



17. FESTUNG BUDAPEST CAMPAIGN GAMES³³

17.1 INTRODUCTION: The Campaign Games offer two or more players a series of interrelated scenarios pertaining to the Russian siege of Budapest against a combined German and Hungarian defender. The battle focuses on the final reduction of the Buda (west) side of the city from 1 January through 11 February 1945. Late in the battle a number of liberated Hungarian units from the Buda Volunteer Regiment fought with the Russians against the Axis defenders. Using this system, a variable number of scenarios are played, each simulating a microcosm of the actual battle occurring on those days of the campaign.

17.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players make use of a special CG phase called the Refit Phase (RePh), wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) in the form of infantry squadrons, infantry companies, AFV sections, OBA modules, and gun sections—to name a few—may be selected by the players and purchased through the expenditure of Campaign Purchase Points (CPP).

17.12 CASUALTIES: Casualties suffered in a CG scenario and its subsequent RePh must be placed in their respective “Casualties” box on the Chapter FB divider ([17.15](#)), since their Casualty VP ([A26.22](#)) total is used both to determine a DRM for the CPP Replenishment Tables ([17.6161-.6162](#)) and for all CG non-Initial-Scenario Victory Conditions. The CVP value of a unit unable to be removed (e.g., wrecked AFV) should be noted on scrap paper. (Alternatively, a player may keep a running tally of all CVP suffered by his side during the CG scenario and its subsequent RePh in the “Casualty VP Tally Box” on the Fortification Purchase Record [[17.14](#)].)

17.13 TEAM PLAY: The three CGs herein ([17.51-.53](#)) are easily adapted—indeed, recommended—for team play, with each player commanding either certain unit types (EX: In CGs I & II, one player commands all the armor and Guns, another the remaining Infantry, of one side), or a mapsheet sector (EX: one player commands the forces on/north-of hexrow O), or by nationality (EX: one player commands the Russians, one the Germans, and one the Hungarians). If desired, an overall commander may determine which RG(s) his subordinate players will receive.

17.14 CG ROSTER, RG PURCHASE RECORD, & FORTIFICATION PURCHASE RECORD: The enclosed printed copies of the FB “CG Roster,” “RG Purchase Record,” and “Fortification Purchase Record” should be photocopied and used by CG players to record important CG information. See RePh steps [17.616-.619](#) and [17.622-.623](#) for information on updating the CG Roster; see [17.6198](#) for specifics on the RG Purchase Record; see [17.12](#) and [17.621](#) for directions on completing the Fortification Purchase Record.

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17.15 CHAPTER FB DIVIDER: The two Chapter FB dividers provide spaces for keeping each side’s Eliminated units, Reinforcements available to enter (one boxed area should be used per RG) and Retained units for the next scenario. Russian/BVR units are kept on the front side of the divider, while German/Hungarian units are placed on the back side of the divider. As reinforcements (and even Retained units) for each side can be kept secret, it is suggested that the players keep its forces out of sight of the opposing side. During the RePh the divider can be used to place purchased fortification counters in the

“Fortification Counters” box until they are positioned on the map. Wounded leaders and Captured and malfunctioned Weapons may also be separated until resolved in their respective phases.

17.16 REDUCED SIZE FB MAP SECTIONS: Reduced-size, grayscale versions of the four individual FB map sections (NE, NW, SE, and SW) have been provided to conduct RePh step [17.6066](#). It is suggested that photocopies of these map sections be made to support multiple CG Days and multiple playings of a CG.

17.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the FB Campaign Game system.

ACM (Arrow Cross Militia): After the forced resignation of Hungarian Regent Admiral Mikl6 Horth on 15 October 1944, the Germans gave control of the Hungarian government to the fascist Arrow Cross Party under the leadership of newly named Prime Minister Ferenc Sz6lasi. The new ruling Party was backed by a 1,500-member-strong militia, which in CG terms is represented by an Infantry RG (IH5) comprised of 1st Line 5-2-6 ACM squads ([13.9](#)), as denoted by the Arrow Cross Party symbol in the upper right hand corner of their counter, and regular Hungarian 3-4-7 1st Line MMC counters.

Axis: German and Hungarian forces.

BVR (Buda Volunteer Regiment): Comprised of former Royal Hungarian Army personnel that either defected or were taken prisoner, these units now fight as a Russian ally ([14.](#)).

CG: Campaign Game.

CG Day: One day of a CG (whether a scenario is played or not); e.g., 19 January is the first CG Day of CG I ([17.51](#)), 20 January is its second CG Day, etc. Each CG Day (except for the first in each CG) begins upon the passage of RePh step [17.612](#) ("New CG Day & SAN Adjustment").

CG Roster: Daily CG information record sheet.

Coy (company): A CG Infantry RG organization type.

CPP (Campaign Purchase Points): Used to buy RG(s) in RePh step [17.619](#), either Generic (GCPP) or Specific (SCPP) in nature.

Depleted: A RG received at its lower Strength.

Eliminated: Units/Equipment "Eliminated" in a CG are removed from that side's OB.

Equipment: Any SW/Gun/Vehicle/Daisy-Chain that can be part of a side's OB. Any counter that can be Portaged/driven/Manhandled about on the map.

Escape: The process by which a unit attempts to leave an Isolated Area ([17.6063](#)).

FB: *Festung Budapest* Historical ASL module.

FPP (Fortification Purchase Points): Used to purchase Fortifications in RePh step [17.621](#).

Fortification Purchase Record: Daily Fortification purchase record sheet.

Front Line Location: Each Location that belongs to a(n) (Alternate) Hex Grain of a Perimeter marked in RePh step [17.605](#). Each Front Line Location is part of a "loop" of adjacent Front Line Locations.

Full Strength: An Infantry/AFV/Gun/Aircraft RG received *in toto*.

GCPP (Generic Campaign Purchase Points): Used to buy *any* allowed RG in RePh step [17.619](#). Unused GCPP may be added to the SCPP total.

German: Wehrmacht and SS units.

Hungarian: Any of the various Hungarian nationality military and para-military forces fighting on the Axis side as the last remaining German ally. In FB these forces include units from the Royal Hungarian Army (RHA), Arrow Cross Militia, Gendarmerie, Budapest Watch Battalion, University Assault Battalion, and others.

Idle Day: A CG Day in which both sides have picked an Idle chit (no CG scenario is played).

Initial Scenario: The first scenario of a CG (see [17.51-53](#)). A CG's Initial Scenario gives each side's setup/entry restrictions, Initial Scenario Victory Conditions, starting OB (including certain predetermined RGs and a pool of GCPP to spend on additional RGs), and the SSR applicable only to that Initial Scenario.

Isolated Area: A group of adjacent Isolated Locations.

Isolated Location: A Location that lies within the Perimeter Area of both sides.

No Man's Land: Locations that are either outside both Perimeter Areas or part of a type A (i.e., unoccupied) Isolated Area ([17.606](#)).

OB (Order of Battle): All units, Equipment, and Fortifications of a side that are eligible to participate in the next CG scenario, including all Retained units/Equipment *and* all RG(s) purchased since the last CG scenario.

Perimeter: All of the (Alternate) Hex Grains formed by the placement of the Perimeter markers enclosing a section(s) of the map. Although the (Alternate) Hex Grains marked out in RePh step [17.605](#) might produce \geq one Perimeter "loop" (i.e., one [or more] "main loops" and one [or more] Pockets), there is still only one Perimeter per side.

Perimeter Area: All hexes enclosed by, and including, a side's Front Line Locations ([17.605](#)).

Pltn (platoon): A CG Heavy Weapons RG organization type.

Pocket: An Isolated section of the Perimeter Area created in RePh steps [17.6056-6058](#). A Pocket may never include any friendly ([17.6058](#)) mapedge hex(es).

Reduced: A RG received at its middle Strength.

RePh (Refit Phase): The series of steps performed between CG scenarios. All Chapter FB rules beginning with "[17.6](#)" are FB CG RePh rules/steps.

Retained: All units/Equipment in a side's OB that are available for on-map/off-map setup in the next CG scenario; i.e., all that remain available from the last CG scenario, all RG(s) purchased since the last CG scenario but prior to the current CG Day, and all RG(s) purchased on the current CG Day. Retained units/Equipment (important: see [17.6134](#) for FT/DC) should be kept in the "Retained" box on the Chapter FB divider ([17.15](#)) when not on-map or not setting up to enter the map.

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for use in the CG as additions to a side's OB. Also includes FPP ([17.621](#)), SAN increase, OBA ([C1](#)), Pre-Registration ([C1.73](#)), and Offboard Observer ([C1.63](#)).

RG Purchase Record: The sheet used to record the units-in/information for each CG RG type. One line is filled out for each RG purchased. Players are urged to photocopy the one provided herein.

RHA (Royal Hungarian Army): A unit of the Royal Hungarian Army.

Section: A CG AFV/Gun RG organization type.

SCPP (Specific Campaign Purchase Points): Used to buy *only* "A" (AFV) and/or "G" (Gun) type RG(s) ([17.6191](#)) in RePh step [17.619](#). SCPP may *not* be added to the GCPP total.

Sqdn (squadron): A CG German Waffen-SS Kavallerie (Cavalry) Infantry RG organization type.

Stone Location: Each stone-building [*EXC: Sewer/Rooftop*] and stone-rubble Location on the FB map. These Locations are used in all CG Victory Conditions ([17.51-53](#); [17.6236](#)). On the FB map there are 2,495

total Stone Locations, which can be broken down further as follows: 31 Factory, 801 non-Factory ground level, 704 first level, 417 second level, 5 third level, and 537 FB Cellar level. This total can change during a CG due to rubbleing. The totals break down for each CG as follows:

CG I: 564 total Stone Locations (0 Factory, 215 ground level, 174 first level, 85 second level, 1 third level, and 89 FB Cellar level)

CG II: 1,349 total Stone Locations (21 Factory, [461 ground level](#), 386 first level, 225 second level, 5 third level, and 272 FB Cellar level)

CG III: 1,297 total Stone Locations ([12 Factory](#), [414 ground level](#), 357 first level, 227 second level, 0 third level, and 299 FB Cellar level)

Strategic Location: Each building Location [*EXC: Sewer/Rooftop*], rubble, Entrenchment, Rail Car, and map-edge hex is a Strategic Location ([17.6052](#)). See also [17.6052-6053](#).

Strength: An Infantry Squadron/Company, AFV/Gun Section, or Aircraft RG is received either at Full, Reduced, or Depleted Strength.

Weapon: Any SW/Gun/Vehicular-Armament/Daisy-Chain using the IFT/TH table(s) to cause damage to the opponent.

17.3 THE CG SCENARIOS: The parameters of the Initial Scenario for each CG are given in [17.51-53](#). Additional scenarios for that CG (and the Victory Conditions for each) are generated in a special between-CGscenario sequence called the Refit Phase (RePh; [17.6](#)). The CG continues until the specific CG Victory Conditions are fulfilled by one side or the completion of the last CG Day of that CG, whichever comes first. The “start lines” (or Front Line Locations, to use the game term) in a CG non-initial scenario are determined by Locations Controlled by both sides at the end of the last-completed CG scenario.

17.31 CG BALANCE PROVISIONS: Should each player wish to play the same side ([A26.4](#)) the following Balance is used:

 Each Axis Personnel counter possessing a FT/DC is Fanatic.

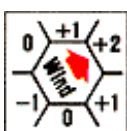
 Each Elite Russian Infantry unit in a Fortified Building Location and/or possessing a FT/DC is Fanatic.

17.32 CG SCENARIO BALANCE PROVISIONS: The following CG scenario Balance provision may come into effect automatically, depending upon the opposing sides' win:loss record. No side may ever receive > a total of 14 GCPP [*EXC: 7 GCPP in CG I*] via Balance provisions during any one CG. Additionally, no Balance provision CPP are awarded on Idle Days.

