hexrow 8xx are in play.

- Air force: Soviets: 2 and 3 SP (these two cannot be used together to defend one hex)
- Germans: 3 SP



## VICTORY CONDITIONS:

### GERMANS:

- <b>Instant</b> victory if there is a road connection, free of the enemy ZOC, between Komarom and Budapest	
- For hex 4209	12 VP
- For hex 4908	20 VP
- For hex 5710	15 VP
- For each city hex (save to Budapest)	3 VP
- For each town hex – 2 VP	2 PZ

### SOVIETS

- For making German instant victory impossible	16 VP
- For hex 4209	8 VP
- For hex 4908	3 VP
- For hex 5710	6 VP

- Set up abbreviations: Corp – Corps, Div – Division, Brig – Brigade, Bat – Battalion, Inf – Infantry, Rif – Rifles, Grd – Guards, Arm – Armored, Mech – Mechanized, Mot – Motorized, Cav – Cavalry, Art – Artillery, AT – Anti-Tank, Hung. - Hungarian, Rom. – Romanian, SL – Strength Level

- 1 SL – unit starts the game with 1 Strength Level lost (from the entire stack)

## TERRAIN TABLE FOR THE TAVASZI EBREDES (WINTER AWAKING) SCENARIO:

Terrain:	Movement		combat effect
	motorized (track or half-track)	others	
clear	3	2	-
hills	3	2	+1
forest	3	2	+1
citi <sup>1</sup>	3	2	+2
town	2	2	+1
main route	1/2	1/2	-
secondary route	1	1	-
river	+2	+1	+1
Danube	Only through the bridge	3	Halves Attacker's SP

