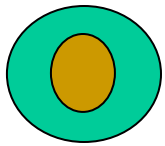
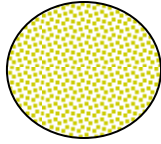


Hungarian Setup

Bridge



**Wooded hill (woods with underbrush) with clear hilltop. Units on the hilltop can see over the woods**



**Rough Terrain**



**Plowed Farm Field-Treat as Sparse Edge/Deep- No cover, Vehicle Bog-down check**



**Muddy Field with stone wall**



**Wooden Building (1 sector)**



**Stone Building (2 sectors)**



**Brick Wall**



**Ford\* - somewhere on the river line.**




**Unfordable River with Bridge**






**High Bank Treat as Bocage**
















# Reconnaissance Elements 1<sup>st</sup> Armored Division

Command (Vet)  
 **x1 Commander** HU-P11

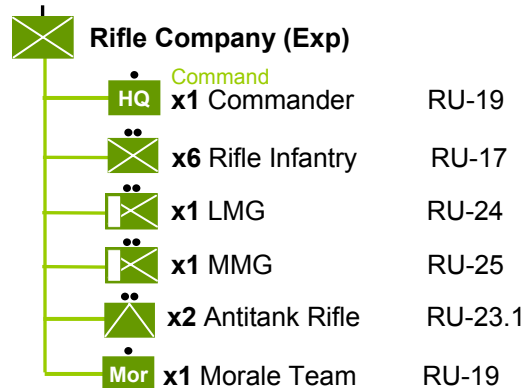
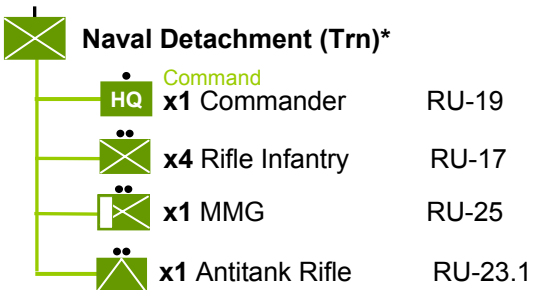
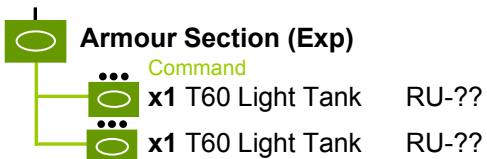
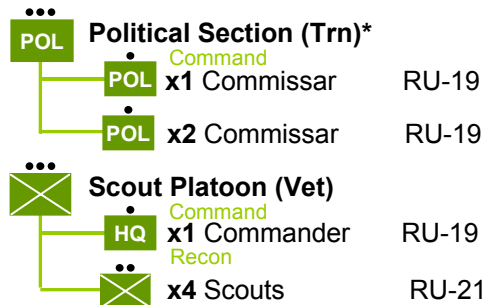
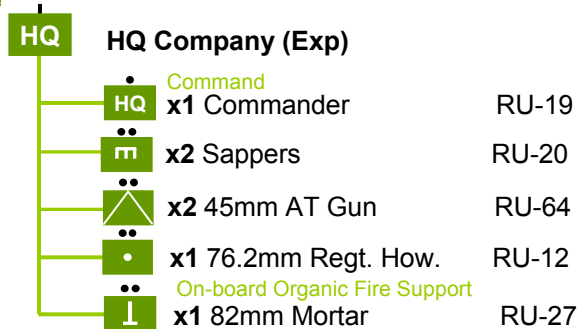
 **Arm. Recon Platoon (Exp)**  
Command/Recon  
 **x1 Toldi I** HU-P04  
Recon  
 **x2 Toldi II** HU-P05

 **Engineer Detachment (Vet)**  
Command  
 **x1 Commander** HU-P11  
 **x7 Engineers** HU-P15  
1 with Flame  
 **x1 Antitank Rifle** HU-P17

 **Mot. Recon Company (Vet)**  
Command/Recon  
 **x1 Commander** HU-P11  
Recon  
 **x12 Rifle** HU-P12  
 **x3 LMG** HU-P13  
 **x1 Antitank Rifle** HU-P17  
Organic Fire Support  
 **x1 50mm Mortar** HU-P19