- Provided \geq three CG scenarios have been completed, a side that has won none of those scenarios receives 2 bonus GCPP [*EXC: 1 bonus GCPP for CG Days set on/prior-to 27 January*] in addition to their GCPP total that is determined via GCPP Replenishment ([17.6161](#)), or
- Provided \geq four CG scenarios have been completed, a side that has won \leq one-fourth of those scenarios receives 4 bonus GCPP [*EXC: 2 bonus GCPP for CG Days set on/prior-to 27 January*] in addition to their GCPP total that is determined via GCPP Replenishment ([17.6161](#)).

17.4 CAMPAIGN GAME SPECIAL RULES: All FB CG SSR below apply in all CG scenarios.

CG1. FB SSR: All FB Scenario Special Rules ([1](#)) are in effect except as amended below.



CG2. WEATHER: Weather ([E3](#)), including Snow ([E3.7](#)) conditions, and EC ([B25.5](#)) for each CG scenario are determined in RePh step [17.618](#) [*EXC: for each Initial Scenario they are listed in that scenario's specific SSR*]. Wind Force (and direction, if necessary) is determined in RePh step [17.6241](#).

CG3. GAME END: A Turn Record Chart for use with the CG scenarios is located on each of the four FB map sections. All CG scenarios have a variable game length. At the end of Game Turn 5, and at the end of

each Game Turn thereafter, the Axis player makes a Game End dr; if it is \leq the circled number in the current turn's box on the FB CG Turn Record Chart the scenario ends immediately [EXC: the Axis player may apply a +1 dr on Game Turns 5, 6, and 7 if the CG Day is an Axis Assault ([17.6233](#))] (EX: at the end of Game Turn 6 of a Russian Assault CG Day the scenario will end on a Game Turn dr \leq 3).



CG4. GUN/AFV: A Gun/AFV set up in a Fortified Building Location may never be moved during the course of that CG. Such a Gun/AFV, once revealed, may never again set up hidden, but may be set up Concealed if able to. Otherwise, Guns eligible per [A12.34](#) may freely set up hidden in CG scenarios.



CG5. OBA: Each side is limited to having a maximum of two OBA modules per CG scenario; i.e., having its radio, field phone, or Observer in play and/or scheduled to enter as a reinforcement at any time during a CG scenario (see also SSR [CG9](#)). When an OBA module is selected as a RG, the player may freely select a radio or field phone. Each Russian Security Area must be traced (as per [C1.23](#)) to any friendly-Controlled west-edge hex. [EXC: in CG II after 29 January, the Russians may also trace to any friendly-Controlled north-edge hex]. Each Axis Security Area must be traced (as per [C1.23](#)) to any friendly-Controlled east-edge hex. The ground-level Location of each Security Area hex must be friendly-Controlled at scenario start.

CG6. TERRAIN CHANGES: During the course of a CG, alterations of printed mapsheet terrain are bound to occur, all of which become “permanent” (barring subsequent Clearance/Removal or Booby Trap Deactivation [[17.6123](#)] if applicable). All counters for Fortifications, Rubble, Debris, Breaches, Trailbreaks, Shellholes, wrecks, and Burnt-Out-Wrecks are left on-map from scenario to scenario. Any terrain Ablaze at scenario end is resolved as per RePh step [17.609](#). A wreck in a terrain Blaze is not removed from play; instead, it remains on-map (still treated as a LOS Hindrance) and in RePh step [17.6091](#) of the next RePh will become a Burnt-Out-Wreck. A Burnt-Out-Wreck may neither catch Fire nor be Scrounged, nor may it be removed from play as per [D10.4](#). A Burnt-Out-Wreck is a LOS Hindrance in the same manner as a normal wreck.



CG7. SNIPERS: Due to the large playing area and the widespread sniper activity, each side must place two Sniper counters on the map at the start of each CG II and CG III scenario. Both friendly Snipers must set up as per the first two sentences of [A14.2](#), with \geq 15 hexes between them (or as far apart as possible if they cannot set up 15 hexes apart) [EXC: Snipers may not start the game set up in the same hexrow]. When a Sniper attack can occur, make a dr to determine which Sniper attacks; on a dr of \leq 3 that side's northernmost Sniper attacks (if both are equally “northernmost,” the owning player may select the one that attacks before performing the Target Hex DR; [A14.2](#)). The SAN is never altered by the presence of two friendly Snipers in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects both friendly Snipers simultaneously. See also [17.6122](#).

CG8. REINFORCEMENTS: All Infantry RGs and Russian AFV RGs purchased on the current CG Day [EXC: [17.6194](#)], as well as Retained units voluntarily held off-map as reinforcements, enter on/after Turn 1 [EXC: [17.51](#) SSR [I.7](#); [17.52](#) SSR [II.8](#)] during that scenario. Some, all, or none (including individual RG units) may enter on each turn. Units set up off-map that do not enter play that turn are Retained (SSR [CG9](#)), but may no longer enter for the remainder of that CG Day.



RUSSIAN INFANTRY/AFV RG: Each enter on any west-edge hex(es) that is currently friendly-Controlled and was friendly-Controlled at scenario start. Additionally, Russian units may enter along any north-/south-edge hex(es) that is \geq 10 hexes behind any Front Line map-edge hex that is currently friendly-Controlled and was friendly-Controlled at scenario start. [EXC: entry is always allowed depending on the current CG Day from the following, regardless of whether it is friendly-Controlled or not [J10](#)]:

CG I & CG II:

- original entry area (along the north/west edge(s) on/between A35 and G39)

CG II 27 January — 2 February:

- on any west-edge hex(es)

CG II 29 January — 2 February:

- on/between A5 and A20 (north edge)

CG III 2 February — 10 February:

- on any west-edge hex(es)

RUSSIAN GUN SECTION & HW PLATOON RG: Each sets up onmap or enters where friendly Infantry could enter.



AXIS INFANTRY RG: Each enter on any east-edge hex(es) whether Axis-Controlled or uncontrolled. Additionally, Axis units may enter along any north-/south-edge hex(es) that is ≥ 5 hexes behind any Front Line map-edge hex(es) that is currently friendly-Controlled and was friendly-Controlled at scenario start. [EXC: entry is always allowed from the following, regardless of whether it is friendly-Controlled or not [J10](#)]:

CG II 19 January — [1 February](#):

- on/between A1 and [A4](#) (north edge);
- on/between EE1 and EE9 (south edge)

CG III 2 February — [9 February](#):

- on/between BB1 and BB10 (north edge);
- on/between FFF0 and FFF9 (south edge)

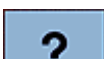
Russian units may still set up in their friendly-Controlled Locations, even if such a Location is in a potential Axis entry hex. Axis units may still set up in their friendly-Controlled Locations, even if such a Location is in a potential Russian entry hex [EXC: as per Axis setup restrictions for CG Day 19/1 ([17.51-52](#)) and for CG Day 2/2 ([17.53](#))].

AXIS AFV SECTION, GUN SECTION, & HW PLATOON RG: Each sets up on-map or enters where friendly Infantry could enter.

CG9. RETAINED RG: Each RG, or part thereof, not entering-play/used during a CG scenario is still available for the next CG scenario [EXC: Russian T-34/85 Withdrawal ([17.6073](#)); AFV Section Withdrawal ([17.6142](#)); Axis and Russian Air Support]. Furthermore, each purchased RG, or part thereof (including any Pre-Registered-hex[es]/Offboard-Observer assigned to an OBA RG), is Retained until Eliminated/Recalled in a CG scenario or its subsequent RePh [EXC: German Kampfgruppe Europa units in CG II (see [17.52 SSR CGII.4](#))]. For purposes of this rule, an OBA RG is considered “used” if \geq one FFE:1 counter from that module was placed during the last scenario. Each OBA module is retained with its original draw pile and the radio or field phone it started with (even if Eliminated during play); any field-phone/Offboard-Observer/Pre-Registered-Hex may start in a new legal Location.

CG10. MAP EXIT: Any Personnel (and their possessed Weapon[s]) and Mobile AFV may exit the map during play but only from a hex that is currently friendly-Controlled and was friendly-Controlled at scenario start. Such a unit may not re-enter during that scenario, but is Retained [EXC: a broken Infantry unit must take an immediate NMC when exited; failure of the NMC results in the immediate Elimination of that unit and all its possessed Weapons] in their side’s OB for the next CG Day. Players should place such counters in the friendly “Retained” box on the Chapter FB divider ([17.15](#)). All counters exited off hexes that are either not currently friendly-Controlled or not friendly-Controlled at scenariostart are Eliminated, and count for Casualty Victory Condition purposes (but not for the CVP DRM of [17.616](#)).

CG11. MASSACRE: Massacre ([A20.4](#)), if invoked during a CG scenario, is in effect only for the duration of that scenario. However, see also [17.608](#).



CG12. CONCEALMENT: All Infantry (and their possessed Weapon[s]) setting up in Concealment Terrain may do so concealed, regardless of LOS. Such “?” need not be purchased; i.e., they are

7 morale. Units may do so concealed, regardless of LOS. Such units need not be purchased, i.e., they are placed freely. Otherwise, [A12.12](#) and [A12.34](#) apply. The side setting up first may conceal all eligible units before the other side views its setup; likewise, the side setting up second may conceal all eligible units before his opponent views that setup. "?" purchased in the RePh ([17.621](#)) are intended mainly for use as dummies.

CG13. MISCELLANEOUS: A 5/8" counter set up beneath a Trench or Railroad Turntable ([6.14](#)) counter may be removed from below that counter during the ensuing RePh step 17.607 [EXC: if immobilized/wrecked].

CG14. SELF-RALLY: Each side may attempt to Self-Rally \leq two (not just one) non-Disrupted broken MMC, provided (as per [A18.11](#)) both attempts are carried out before other friendly MMC Rally attempts.

CG15. SEWER RESTRICTION: On the final CG Day of each CG, Sewer Movement is not allowed after Game Turn 4. At the start of Game Turn 5, all units/SW in Sewer Locations are Eliminated (but do not count as Casualty VP).

CG16. ELR:³⁴ The initial ELR for units in any FB CG is as shown in the following table [EXC: those with an underscored Morale Factor]. The Scenario Defender's ELR at night is 1 less ([E1.22](#)).

ELR TABLE

Nationality	Group Type	ELR
German	leaders, SS MMC, Elite MMC	4
German	non-Elite MMC	3
Hungarian	leaders, Elite MMC	3
Hungarian	non-Elite MMC	2
Russian	leaders, Elite MMC	4
Russian	non-Elite MMC	3
Russian	BVR MMC	2

CG17. INTERROGATION: Civilian (only) Interrogation ([E2.4](#)) is in effect. The Axis are considered to be in a friendly country, and the Russians are considered to be in a hostile country.

CG18. OPTIONAL VEHICULAR EQUIPMENT: Optional armament available on the *PzKpfw IVH* (AAMG), *SPW 251/9* (CMG), and *PzA II* (AAMG) must be rolled for individually ([H1.41](#)). Consult the applicable Vehicle Note(s). If so equipped, no additional CPP cost is assessed.

17.5 INITIAL SCENARIO: After selecting one of the CG listed below (CG I "Pearl of the Danube" is the shortest, being only 6 CG Days), players will find the information needed to play that CG's Initial Scenario. For the Initial Scenario, players begin with RePh step [17.619](#) ("Purchasing Reinforcement Groups") and complete RePh steps [17.619-622](#) (i.e., all steps preceded by a † in the RePh Sequence listing; [17.6](#)). For each Initial Scenario, the actual Strength of each OB-given and purchased (RePh step [17.619](#)) RG must still be determined normally (RePh step [17.620](#)) [EXC: if an RG is already designated as being Full, Reduced, or Depleted]. Leaders received, if any, are determined in RePh steps [17.6205-6206](#). Non-RG units in each initial OB are automatically available at the designated strength.

In the Initial Scenario of each FB CG, the Axis (German and Hungarian) sets up first and the Russian moves first. Furthermore, in each CG Initial Scenario, the Russian is assumed to have selected the "Attack" Initiative chit and the Axis the "Idle" chit ([17.623](#)) for CPP Replenishment ([17.616](#)) and ELR Change ([17.617](#)) DRM purposes.





17.51 FB Campaign Game I: **PEARL OF THE DANUBE**

CG Length: 19 — 24 January 1945

Following the near total destruction of Army Group Center during Operation BAGRATION and the subsequent capitulation of Romanian forces at the end of August 1944, Russia had pushed Germany and its last remaining ally, Hungary, to the breaking point. Motivated by a desire to secure as much of central Europe as possible, Stalin initiated efforts to seize Budapest, the capital of Hungary, by no later than the end of the first week of November. This task fell upon Marshal Rodion Malinovsky and his 2nd Ukrainian Front. Malinovsky, leery of jumping off immediately given his Front's near continuous employment for the last several weeks, requested an additional five days to resupply and refit his spent troops. Given the political situation in Europe, Stalin refused Malinovsky's request and ordered him to begin operations the next day, 29 October. Spearheaded by General I.T. Schlemm's 46th Army, Malinovsky's main objective seemed to be within reach as Schlemm's 2nd and 4th Guards Mechanized Corps were fast approaching the southern suburbs of Budapest followed closely by the infantry of the 23rd Rifle Corps. In order to counter the Soviet threat to Budapest, German 6th Army commander, General of the Artillery Maximilian Fretter-Pico, shortened his entire defensive line, thereby giving him the reserves necessary to launch a series of counterattacks against Schlemm's right flank. Although some Soviet armor units were able to advance as far as the suburbs of Budapest, they were met and successfully checked by *ad hoc* German defense groups. After this first assault failed to secure Stalin's primary objective, 2nd Ukrainian Front was reinforced at the end of November by Marshal Fedor Tolbukhin's 3rd Ukrainian Front. It would still take until Christmas day before Soviet forces were finally able to fully encircle the city when the 18th Tank Corps linked up with forward elements of the 6th Guards Tank Army northwest of Budapest near Estergom. Initial penetrations by Soviet reconnaissance elements toward the heart of the Axis defenses — the Váhegy area — were stopped near St. Janos Hospital in northwest Buda on 25 December by Hungarian University Assault Battalion forces and city gendarmes. On the morning of 1 January, units of the Soviet 108th Guards Rifle Division supported by SU-76Ms from the 1897th Self-Propelled Artillery Regiment, operating from the St. Janos Hospital area, followed up on the initial reconnaissance effort by launching their first attack on the nearby Városmajor.

After the initial assault by the 108th Guards Rifle Division failed to capture the Városmajor on 1 January, the Soviet 320th Guards Rifle Division, supported by a half dozen armored vehicles, was ordered to try again to seize the park area. On the morning of 19 January, the Soviet 320th Rifle Division launched its attack from the area around the new St. Janos Hospital along Kútvolgyi út toward the railway embankment bordering the west edge of the park.

CG I MAP: The entire northwest (NW) map section is playable.

CG I VICTORY CONDITIONS: The Russians win upon the conclusion of any CG scenario by Controlling all 15 buildings inside the C38-F38-H37-I36-L31-O28-P27-S25-Q23-N20-L19-J22-I24-I25-H27-E32-D33-C38 road network and by Controlling ≥ 7 of the following 9 buildings: A25, C30, E29, F27, G26, L33, N30, T25, and V23.

CG I INITIAL SCENARIO VICTORY CONDITIONS: The Russians win at scenario end if there are no Good Order non-Reserve Hungarian Infantry units on/adjacent-to the EmRR portion of the CogwheelRailway ([6.12](#)) and by Controlling building G31.

CG I SPECIAL RULES:

CGI.1 If the previous CG Day was non-Idle, the number of Generic CPP generated for Replenishment in RePh step [17.6161](#) and the number of Specific CPP generated for Replenishment in RePh step [17.6162](#) are each individually halved (FRU). Additionally, at the end of each CG Day, the Russian player earns 1 GCPP for each of the following buildings under his Control: C30, G31, G37, and N30.

CGI.2 The Axis may only spend ≤ 12 FPP per CG Day on mines on/after 21 January.

CGI.3 The initial OB-provided German SS-Kavallerie-Regiment 16 Rifle Squadron must continue to set up in Reserve [EXC: they need not set up \geq six hexes from the closest enemy Front Line Location], on/south-of hexrow S in hexes ≥ 25 , throughout the CG until either released by the provisions of [17.6194b](#) or until such time as the Russians have gained Control of all buildings inside the C38-F38-H37-I36-L31-O28-N27-Q23-N20-L19-J22-I24-I25-H27-E32-D33-C38 road network. If the latter condition is satisfied, the entire SS Rifle Squadron is immediately released from Reserve status.

CGI.4 If Captured ([A21.1](#)), the Hungarian 76.2mm P obr. 39(r) ART Gun provided in the initial Axis OB may be used by Russian crews without Captured Equipment ([A21.](#)) penalties. Additionally, the weapon is automatically Retained during the RePh as neither side need roll during RePh step [17.6135](#) to Retain the weapon.



INITIAL AXIS OB (see SSR [I.3](#)):

6 GCPP (see SSR I.4)	Wire $\times 3$
Burnt-Out-Wreck $\times 2$	50 FPP
Fortified Building Locations $\times 5$	Trench $\times 2$

Elements of Hungarian 1st and 2nd Companies, Vannay Battalion, and German SS-Freiwilligen-Kavallerie-Division 22 “Maria Theresia” set up on/east-of the A35-J39 Hex Grain: {SAN: 4}

RG: Vannay Company (IH3) $\times 1$ (Full)	HMG (German) $\times 2$
7.5cm PaK 40 AT Gun (German) $\times 1$	2-2-8 crew $\times 2$
76.2mm P obr. 39(r) ART Gun $\times 1$	2-2-7 crew $\times 3$
Brandt M27/31 MTR $\times 2$	Bofors 40mm AA $\times 1$

Elements of Hungarian Central Hungarist Combat Group set up on/south-of hexrow K in hexes numbered ≥ 25 :

RG: Arrow Cross Militia Company (IH5) $\times 1$

Elements of German SS-Kavallerie-Regiment 16, SS-Kavallerie-Division 8 “Florian Geyer” set up in Reserve ([17.6194b](#)) on/south-of hexrow S in hexes numbered ≥ 25 (see also SSR [I.5](#)):

RG: SS Rifle Squadron (IG1) $\times 1$

Elements of German Kampfgruppe Europa set up on/north-of hexrow F in hexes numbered ≤ 31 :

RG: Alarm Company (IG6) $\times 1$ (Reduced) PSK $\times 1$



INITIAL RUSSIAN OB:

10 GCPP (see SSR [L.7](#))

20 FPP (see SSR [L.8](#))

80+mm Battalion Mortar OBA (see SSR [L.9](#))

Elements of 320th Rifle Division, 985th Artillery Regiment and supporting armor from 46th Army enter on Turn 1 along the north/west edge(s) on/between A35 and G39 (see also SSR [L.5](#)): {SAN: 3}

RG: Rifle Company (IR3) × 1

T-34/85 × 3 (see SSR [L.10](#))

RG: Guards SMG Company (IR2) × 1

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply *only* to the 19 January Initial Scenario of CG I and its applicable RePh steps.

I.1 EC are Wet, with no wind at start. Weather is Clear.

I.2 During Axis setup, place a Trench in each of the following hexes: J24, K25, L25, and M26.

I.3 All Axis purchased RGs setting up on-map must set up on/east-of the A35-J39 Hex Grain. All Axis Fortifications and Fortified Building Locations must set up on/east-of the line formed by A31-B30-D31-D36-J39 [[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations](#)]. The initial OB-provided Trenches and Burnt-Out-Wrecks must be set up on the EmRR portion of the Cogwheel Railway ([6.12](#)) [[EXC: hex H39 is NA](#)] by placing one Trench and one Burnt-Out-Wreck together in two separate Cogwheel Railway EmRR hexes.

I.4 The Axis may not purchase the following RGs: OG OBA, OH OBA.

I.5 [All map-edge hexes \[EXC: A35\] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.](#) Prior to setup, the Russian player places a friendly Perimeter Control marker in hex A36 and another in G39. Point the arrow on each directly along the map-edge (Alternate) Hex Grain to the northwest corner of the map. This indicates the Russian-Controlled map-edge hexes at Initial Scenario start. Similarly, the Axis player should place friendly Perimeter Control markers in A35 and H39 (pointing eastwards and southwards, respectively) to indicate his friendly-Controlled map-edge hexes at CG start.

I.6 Axis units are under Ammunition Shortage Level 1 ([16.1](#)).

I.7 Units purchased with these GCPP may only enter on/after Turn 2.

I.8 The only “Fortifications” the Russians may purchase are additional “?”. No field phone may be selected by the Russians. No Russian RG may be purchased as “On-map” or “Reserve” ([17.6194](#)).

I.9 The Russian battalion mortar ([C1.22](#)) module automatically comes with an Offboard Observer ([C1.63](#)) at Level 4 in a west-edge hex secretly recorded prior to setup. Additionally, the Russians may spend 1 GCPP to purchase one Pre-Registered hex ([C1.73](#)) for this module. Purchase of the Pre-Registered hex allows Barrage ([E12.1](#)) with a north-south Hex Grain alignment ([E12.11-2](#)). All OBA batteries used during the Initial Scenario have automatic Battery Access for their first Fire Mission; remove 1 black chit from each Battery’s Draw Pile to reflect this status.

I.10 At the end of the 19 January CG Day all non-immobilized, non-Isolated T-34/85s still under Russian control are automatically Withdrawn ([17.6073](#)). Each non-immobilized T-34/85 with a functioning MA that is successfully Withdrawn is worth 1 additional SCPP that is available for expenditure by the Russians beginning on the next CG Day. Roll for Armor Leader generation as per [17.6206](#).

AFTERMATH: With the issuance of Order Number 11 on 1 December, 1944, Hitler declared Budapest to be a “fortress” city, effectively sealing its fate along with that of the nearly 75,000 defending Axis troops and

800,000 civilians. As with a majority of city fighting at the end of World War II, innovation by various ad hoc units played a major role in the defense of Budapest. One unit in particular, the 700-man strong Vannay Battalion of the Royal Hungarian Army, constituted just weeks before the siege began, consisted of a mix of older WWI and WWII veterans pulled from Budapest's public utility and transportation departments. Raised and commanded by Major László Vannay, this assemblage of firemen, sewer workers, and utility men proved to be particularly adept at fighting within the large city's urban battlefield. Assisting them were Hungarian officer cadets and young volunteers who were attached to the older fighters in a field-expedient "buddy system" nicknamed "Uncles and Pups." This unit, armed primarily with borrowed German support equipment, was assigned the defense of the Városmajor front. The Vannay Battalion units were supported to the north by elements of the German *Kampfgruppe* Europa, headquartered in the Baár-Madas School located just to the north of the Városmajor Park. Also, situated around the park, the Vannay and Europa Battalion infantry were supported by a Hungarian 40mm Bofors AA gun and six 81mm mortars. Fortunately for the defenders, the men of the Vannay Battalion had secured a PaK 40 AT gun from their Hungarian brethren in SS-Freiwilligen-Kavallerie-Division 22 "Maria Theresia." The AT gun was located on the north side of the park near the Golden Pheasant Pub. Following a pre-assault artillery and heavy mortar barrage the Soviets made good initial progress. The Axis had expected the attack along Városmajor utca, but the Soviets focused their attack through the park proper. But riders on SU-76Ms, helmeted commandos in rubberized white coats, and dense ranks of infantry in fur hats and padded jackets were mowed down by concentrated machinegun fire. The attack still progressed fairly well until the lead tanks burst into flames, at which point the Soviets retreated to their original lines. While the Hungarians captured numerous Degtyarev 7.62 mm light MGs and PPSH submachineguns, their own infantry losses were significant.