 **ME-15 Mot. Support Co. (Vet)**  
Command  
 **x1 Commander** HU-P11  
 **x2 MMG** HU-P14  
 **x1 3.7cm AT Gun** HU-P21  
 **x1 Nimrod** HU-P10  
Organic Fire Support  
 **x1 Forward Observer** HU-P15  
 **x2 81mm Mortar** HU-P20

# Retreating Elements Russian Infantry



**2 x (3" by 1" Minefields)**

## **Hungarian Orders:**

### **Situation:**

The front has broken open and Russian forces have been retreating in disarray. You are leading reconnaissance elements of the 1<sup>st</sup> Hungarian Armored Division, a veteran formation, and have been following up the retreating Russians. You encountered some resistance and dismounted from your trucks before continuing the advance.

### **Mission:**

Capture the bridge (intact if possible) and clear the approaches to the river.

### **Execution:**

Your forces are detailed below. You have no supporting artillery other than your organic mortars.

### **Setup.**

All Hungarian forces can set up within the triangle formed by the road at the West edge. Units can be kept off-board if desired, and can enter from the board edge within the triangle on turn 1.

## **Russian Orders:**

### **Situation:**

The front has broken open, and Soviet forces have been retreating to the river line. You have been gathering scattered units in an attempt to form a defensive line at the river on the East edge of the board. A political contingent has joined you to bolster the morale of your forces.

### **Mission:**

You are to delay the advancing Hungarians and give your engineers time to blow the bridge.

### **Execution:**

Your forces are detailed below. You have no artillery support except for the organic mortar and the 76mm gun.

### **Special Rules:**

#### **Setup:**

A 4" wide ford must be located somewhere on the river (not necessarily where indicated on the map. Record the position at the beginning of the game.

Russians start anywhere 10" or more from the road V at the West edge of the map.

The Russian tanks start anywhere to the East of the River. They may not move until they spot a Hungarian unit or the Hungarians capture the village or housing complex.

Russians may place one unit in a dug-in position on any of the hilltops. Other Russians start hidden but not in dug-in or improved positions. Russians not otherwise engaged may attempt to improve their positions.

The Russians may place 2 x (3" by 1") minefields anywhere within their setup area.

## **Russian orders (p.2)**

### **Blowing the Bridge.**

- The Soviets must have an undisordered engineer unit within 1" of the bridge to attempt to blow it.
- Starting at turn 6 and on every turn thereafter, the Soviets may attempt to blow the bridge by rolling a d10, On turn 6 a 1 succeeds, and the chance increases by 1 on every turn after that (1,2 on turn 7 1,2,3 on turn 8, etc).

### **Undisordered Commissar units:**

Give a +1 bonus on the maneuver table to all friendly units within 5", this is in addition to any other leader bonuses.

Give a +1 bonus to all other friendly troop units within 5" when they attack or defend against close combat.

Are treated as a leader for fire and defending against close combat. When they initiate close combat, they have a CC strength of 0.

### **Morale Team:**

The undisordered morale team gives a +1 bonus to all friendly troop units of the infantry company within 5" when they attack or defend against close combat. The morale team is not counted as a commissar or leader.

**Game Length 12 turns – On turn 1, roll a die, the high roll gets to choose who moves first for the game.**

**Hungarian Victory Points:**

- 1) Capture the two hills at the West End of the board – 2pts each**
- 2) Capture the hill at the East End of the board – 3pts**
- 3) Secure and hold intact bridge – 12pts**
- 4) Secure and hold destroyed bridge – 5pts**
- 5) Capture and hold small housing complex on South of the board 3pts**
- 6) Capture and hold village in center of board 5pts**
- 7) Kill or capture Soviet Political team (2 pts for the commander, 1pt for each of the other two)**
- 8) Destruction or routing off board of a full Soviet Maneuver Element (5pts)**

**Soviet Victory Points:**

**12 pts for blowing the bridge.**

**5pts for holding the bridge on turn 11**

**5pts for holding the bridge on turn 12**

**Village, hills, housing complex – same as Hungarian.**

**Holding an area:**

**Be the last to move through it or occupy it AND have no undisordered enemy unit within 5". At the beginning of the game, the Russians hold all the victory point locations, even if they are not occupied.**