17.52 FB Campaign Game II: **THE SWEPT AWAY CITY**

CG Length: 19 January — 2 February 1945

After the initial assault by the Soviet 108th Guards Rifle Division failed to capture the Városmajor on 1

January, the Soviet 320th Guards Rifle Division, supported by a half dozen armored vehicles, was ordered to try again to seize the park area. On the morning of 19 January, the 320th Guards Rifle Division again launched an attack from the St. Janos Hospital area, this time along Kútvölgyi út. The main defenders of the Városmajor, the Vannay Battalion of the Royal Hungarian Army, had by this time erected three major lines of defense within the park. The first line, defended by Lt. Horváth's 1st Company, was situated along the Cogwheel Railway embankment, which runs from the northwest portion of the park up to the top of Széchenyi-hegy to the west. This line was anchored by four German MG42 machineguns and supported by a band of mines, roadblocks, and razor wire. The Hungarians had also disabled a number of trucks on the overpasses crossing the Cogwheel Railway to further hamper Soviet access to the park. The second line of defense lay further east, zigzagging around three air raid bunkers located near Temes utca. This area was held by Lt. Biró's 2nd Company, which was headquartered in the school buildings at the corner of Városmajor utca and Temes utca. The last line of defense was situated near Szamos utca toward the east end of the Városmajor. Finally, the Vannay Battalion units were supported by elements of the German *Kampfgruppe* Europa, headquartered in the Baár-Madas School located just to the north of the Városmajor Park.

Aided by the expert marksmanship of Siberian snipers located on the roof of the St. Janos Hospital and the support of a flamethrower tank, the initial Soviet attack started off in good order. The Soviet assault succeeded in quickly capturing the White Villa and half of the strongly fortified twin apartment complex at 43-45 Olasz fasor. Then, under cover of smoke, the Soviets stormed across Olasz fasor and captured the Cogwheel Railway Station. They then proceeded to clear all of the Hungarian machinegun nests along the Cogwheel Railway embankment, and by day's end Lt. Horváth's 1st Company was forced to retreat 400 meters to the second defensive line along Temes utca, leaving behind their wounded in the shelter of the Cogwheel Railway Station building. The Soviets continued to pour reinforcements into the newly created "bridgehead" within the park and started to remove the anti-tank mines along Olasz fasor to enable further penetration of the armored forces.

CG II MAP: The entire northeast (NE) and northwest (NW) map sections are playable.

CG II VICTORY CONDITIONS: The Russians win upon the conclusion of any CG scenario by Controlling all Stone Locations west of the [A3-B2-E5-G4-K2-O5](#)-P6-Q7-T10-V11-X12-AA11-EE9 road and by Controlling any 60 Stone Locations east of the [A3-B2-E5-G4-K2-O5](#)-P6-Q7-T10-V11-X12-AA11-EE9 road [EXC: Stone Locations on [Level 6](#) of Castle Hill do not apply].

CG II INITIAL SCENARIO VICTORY CONDITIONS: The Russians win at scenario end if there are no Good Order non-Reserve Hungarian Infantry units on/adjacent-to the EmRR portion of the Cogwheel Railway ([6.12](#)) and by Controlling building G31.

CG II SPECIAL RULES:

CGII.1 [Beginning with the 28 January CG Day, if the previous CG Day was non-Idle](#), the number of Generic CPP generated for Replenishment in RePh step [17.6161](#) and the number of Specific CPP generated for Replenishment in RePh step [17.6162](#) are each individually halved (FRU).

CGII.2 The Axis may only spend ≤ 12 FPP per CG Day on mines on/after 21 January.

CGII.3 The initial OB-provided German SS-Kavallerie-Regiment 16 Rifle Squadron must continue to set up in Reserve [EXC: they need not set up \geq six hexes from the closest enemy Front Line Location], on/south-of hexrow S in hexes numbered ≥ 25 , throughout the CG until either released by the provisions of [17.6194b](#) or until such time as the Russians have gained Control of all buildings inside the C38-F38-H37-I36-L31-O28-N27-Q23-N20-L19-J22-I24-I25-H27-E32-D33-C38 road network. If the latter condition is satisfied, the entire SS Rifle Squadron is immediately released from Reserve status.

CGII.4 Starting on the 25 January CG Day, the Axis must roll during the "Clearing the Map" ([17.607](#)) portion of the RePh to see if all German *Kampfgruppe* Europa units are withdrawn from the CG and replaced with an equivalent number of Hungarian MMC/SMC. On a dr ≤ 3 all units of the German *Kampfgruppe*

Europa (and any SW in their possession) are removed from the CG. Each German MMC is replaced by an equivalent Hungarian MMC and each German SMC is replaced with an equivalent Hungarian SMC. Elite German *Kampfgruppe* Europa MMC are replaced with Elite (non-Vannay) 4-4-7 Hungarian MMC; 1st and 2nd Line German MMC are replaced with 1st Line Hungarian 3-4-7s/1-3-7s; and Conscript German MMC are replaced with Conscript Hungarian MMC. For every 9 Hungarian squad-equivalents (FRD) brought on as a replacement, use the “Hungarian Rifle Coy” line on the “Infantry Reinforcement Group SW Chart” ([17.6202](#)), as if it were a Full-Strength RG, to determine the number and type of SW received by the Hungarians.

CGII.5 If Captured ([A21.1](#)), the Hungarian 76.2mm *P obr. 39(r)* ART Gun provided in the initial Axis OB may be used by Russian crews without Captured Equipment ([A21.](#)) penalties. Additionally, the weapon is automatically Retained during the RePh as neither side need roll during RePh step [17.6135](#) to Retain the weapon.



INITIAL AXIS OB (see SSR [II.4](#)):

6 GCPP (see SSR [II.5](#))

Wire × 3

Fortified Building Locations × 5

50 FPP

Trench × 2

Burnt-Out-Wreck × 2

Elements of Hungarian 1st and 2nd Companies, Vannay Battalion, and German SS-Freiwilligen-Kavallerie-Division 22 “Maria Theresia”

set up on/east-of the A35-J39 Hex Grain: {SAN: 4}

RG: Vannay Company (IH3) × 1

(Full) HMG (German) × 2

7.5cm PaK 40 AT Gun (German) × 1

2-2-8 crew × 2

76.2mm *P obr. 39(r)* ART Gun × 1

2-2-7 crew × 3

Brandt M27/31 MTR × 2

Bofors 40mm AA × 1

Elements of Hungarian Central Hungarist Combat Group set up on/south-of hexrow K in hexes numbered ≥ 25:

RG: Arrow Cross Militia Company (IH5) × 1

Elements of German SS-Kavallerie-Regiment 16, SS-Kavallerie-Division 8 “Florian Geyer” set up in Reserve ([17.6194b](#)) on/south-of hexrow S in hexes numbered ≥ 25 (see also SSR [II.6](#)):

RG: SS Rifle Squadron (IG1) × 1

Elements of German *Kampfgruppe* Europa set up on/north-of hexrow F in hexes numbered ≤ 31:

RG: Alarm Company (IG6) × 1 (Reduced) PSK × 1



INITIAL RUSSIAN OB:

10 GCPP (see SSR [II.8](#))

20 FPP (see SSR [II.9](#))

80+mm Battalion Mortar OBA (see SSR [II.10](#))

Elements of 320th Rifle Division, 985th Artillery Regiment and supporting armor from 46th Army enter on Turn 1 along the north/west edge(s) on/between A35 and G39 (see also SSR [II.6](#)): {SAN: 3}

RG: Rifle Company (IR3) × 1

T-34/85 × 3 (see SSR [II.11](#))

RG: Guards SMG Company (IR2) × 1

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply *only* to the 19 January Initial Scenario of CG II and its applicable RePh steps.

II.1 EC are Wet, with no wind at start. Weather is Clear.

II.2 Prior to setup, the Russian player may conduct two Rubble Generation Checks ([17.62422](#)) anywhere on the north-east (NE) FB map section (hexes 1-21, hexrows A-EE).

II.3 During Axis setup, place a Trench in each of the following hexes: J24, K25, L25, and M26.

II.4 All Axis purchased RGs setting up on-map must set up on/east-of the A35-J39 Hex Grain. All Axis Fortifications and Fortified Building Locations must set up on/east-of the line formed by A31-B30-D31-D36-J39 [*EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations*]. The initial OB-provided Trenches and Burnt-Out-Wrecks must be set up on the EmRR portion of the Cogwheel Railway ([6.12](#)) [*EXC: hex H39 is NA*] by placing one Trench and one Burnt-Out-Wreck together in two separate Cogwheel Railway EmRR hexes.

II.5 The Axis may not purchase the following RGs: OG OBA, OH OBA.

II.6 All map-edge hexes [*EXC: A35*] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start. Prior to setup, the Russian player places a friendly Perimeter Control marker in hex A36 and another in G39. Point the arrow on each directly along the map-edge (Alternate) Hex Grain to the northwest corner of the map. This indicates the Russian-Controlled map-

edge hexes at Initial Scenario start. Similarly, the Axis player should place friendly Perimeter Control markers in A35 and H39 (pointing eastwards and southwards, respectively) to indicate his friendly-Controlled map-edge hexes at CG start.

II.7 Axis units are under Ammunition Shortage Level 1 ([16.1](#)).

II.8 Units purchased with these GCPP may only enter on/after Turn 2.

II.9 The only “Fortifications” the Russians may purchase are additional “?”. No field phone may be selected by the Russians. No Russian RG may be purchased as “On-map” or “Reserve” ([17.6194](#)).

II.10 The Russian battalion mortar ([C1.22](#)) module automatically comes with an Offboard Observer ([C1.63](#)) at Level 4 in a west-edge hex secretly recorded prior to setup. Additionally, the Russians may spend 1 GCPP to purchase one Pre-Registered hex ([C1.73](#)) for this module. Purchase of the Pre-Registered hex allows Barrage ([E12.1](#)) with a north-south Hex Grain alignment ([E12.11-2](#)). All OBA batteries used during the Initial Scenario have automatic Battery Access for their first Fire Mission; remove 1 black chit from each Battery’s Draw Pile to reflect this status.

II.11 At the end of the 19 January CG Day all non-immobilized, non-Isolated *T-34/85s* still under Russian control are automatically Withdrawn ([17.6073](#)). Each non-immobilized *T-34/85* with a functioning MA that is successfully Withdrawn is worth 1 additional SCPP that is available for expenditure by the Russians beginning on the next CG Day. Roll for Armor Leader generation as per [17.6206](#).

AFTERMATH: After losing possession of the western portion of the Vársmajor during the day on 19 January, the Axis worked quickly to assemble a force to reclaim their lost territory. Spearheaded by the men of the Vannay Battalion under the personal leadership of Major László Vannay, formerly a member of the legendary Héjjas and Prónay detachments fighting the communist Republic in 1919, the troops unleashed their “*furor hungaricus*” and succeeded in driving the Soviets back beyond the bounds of the Cogwheel Railway.

With the capture of the Pest side of the city accomplished on 19 January, Soviet leaders decided to relocate the majority of the elements of the “Budapest Group” to the west side of the Danube to lead the fighting in

the majority of the elements of the "Budapest Group" to the west side of the Danube to lead the fighting in Buda. As part of this reorganization, the rifle divisions of the Soviet 37th and 75th Rifle Corps were transferred from the 3rd Ukrainian Front to the 2nd Ukrainian Front and placed under the overall command of Soviet Lieutenant-General Ivan Afonyin. On 22 January, Afonyin would be severely wounded when struck by eighteen pieces of shrapnel. Leadership of the "Budapest Group" would be assumed by Lieutenant-General Ivan Managarov. One of Managarov's first actions was to commit the 297th Rifle Division to the front lines between the 108th Guards Rifle Division to the north along its left flank and the 320th Rifle Division to the south along its right flank. This move would allow Managarov to shorten the front assigned to each of his divisions. Additionally, after the withdrawal from Budapest of the 1897th and 1505th Self-Propelled Artillery Regiments on 21 January, Managarov would employ the T-34/85s from the 21st Guards Tank Brigade and the 3rd Tank Brigade to help with the final elimination of Axis resistance.

All three Soviet divisions would now begin to push in earnest toward a series of major objectives, some of which were referred to as "Objects." As well as the ultimate Soviet objective, the capture of the Várhegy, the list of Objects assigned to these three divisions included Object 59, the Southern Railway Station and Object 33, the Ganz Works. As elements of the 108th Guards Rifle Division and the 297th Rifle Division pushed east toward the Danube, they ran directly into elements of Panzer-Division 13, under Colonel-General Gerhard Schmidhuber, standing firmly in their way in the area around the Ganz Works. Consisting primarily of troops from Panzer-Grenadier Regiments 66 and 93 under the respective commands of Colonel Georg Wilhelm Schöning and Major Paul Krämer, the men of *Kampfgruppe* Schmidhuber, backed by a handful of Panthers, successfully held off the Soviets until the end of the siege.



17.53 FB Campaign Game III: **CITY OF ETERNAL HEROES**

CG Length: 2 — 10 February 1945

By the end of January, Soviet units of the 37th and 75th Rifle Corps, reinforced by the rifle divisions of the "Budapest Group," had been able to consolidate their lines and compress the Axis defenders in the north and west sectors into an area around the base of Castle Hill. Running from Margit körút in the north, then along Krisztina körút toward the Déli Pályaudvar, and finally along Kékgolyá utca to the southwest, the Soviets had made considerable gains. In the southern part of Buda, Soviet forces had less success in pushing the Axis defenders back. Firmly entrenched along two dominating hilltops, the Sas-hegy and the Gellért-hegy, German and Hungarian defenders had repulsed several Soviet attacks. With the defeat of the Hungarian Vannay Battalion in the Városmajor on 26 January, the retreat of SS-Kavallerie-Division 8's Kavallerie-Regiment 16 from Wolf's Meadow Cemetery on 2 February, and the defeat of three German relief attempts

Regiment to from West Meadow Cemetery on 2 February, and the defeat of three German Panther attempts by SS-Panzer-Korps IV, Marshal Malinovsky was able to reinforce his southern sector for another attempt. By 6 February, Eagle Hill fell to the 18th Independent Rifle Corps, while German troops holding the Austrian-built Citadella atop the Gellért-hegy were in imminent danger of being overrun from the south by the 83rd Marine Brigade. To the north, the Soviet 297th Rifle Division advanced toward the last Axis stronghold west of the Vérmező, the Déli Pályaudvar. The Soviets were finally in a position to start their assault on the station area.

CG III MAP: The entire southeast (SE) and southwest (SW) map sections are playable.

CG III VICTORY CONDITIONS: The Russians win upon the conclusion of any CG scenario by Controlling all Stone Locations west of the BB12-II9-TT3-UU5-VV6-ZZ4-AAA4-[BBB5-FFF3](#) road *and* by Controlling any 80 Stone Locations east of the BB12-II9-TT3-UU5-VV6- ZZ4-AAA4-[BBB5-FFF3](#) road [EXC: Stone Locations on [Level 6](#) of Castle Hill do not apply].

CG III INITIAL SCENARIO VICTORY CONDITIONS: The Russians win at scenario end by Controlling ≥ 24 more Stone Locations than they start with [EXC: Russian captured Stone Locations subsequently eliminated by the Russians during play (e.g., an upper level building Stone Location that is rubble) do not count for Initial Scenario VC purposes. Any Stone Location eliminated by the Axis during the scenario counts as a Russian-Controlled Stone Location for Initial Scenario VC purposes].



INITIAL AXIS OB:

8 GCPP

50 FPP

Fortified Building Locations $\times 5$

Elements of Hungarian Galántai Gendarmerie Battalion set up east of the Russian Perimeter and ≥ 3 hexes from the west edge (see also SSR [III.4](#)): {SAN: 4}

RG: RHA Conscript Rifle Company (IH6) $\times 1$

Elements of German SS-Kavallerie-Regiment 16, SS-Kavallerie-Division 8 “Florian Geyer” set up east of the Russian Perimeter and ≥ 3 hexes from the west edge (see also SSR [III.4](#)):

RG: SS Rifle Squadron (IG1) $\times 2$

RG: AA Sect I (GG4)

7.5cm PaK 40 AT Gun $\times 1$

2-2-8 crew $\times 1$



INITIAL RUSSIAN OB:

15 GCPP

20 FPP

Elements of 297th Rifle Division, 3rd Tank Brigade, 23rd Tank Corps, and 503rd Artillery Regiment set up on/west-of the Russian Perimeter and/or enter on/after Turn 1 along the west edge on/between BB39 and FFF39 (see also SSR [III.4](#)): {SAN: 3}

RG: Guards SMG Company (IR2) $\times 1$ T-34/85 $\times 3$ (see SSR [III.6](#))

RG: Rifle Company (IR3) $\times 1$ 2-2-8 crew $\times 2$

76.2mm P obr. 39 ART Gun $\times 2$

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply *only* to the 2 February Initial Scenario of CG III and its applicable RePh steps.

III.1 EC are Wet, with no wind at start. Ground Snow ([E3.72](#)) is in effect. Weather is Clear.

III.2 Prior to setup, the Russian player may conduct two Rubble Generation Checks ([17.62422](#)) anywhere in the playing area.

III.3 During Axis setup, place a Glider in each of the following hexes: QQ9, SS8, and TT6. Also, place a Shellhole in each of the following hexes: GG13, II11, KK12, MM10, NN12, OO10, PP8, QQ7, RR5, and TT6.

III.4 The Russian Perimeter for the start of the Initial Scenario is defined as Hex Grains BB26-PP33-PP39. The Axis Perimeter Area consists of all Locations east of the Russian Perimeter. All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes from the west edge [EXC: all map-edge hexes are treated as Front Line Locations]. No No-Man's-Land hexes exist. Each side should place friendly map-edge Control markers as appropriate ([17.6053](#)).

III.5 Axis units are under Ammunition Shortage Level 3 ([16.1](#)).

III.6 At the end of the 2 February CG Day, all non-immobilized, non-Isolated *T-34/85s* still under Russian control are automatically Withdrawn ([17.6073](#)). Each non-immobilized *T-34/85* with a functioning MA that is successfully Withdrawn is worth 1 additional SCPP that is available for expenditure by the Russians beginning on the next CG Day. Roll for Armor Leader generation as per [17.6206](#).

AFTERMATH: Defending the area around the Déli Pályaudvar were a mix of German and Hungarian units, including the troops of SS-*Hauptsturmführer* Albert Klett's *Schwadron* 6, SS-Kavallerie-Regiment 16 of SS-Kavallerie-Division 8 "Florian Geyer," supported by elements of the division's Flak battalion. A mix of Royal Hungarian Army units, as well as Hungarian Gendarmes forces, were also in the area. Finally, some armor support was available from both the Panzer-Division "Feldherrnhalle" and *Generaloberst* Billnitzer's Hungarian assault gun sections. Attacking from the west and south sides of the Déli Pályaudvar, the 297th Rifle Division, supported by armor and heavy artillery firing in a direct fire mode from close range, would eventually succeed in encircling the remaining Axis forces around the station late on 8 February.

With all hope of outside relief having vanished and their ammunition nearly depleted General Pfeffer-Wildenbruch, the overall commander of Axis forces in Budapest, against Hitler's specific direction, issued orders for a breakout to commence at 2000 hours on 11 February. After hurried preparations that included the destruction of the majority of their remaining armor, approximately 30,000 German and Hungarian troops, Gendarmes, and Arrow Cross militia units were assembled in the narrow streets which laced Castle Hill. Though perhaps 10,000 actually broke away from Castle Hill, an estimated 5,000 including the commanders of the SS-Kavallerie-Division 8 "Florian Geyer," SS-Freiwilligen-Kavallerie-Division 22 "Maria Theresia," and the Panzer-Division 13 were killed during the initial breakout attempt. Never in WWII had so many division commanders of any army perished so quickly. The command group also failed to make it to safety. Pfeffer-Wildenbruch and his entire staff were caught the following morning holed up in a villa several miles from Castle Hill after having successfully infiltrated under the Soviet front line in a large sewer main. The 5,000 soldiers who had managed to break through into the wooded hills west of Budapest now began a desperate race to reach German positions near Zsambek about forty kilometers away before the Soviet net could haul them in. In daylight, German aircraft tried to air drop supplies to the breakout groups as they emerged from the relative safety of the heavily wooded hills onto open terrain. Soviet combat groups converged on the many small groups trudging west in the heavy snow. Most Axis troops perished in little firefights along the breakout route, while many others—short of ammunition and exhausted—abjectly surrendered to their pursuers. Hundreds, especially Waffen-SS, were executed on the spot. By 18 February, the last survivor reached German lines bringing the total tally of escapees to 624, less than one percent of the Axis forces originally trapped in the city.

17.6 REFIT PHASE (RePh):³⁵ The following steps ([17.601-625](#)) are performed simultaneously by each side during the RePh, which occurs between CG scenarios. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there

are no Blazes on the map, skip RePh step [17.609](#)). Those steps listed below preceded by an “*” are performed repeatedly until a new CG scenario is generated in RePh step [17.6232](#); those preceded by a “#” are performed only if a CG scenario is to be played on the current CG Day. Those preceded by a “†” are the only steps necessary to complete before playing a CG Initial Scenario.

RePh Sequence:

- [17.601](#) Conclusion of Melee
- [17.602](#) Marker Removal, HIP Units, & Hidden Fortifications
- [17.603](#) Victory Determination & Rally
- [17.604](#) Encirclement & Minefields
- [17.605](#) Perimeter Determination
- [17.606](#) Isolation
- [17.607](#) Clearing the Map
- [17.608](#) Prisoners
- * [17.609](#) Extinguishing Blazes
- [17.610](#) Wounded Leaders
- [17.611](#) Battle Hardening & Promotion
- * [17.612](#) New CG Day & SAN Adjustment
- * [17.613](#) Equipment Repair & Replenishment
- * [17.614](#) Armor Withdrawal
- * [17.615](#) Fortification Removal
- * [17.616](#) CPP Replenishment
- * [17.617](#) Axis Ammunition Shortage & ELR Loss/Gain Determination
- * [17.618](#) Weather & EC Determination
- *† [17.619](#) Purchasing Reinforcement Groups
- *† [17.620](#) RG Strength, Weapons, & Leaders
- *† [17.621](#) Purchasing Fortifications
- *† [17.622](#) Reconnaissance
- * [17.623](#) Initiative Determination
- # [17.624](#) Wind & Unit-Setup
- # [17.625](#) Scenario Commencement



17.601 CONCLUSION OF MELEE: First, each unit currently on a Climb marker must be placed in either the Location it was attempting to reach or the Location it left when it began to climb, at the owner's choice. If the Location the unit is placed in contains an enemy unit(s), mark them all with a Melee (not CC) marker. All units in Melee must undergo an (unlimited) number of CC rounds until no Melees exist. Such units are free to perform any/all normal CCPh activities associated with Melee (i.e., Capture attempts, Withdrawal, attack, etc.). Consider the Russian side the ATTACKER. Following the conclusion of the first round of RePh Melee in a Location, each still concealed unit therein is revealed, each pinned unit therein becomes unpinned, each CX counter is removed, and each stun/STUN counter on a vehicle therein is flipped over to its “+1/RECALL +1” side (and the vehicle may be marked as CE if so desired). Following this first round, any still-Mobile ([D.7](#)) AFV may automatically announce its intention to Withdraw from Melee at the end of that round's CCPh activities. On the round it Withdraws from Melee, the AFV may not conduct any CC attacks.

17.6011 ORDER OF RESOLUTION: Resolve all Melees in alphanumeric sequence (e.g., A1, then B16, then B35, then C19, etc.).

17.602 MARKER REMOVAL, HIP UNITS, & HIDDEN FORTIFICATIONS

17.6021 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time:

- a) FFE, SR, and Barrage markers;
- b) SMOKE;

- c) Acquired Target markers;
- d) Radios and Field Phones [*EXC: if Retained; SSR [CG9](#) ([17.4](#))*];
- e) DM, Disrupted, Fanatic, Berserk, Wall Advantage, Labor [*EXC: [17.6131](#)*], and Hull Down (HD) markers, Dummy stacks, and Dummy Cloaking counters;
- f) CX, Motion, CE, BU, Stun, Inexperienced Crew;
- g) All still-Cloaked units and Equipment are placed on-map concealed in their setup Location. Isolated HIP units are also placed on-map concealed in their setup Locations;
- h) Non-Isolated, still-HIP units and hidden Fortifications need not be revealed at this time;
- i) Sewer markers. Each unit/SW beneath such is Retained now;
- j) Snipers;
- k) Air Support (SSR [FB22](#)) counters (see also SSR [CG9](#) [[17.4](#)]).

17.6022 NON-ISOLATED HIP UNITS & HIDDEN FORTIFICATIONS: Each non-Isolated, still-HIP unit and non-Isolated, hidden Fortification, including all Fortified Building Locations may be kept

HIP/hidden at the owning player's discretion. HIP units that are not placed on the map are retained and are not considered for purposes of Perimeter determination. Each already on-map Fortification (i.e., from previous CG scenarios) is Controlled by the side Controlling its Location, regardless of which side Controlled it previously. A friendly-Set, hidden Set-DC in a friendly-Controlled Location may remain hidden or be "removed" and Retained; if in an enemy-Controlled Location it is now Eliminated instead.

17.6023 ISOLATED HIP UNITS & HIDDEN FORTIFICATIONS: Isolated, still-HIP units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.

17.603 VICTORY DETERMINATION & RALLY

17.6031 CG SCENARIO VICTORY DETERMINATION: The winner of the just-completed CG scenario is now determined ([17.6236](#); see [17.51](#)-[53](#) for Initial Scenario Victory Conditions). Units/Equipment Eliminated in the RePh after this step ([17.6031](#)) never count for CG scenario Victory Determination ([17.6236](#)) nor for MMC Battle Hardening DRM ([17.6112](#)), but can be used for CPP DRM determination purposes ([17.616](#)) [*EXC: Russian T-34/85 Withdrawal ([17.6073](#))*]. Also, all new Stone Locations gained/lost after this step ([17.6031](#)) do not count for CG scenario Victory Determination purposes.

17.6032 RALLY: After the scenario victor is determined, all currently broken units of both sides automatically rally. No DRs are made. All Passengers/Riders are unloaded into their vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but [17.6042](#) will apply).

17.604 ENCIRCLEMENT & MINEFIELDS



17.6041 ENCIRCLEMENT: Each Encircled unit [*EXC: prisoner*] must take a 1TC (leader DRM apply). If it passes its 1TC, it remains in its present Location (Encircled markers are not removed until RePh step [17.6064](#)). Failure of the 1TC results in the unit's immediate Elimination [*EXC: the Encircled Vulnerable PRC of an Immobile AFV are Eliminated, leaving the AFV Immobile and Abandoned*]. Each prisoner that an Eliminated Encircled unit was Guarding must, if possible, be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it may automatically possess any Equipment dropped by its Eliminated Guard and is considered Rearmed ([A20.551](#)). Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed.



17.6042 MINEFIELDS: An AFV in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if attempting to exit the minefield Location. Each Infantry unit in an A-P minefield hex (including a crew that just disembarked as a result of a minefield attack) must take a NTC ([non-armor] leader DRM apply); failure of the TC causes Casualty Reduction. [*EXC to both: A unit theoretically (even via Sewer Movement) able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled hex need not take the NTC.*] In all cases, each surviving unit remains in its respective Location in that minefield hex until removed in RePh step [17.607](#).

17.605 PERIMETER DETERMINATION: The Front Line between the Russian and Axis forces is now determined. In general, each side attempts to draw a closed “loop” (or “loops”) of adjacent Locations around a section of the map by marking out connecting (Alternate [as shown in the [E12.11](#) diagrams]) Hex Grains. The section thusly enclosed is the Perimeter Area. When fully completed (at the end of RePh step [17.6066](#)), the Perimeter Area must contain every friendly unit, and may contain some enemy units. Each side is free to try to enclose as many Locations within its Perimeter Area as it is able to, without violating any rule. If the “loop” is determined properly, each side will be able to start at any Front Line Location and, by moving only into an adjacent Front Line Location, and never reentering the same Front Line Location, eventually end up back at that starting Front Line Location.

17.6051 NO MAN’S LAND: Since each side is marking a Perimeter, there will often be sections of the map outside of both Perimeter Areas and sections where the two Areas overlap. Hexes outside of both Perimeter Areas are No Man’s Land, as are hexes within both Perimeters that contain no units; [17.6062](#). The overlapping hexes containing units are Isolated Areas. A Strategic Location can never be a No Man’s Land Location, as one side will always Control it (at the start of CG I/II the Axis Control all non-Russian-entry-hex Locations; [17.51](#) SSR [I.5](#); [17.52](#) SSR [II.6](#)).



17.6052 CONTROL MARKERS: Each side may (at any time during/after a CG scenario) place a friendly Location Control marker (supplied in the FB counter mix) in a Strategic Location (see Definitions; [17.2](#)) that it currently Controls if that Location’s Control might affect victory determination or the alignment of either Perimeter. The Control marker must be removed (or flipped over) if the Controlling side loses Control of that Location. Note that non-Strategic Locations may still be Controlled (as per [A26.11-.12](#)) but never receive a Control marker.

17.6053 MAP-EDGE MARKERS: First, a Perimeter marker is placed in each friendly-Controlled map-edge hex that is adjacent to an enemy-Controlled map-edge hex. Each such marker is then pointed towards another friendly Perimeter marker along a map-edge (Alternate) Hex Grain that is devoid of enemy-Controlled hexes [*EXC: if a map-edge hex is adjacent to two enemy-Controlled map-edge hexes, place a single marker in that hex, facing off the map*]. This map-edge (Alternate) Hex Grain may even go “around the corner(s),” of the map if necessary (and therefore change from a normal to an Alternate Hex Grain, or vice-versa). Since the Control of map-edge Locations are especially important, players are urged to leave the map-edge Perimeter markers on the map during play (whereas others, at the player’s discretion, may be removed after setup). Note that map-edge Perimeter markers usually occur in pairs, pointing towards each other.



17.6054 PERIMETER MARKERS: Each side now places Perimeter markers, one at a time, in ground-level Locations that contain a friendly Infantry-MMC/Control-marker; it makes no difference which side places first, or if both sides place simultaneously. As each Perimeter marker is placed, it must be pointed towards a Location containing another friendly Perimeter marker, along a(n) (Alternate; [E12.11](#)) Hex Grain that is devoid of ground-level non-SMC enemy units/Control-markers. In addition, the new (Alternate) Hex Grain may not overlap another friendly (Alternate) Hex Grain (even on the map edge) [*EXC: in a hex already containing a friendly Perimeter marker*]. The placement of Perimeter markers must continue in this manner until each side has formed a closed “loop” of connecting (Alternate) Hex Grains (including map-edge [Alternate] Hex Grains) which that side is satisfied encloses the largest Perimeter Area legally possible (though at this point not always encompassing every friendly unit). It is possible to have \geq one such closed “loop” in this manner. The markers placed in this step “build on” the map-edge markers placed in the previous step. See the [17.6066](#) EX.

17.6055 READJUSTMENT: Each side is free to remove or readjust their previously-placed Perimeter markers until it is satisfied with its Perimeter, as long as all markers are legally positioned. A side may even start over, but it must begin again with RePh step [17.6053](#).

17.6056 POCKETS: Each friendly unit still outside its Perimeter Area is in a Pocket [*EXC: SMC alone cannot create a Pocket; see [17.6059](#)*]. See [17.6057](#) if the unit is not at ground level. In order to enclose a groundlevel unit(s) within a friendly Pocket, two (if possible) Perimeter markers are placed simultaneously in

hexes that contain such a friendly non-SMC-unit/Control-marker. The two markers are pointed towards each other along a(n) (Alternate) Hex Grain that is devoid of ground-level non-SMC enemy units/Control-markers. After the two markers are thusly positioned, additional Perimeter markers may (if possible) be placed (as per [17.6054](#)) in order to expand the Pocket and enclose other friendly unit(s). However, a Pocket can never include any Location that was enclosed in the friendly Perimeter Area during RePh step [17.6054](#), nor any friendly ([17.6058](#)) map-edge hex (if the latter should happen, see [17.6058](#)). If a Pocket consists of only one hex, no Perimeter marker is needed since the units enclosed will remain on-map and must set up in that hex for the next scenario [*EXC: Escape*; [17.6063](#)]. All Pockets are Isolated Areas and part of the friendly Perimeter Area, even though physically separate from the main Perimeter Area.

17.6057 NON-GROUND-LEVEL POCKETS: Upper level, as well as FB Cellar ([9](#)), building Locations can also form a Pocket if a MMC present in such a Location cannot reach the ground level of that building hex except via enemy-Controlled Location(s) and/or Locations containing a Blaze marker. Additionally, an MMC in an upper level Location of a building that no longer contains a stairwell is considered in a Pocket. Such a Pocket is not indicated by Perimeter marker(s) since those markers are always placed at ground level; therefore, this type of Pocket is best recorded by direct notation on a photocopy of the reduced-size FB mapsheet (the appropriate circled level-number should suffice). All upper-level/FB-Cellar Pocket Locations (whether enemy- or friendly-Controlled) ADJACENT to another such Pocket Location in the same building constitute one Pocket, distinct from other possible Isolated Areas within that building or in adjacent hexes outside that building.

EX: If one side Controls the ground-level Location in a building, while the other side Controls the 1st- and 2nd-level Locations (and has MMC there), the 1st and 2nd floors together constitute one Pocket. This upper-level Pocket is separate from any possible Isolated Area that the ground level might be part of.

17.6058 If the process of expanding a Pocket adds a friendly map-edge (any north/south/west map-edge for the Russians; and north/south/east map-edge for the Axis) hex to a Pocket, that section of the Perimeter Area ceases to be a Pocket and is considered to be a “normal” section of the Perimeter Area (i.e., as if it had been marked out in RePh step [17.6054](#)). An Axis Perimeter *must* contain a north/south/east map-edge hex, if not it is considered a Pocket ([17.6056](#)). A Russian Perimeter *must* contain a north/south/west map-edge hex, if not it is considered a Pocket ([17.6056](#)).

17.6059 At this point, each side gains Control of all non-Isolated Locations within their Perimeter Area and removes all enemy Control markers from such Locations. Each friendly SMC that is still outside of the friendly Perimeter Area is Eliminated. Each Location of an Isolated Area maintains its present Control status; all No Man’s Land hexes become un-Controlled. *See the [17.6066 EX](#).*

17.606 ISOLATION: Isolated Areas are of four types (A-D), based on the units enclosed therein:

- A) No unit(s);
- B) Only SMC of one or both sides;
- C) MMC/vehicle(s) of one side;*
- D) MMC/vehicle(s) of both sides.*

*The presence of SMC (of either side) does not alter the classification.

17.6061 EFFECT ON UNITS: In a type B Isolated Area, each enclosed SMC must attempt to Escape ([17.6063](#)). In a type C Isolated Area each enemy SMC must attempt to Escape. In a type C/D Isolated Area, each Russian unit/Weapon enclosed begins the next scenario with Ammunition Shortage ([A19.131](#)) [*EXC: Escaped* ([17.6063](#))]. The ID of some may need to be recorded to distinguish them from others not suffering the same penalties. See [17.6243](#) for setup restrictions in Isolated Areas.

17.6062 EFFECT ON HEX CONTROL: Each type A and type B Isolated Area becomes No Man's Land [*EXC: If all of the Controlled Locations (i.e., ignoring No Man’s Land) ADJACENT to a type A or B Isolated Area (only) are Controlled by one side, all Locations of that Area become non-Isolated and pass to the Control of that side. If this occurs, the enemy Front Line Locations that delineated the Area are no longer considered Perimeter Locations for that side.*]. Each Location of a type C Isolated Area is Controlled by the

occupying side. Each type D Isolated Area has some Locations Controlled by each side.

17.6063 ESCAPE FROM ISOLATION: Any unit in an Isolated Location may attempt to Escape by making a DR on the Escape Table. If more than one Infantry unit in the same Location wishes to Escape, they may combine themselves into one or more stacks. Each stack then makes its own Escape DR. One Russian squad stacked with each leader may freely Deploy. Any SW/Gun may be dropped or transferred/dismantled-(if-possible) prior to its possessor's Escape attempt. Guns cannot accompany an Escaping unit [*EXC: if dm*].

ESCAPE TABLE

Final DR	Infantry	Mobile AFV
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Abandoned; ⁴ crew Escapes
10	Escapes; Casualty Reduced ³	Eliminated; ⁴ crew Escapes
11	Escapes; Replaced and Casualty Reduced ^{2,3}	Abandoned; ⁴ crew Eliminated
12	all units/Equipment Eliminated	Eliminated; ⁴ crew Eliminated

¹ Original 2 DR always results in Escape and Heat of Battle ([A15](#)); however, any result other than Hero-Creation/Battle-Hardening Eliminates the unit(s).

² A unit that would become Disrupted is Eliminated instead.

³ Use Random Selection for a stack.

⁴ In current hex and facing.

DRM:

+x (Armor-)Leader/Heroic DRM (NA to lone SMC)

-1 If Axis* [*EXC: Hungarian Vannay unit*]

-1 If lone surviving SMC

-1 If ≤ 2 hexes from a friendly-Controlled non-Isolated hex

-1 If adjacent to friendly-Controlled, non-Isolated hex

-2 If Hungarian Vannay unit*

+1 Per HS-equivalent > one HS using the same Escape DR*

+1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked non-wounded leader may combine to increase a MMC's IPC)*

+2 If Encircled* ([A7.7](#))

+2 If a Captured AFV

*NA to AFV Escape attempt

17.6064 ESCAPE RESULTS: If a unit survives the Escape attempt it (and each SW portaged by it) is Retained. An Original DR of 2 results in Escape and Heat of Battle; use Random Selection to determine the unit(s) affected if a stack is involved. All Encircled markers are now removed. An AFV that successfully Escapes from a minefield hex ([17.6042](#)) does not create a TB.

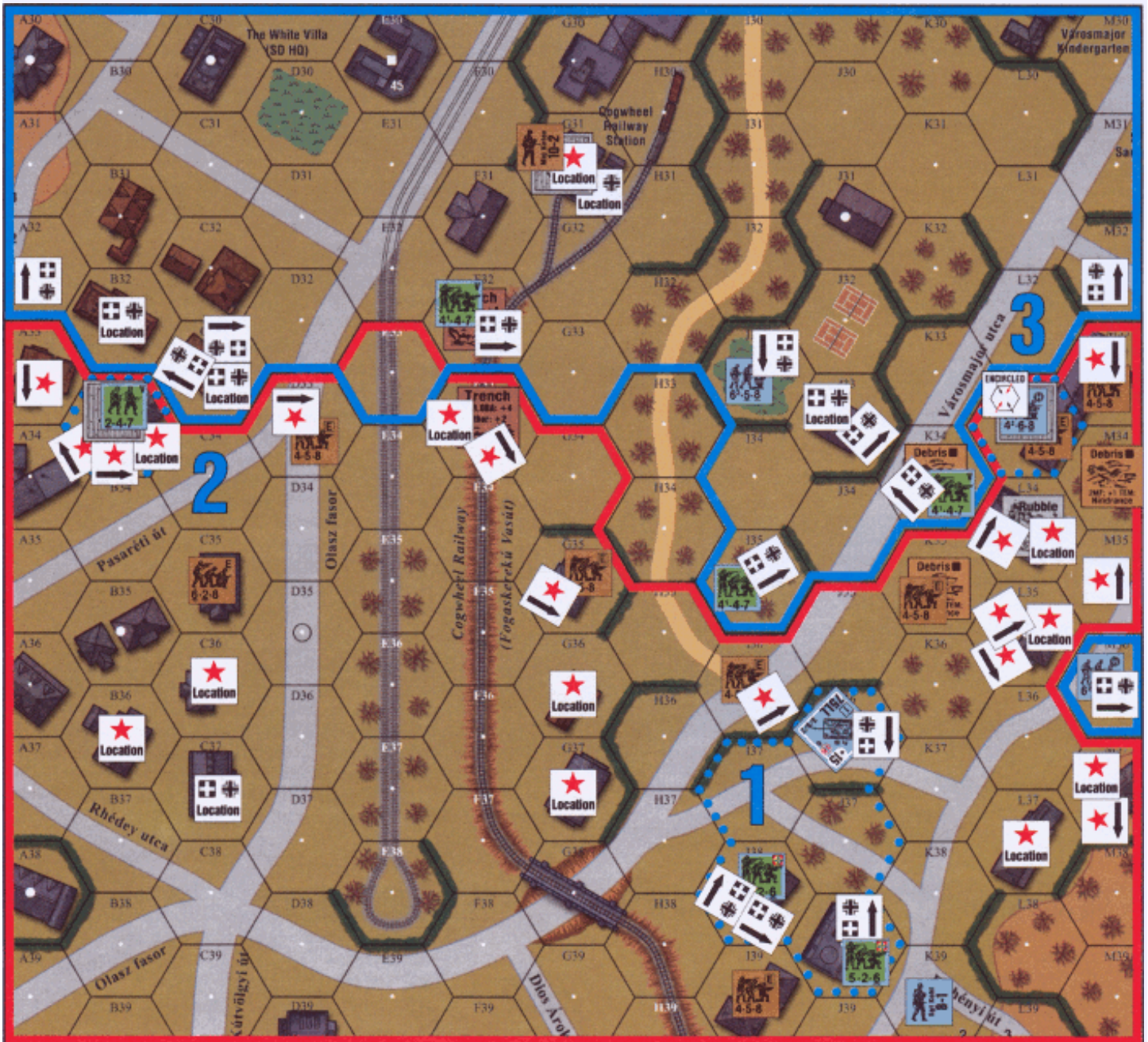
17.6065 If the Escape of a unit(s) changes the type of an Isolated Area [17.6061](#)-[.6062](#) must be consulted again to determine the effects on remaining unit(s) and hex Control.

17.6066 DRAWING THE PERIMETER: The Perimeter determination procedure is now complete. Both sides should now record their Perimeter on a photocopy of the reduced-size FB map (e.g., both sides draw their Perimeter on the same photocopy, using a different colored marker for each Perimeter drawn). Mark each hexside that a friendly Front Line Location shares with a No Man's Land or non-Isolated, enemy-Controlled Location. This procedure converts the connecting (Alternate) Hex Grains into a more understandable form on the reduced-size map. The type (A, B, C, D) of an Isolated Area should also be recorded. *See the [17.6066](#) FX on the next page.*

17.6066 EX: Drawing The Perimeter

This enlargement of the reduced-size FB map shows how the players have marked their perimeters ([17.6066](#)). The Russian Perimeter is in red; the Axis in blue. Note that both Perimeters have been recorded on the same reduced-size map.

17.6066 EX:



This example describes the Perimeter determination procedure and its effects on Isolated units. Actions that each side takes in the various RePh steps ([17.605](#)-[.6066](#)) are detailed. The illustration on the facing page shows the northwest corner of the NW FB map; it is important to note that for purposes of this example no other hexes exist (i.e., the edge of the map area depicted represents the “true” edge of the map). Perimeter markers are placed at ground level in the hex whose coordinates have been printed in **bold** in the EX text. The format “**A30**→**C31**” indicates that a marker is placed in A30 pointing towards another Perimeter marker in C31 along Hex Grain A30-B30-C31; “**B30**-**C30**→**D30**” indicates that a Perimeter marker is placed in B30 pointing towards D30 along the Alternate Hex Grain B30-C30-D30 (as per the [E12.11](#) Alternate Hex Grain diagrams).

In RePh step [17.6052](#) **CONTROL MARKERS**, each side places a friendly Location Control marker in the Strategic Locations shown in the illustration. Not every eligible Location is so marked as it is only necessary to mark a Strategic Location that might affect the Perimeters’ alignment. Then, as per RePh step [17.6053](#) **MAP-EDGE MARKERS**, the Axis player places a friendly Perimeter marker in **A32** and **M32**, pointing them towards each other along the **A32**→**A30**, **A30**-**B29**→**M30**, **M30**→**M32** map-edge (Alternate) Hex Grains. The Axis player also places a single Perimeter marker in **M36** facing off the map since this map-edge hex is adjacent to two Russian-Controlled map-edge hexes (M35 & M37). The Russian player likewise places Perimeter markers in **A33**, **M33**, **M35**, and

M37, pointing them towards each other along the **A33→A39, A39-B39→M39, M39→M37** map-edge (Alternate) Hex Grains (the 8-1 German leader in hex K39 cannot disrupt the A39-B39→M39 Alternate Hex Grain since a SMC cannot Control a hex; [A26.11](#)) and the **M35→M33** map-edge Hex Grain.

Next, in RePh step [17.6054 PERIMETER MARKERS](#), the Axis player starts by placing a Perimeter marker in J33, pointing towards the friendly map-edge Perimeter marker in M32. He continues by placing markers in the following order: **K34→J33; I35→K34; I33→I35; F32-G33→I33; C33-D32→F32**; and finally **C33→A32**. This completes a “loop” of connecting (Alternate) Hex Grains comprising the following hexes: M32, L32, K33, K34, J34, I35, I34, I33, H32, G33, F32, E33, D32, C33, B32, A32, A31, A30, B29, C30, D29, E30, F29, G30, H29, I30, J29, K30, L29, M30, and M31. These hexes are most of the Axis Front Line Locations; however, several more will be added during the subsequent steps in order to enclose “cut off” units.

At the same time the Axis side is marking his Perimeter, the Russian may be doing likewise. First, the Russian player places a Perimeter marker in **L35**, pointing towards the friendly map-edge Perimeter marker in M37 along Alternate Hex Grain **L35-L36→M37**. He continues by placing further Perimeter markers in the following order: **L35→M35; L34-L33→M33; I36→L34, G35→I36; F33-G34→G35; D33-E33→F33; B33-C34→D33**; and **B33→A33** (map-edge Perimeter marker). The Russian Perimeter (Front Line Locations) “loop” consists of the following hexes: M37, L36, L35, M35, M34, M33, L33, L34, K35, J35, I36, H35, G35, G34, F33, E33, D33, C34, B33, A33, A34, A35, A36, A37, A38, A39, B39, C39, D39, E39, F39, G39, H39, I39, J39, K39, L39, M39, and M38. These hexes are all of the Russian Front Line Locations and enclose the [Russian Perimeter Area](#).

In RePh step [17.6056 POCKETS](#), the Russian player notes that all of his units except his 10-2 leader in the 1st-level Location of G31 are successfully enclosed within/on the Russian Perimeter and because a SMC alone cannot create a Pocket, there are no Russian Pockets. However, the Axis player notes with chagrin that he still has six friendly units not currently within the Axis Perimeter (the Pz VG in J36; the Hungarian MMC in B33, I38, and J38; the German 4-6-8 in the upper level of L33; and the German 8-1 leader in K39). Although the Axis player would like to have placed a marker in the Pz VG’s hex during RePh step [17.6054](#), he could not since there is no friendly MMC/Control-marker in that hex. Instead, he now places Perimeter markers simultaneously in **J36** and **J38**, pointing towards each other along Hex Grain **J36→J38**. A marker is then placed in **I38→J38** to expand Pocket #1 using the same procedures outlined in [17.6054](#). This will enclose the Hungarian 5-2-6 squad in I38. Finally, a marker is placed along Alternate Hex Grain **I38-I37→J36** to finish the expansion of Pocket #1 and enclose the Axis squads in I38 and J38, and the Pz VG. Hexes I37, I38, J36, J37, and J38 become Isolated Axis Perimeter hexes.

Because a Pocket can never contain a map-edge hex, the 6-5-8 in M36 is not in a Pocket but rather occupies its own single hex Perimeter Area.

The Axis player notices that the friendly Hungarian 2-4-7 HS in B33 and the German 4-6-8 squad in L33 are in upper-level Pockets #2 and #3, respectively; as per [17.6057 NON-GROUND-LEVEL POCKETS](#), no Perimeter markers are placed. B33 and L33 become [Russian Perimeter Area](#) hexes and therefore their ground levels become Isolated since they are now part of both Perimeters (the first levels were already Isolated because they are Pockets). E33 is a No Man’s Land hex as it sits within both sides’ Perimeter, while H33 and H34 are No Man’s Land hexes and become un-Controlled (as they are outside both sides’ Perimeters), while hex C37 passes to Russian Control (note that the Axis player could not form a Pocket with just the friendly Control marker in C37, as there must be a friendly non-SMC unit present). The Russian 10-2 leader in the 1st-level Location of G31 is now Eliminated since it is outside of a friendly Perimeter Area ([17.6059](#)). The German 8-1 leader in K39 is also Eliminated (the Axis player could not expand Pocket #1 to include him because the leader is not an AFV/MMC/Control-marker).

The players now proceed to RePh step [17.606 ISOLATION](#). The only Isolated Russian unit is the 4-5-8 squad in L33, whereas the following Axis units are Isolated: the Pz VG (J36), squad 5-2-6 (I38), squad 5-2-6 (J38), squad 4-6-8 (L33), and HS 2-4-7 (B33). Russian squad 4-5-8 (L33) and Axis squad 4-6-8 (L33) are in a one-hex type D Isolated Area which includes Pocket #3 (but is not in its entirety a Pocket); Axis Pocket #2 and the ground level in B33 are a one-hex type C Isolated Area; Axis Pocket #1 is a type C Isolated Area; hex E33 is a type A Isolated Area. As per [17.6061 EFFECT ON UNITS](#), all the aforementioned Isolated units will suffer from Ammunition Shortage at the start of the next CG scenario (unless such a unit successfully Escapes; [17.6063 ESCAPE FROM ISOLATION](#)). Hexes E33, H33, and H34 become No Man’s Land ([17.6062 EFFECT ON HEX CONTROL](#)).

In RePh step [17.6063](#), the Axis 2-4-7 HS in the 1st-level Location of B33 attempts to Escape; it has an Escape Table DRM of -4 (-2 [Hungarian Vannay unit] -1 [≤ 2 hexes from friendly-Controlled, non-Isolated hex B32] -1 [adjacent to a friendly-Controlled non-Isolated hex B32] = -4). The Original DR is 12, modified to 8, which results in Escape, allowing it to be Retained in the Axis OB. In RePh step [17.6065](#) the Russian side now gains Control of the 1st-level Pocket in B33 (vacated by the Escaping Hungarian HS) since the only ADJACENT Location (ground level of B33) is Russian-Controlled. Hex B33 is no longer part of the Axis Perimeter and is no longer Isolated.

17.607 CLEARING THE MAP: Each player now removes all remaining non-Isolated units/Equipment from friendly-Controlled Locations and places them in their proper box (with remaining informational counters) on his copy of the Chapter FB divider ([17.15](#)) [*EXC: a Gun/AFV in a Fortified Building Location (SSR CG4 [17.4])*] and Immobile vehicles are left on the map.

17.6071 ISOLATED AREAS: Units/Equipment in Isolated Areas are not cleared from the map, and each must be left on the map in its current Location.

17.6072 RETAINED EQUIPMENT & SCROUNGING: All removed items, as well as all Equipment left on-map, are considered Retained by the side Controlling its Location [*EXC: Russian T-34/85 Withdrawal (17.6073); hidden Set DC (see 17.6022)*]. Each such item may be Eliminated [*EXC: an AFV becomes a Wreck or Burnt-Out-Wreck*] if its Retainer wishes to do so, after any desired Scrounging attempt ([D10.5](#)).



17.6073 T-34/85 WITHDRAWAL:³⁶ All Mobile ([D.7](#)), Russian-Controlled, non-Isolated T-34/85s are automatically Withdrawn. No CVP are lost by the Russians ([17.6161-6162](#)) or gained by the Axis ([17.6112](#)) for this Withdrawal. Each T-34/85 with a functioning MA Withdrawn in this manner is worth 1 SCPP ([17.6162](#)) that is available for expenditure by the Russians beginning on the next CG Day ([17.6121](#)). T-34/85s Captured by the Axis must roll for AFV Section Withdrawal per [17.6142](#). Isolated Russian-Controlled T-34/85s that are Mobile at the start of the next scenario ([17.6131](#)) are automatically under Recall (as well as suffering Ammunition Shortage; [17.6061](#)).



17.608 PRISONERS: Each prisoner Guarded by a non-Isolated unit is Eliminated. An Isolated Guard may retain possession of his prisoner(s) (though the latter may be freely transferred to another friendly unit in the same Isolated Area), execute them, or free them. If executed, Massacre ([A20.4](#)) will be in effect during the next CG scenario. If freed, a prisoner is automatically Retained by the side friendly to it. A freed MMC is Replaced by a friendly Conscript MMC of the same size; a freed SMC is Replaced by its original SMC type.



17.609 EXTINGUISHING BLAZES:³⁷ Each Location currently marked with a Blaze (not Flame) counter is considered fully consumed by the fire. Players must remove each Blaze counter and make the appropriate terrain alterations when performing the following sub-steps ([17.6091-6098](#)).



17.6091 BURNING WRECK: Each Burning Wreck has its Blaze marker transferred to the Burnable Terrain (if any) in its Location (one of the following sub-steps will apply to the newly created terrain Blaze); otherwise, that Blaze marker is removed. The Wreck itself is replaced with a Burnt-Out-Wreck counter (see SSR [CG6](#) [[17.4](#)]).

17.6092 BRUSH, ORCHARD, DENSE ORCHARD, & WOODEN RUBBLE: Place a Shellhole counter in the Location; the other previous terrain no longer exists.

17.6093 RAIL CAR: A Rail Car or Wrecked Rail Car hex is marked with a Debris counter and is no longer considered Burnable Terrain ([B25.1](#); [2.8](#)).

17.6094 STONE RUBBLE: The stone rubble still exists, and the Location may catch Fire again in later scenarios.

17.6095 NON-FACTORY BUILDING: Place the correct Rubble counter (without a Cellar counter beneath it; [9.6](#)) in all ground-level Locations of a non-Factory building that has at least one Blaze in any of its Locations [*EXC: the Postal Palace (T13) is immune from Rubbling due solely to Blaze; immediately remove all Blaze and Flame counters*]. Check for Falling Rubble ([B24.12](#); [3.4](#)) and Falling Debris ([2.5](#)) creation. This rubble may catch Fire again in later scenarios or may also catch Fire in the [17.6097](#) Flame Spread portion of this RePh. Each Isolated unit/Equipment that would have been confined to setting up again in that building is Eliminated, and those formerly Isolated rubble hexes become Controlled by the opponent.

17.6096 FACTORY BUILDING: A FB Factory ([8.](#)) is not completely reduced to rubble, rather, place a Rubble counter only in those hexes of the Factory that contain a Blaze counter. Each Isolated unit/Equipment that would have been confined to setting up again in that rubbled Factory hex is Eliminated, and those formerly Isolated Factory and rubble hexes become Controlled by the opponent.

17.6097 FLAME SPREAD: Each Flame is now flipped over to its Blaze side [*EXC: each Flame in a Factory Location is removed*], and another Blaze counter is also placed in each Burnable Terrain hex that is adjacent [*EXC: a Blaze counter is never placed into an adjacent Factory Location*] to it and does not currently contain a Blaze/Flame counter [*EXC: per [E2.721](#) if Ground Snow is in effect, Blazes will spread to*

currently contain a Blaze/Flame counter [EXC: per [E3.741](#), if Ground Snow is in effect, Blazes will spread to adjacent hexes only if the connecting hexside crosses a building/woods/brush symbol, or, in Deep Snow, a building/woods symbol]. All such Blazes will be in effect at the start of the next CG scenario and are assumed to occupy all existing Burnable Terrain levels in those hexes. Each Isolated unit/Equipment confined to setting up in a Location now containing a Blaze is Eliminated (replace an AFV with a Burnt-Out-Wreck).

EX: At scenario end there is a Blaze at ground level in E29 and a Flame at 1st level in F28 (both being hexes of building E29). In RePh step [17.6095](#) the Blaze in E29 is removed and all three hexes of the building become stone rubble at ground level. The Flame at 1st level in F28 is now transferred to the ground-level rubble. In RePh step [17.6097](#) that Flame becomes a Blaze, and additional Blazes are placed in adjacent hexes E29, and assuming Ground Snow is not in effect, F27. If Ground (/Deep) Snow were in effect, the Blaze would not spread to the adjacent, but non-attached F27.



17.6098 FORTIFICATIONS & EQUIPMENT: Each Fortification/Equipment (including a Fortified Building Location) in a terrain Blaze Location (including a building just reduced to rubble as per [17.6095](#)) is Eliminated [EXC: Entrenchment, though all Equipment therein is Eliminated].



17.610 WOUNDED LEADERS: Each side makes a dr for each currently Wounded leader. On a Final dr ≤ 2 the leader is Retained in his wounded state. On a Final dr ≥ 3 the leader is considered to have sustained wounds serious enough to require his evacuation (or, if Isolated, to have died of his wounds) and is Eliminated. There is a +1 drm if the leader is confined to setting up in an Isolated Area ([17.6061](#); [17.6243](#)).

17.611 BATTLE HARDENING & PROMOTION

17.6111 RECOMBINING: All Retained same-Class HS with the same strength Factors must now Recombine ([A1.32](#)) so that no more than one of each HS type is Retained [EXC: Isolated HS may only Recombine with other Isolated HS of the correct type allowed to set up in the same Isolated Location(s); [17.6243](#)].



17.6112 HEROES & MMC: On each side, each Retained Hero [EXC: heroic leader; [17.6113](#)] is Eliminated; however, each such Elimination enables that side to Battle Harden any one same-Nationality MMC as the Hero of the owner's choice (in the same Isolated Area as that Hero, if applicable). Each side also makes one Secret DR to determine the number of Retained Infantry non-crew MMC eligible for Battle Hardening. In all cases, an Elite MMC that Battle Hardens becomes Fanatic (but only for the duration of the next scenario; [17.6021e](#)). No MMC may Battle Harden more than once per RePh.

MMC BATTLE HARDENING TABLE

Final DR	# of MMC
≤ -1	5
0	4
1	3
2-3	2
4-5	1
≥ 6	—

DRM:

-3 Friendly side won this CG Day's scenario

-1 If Axis

-1 Per each 20 CVP ([A26.22](#)) (FRD) amassed by friendly side during currently completed CG Day's scenario



17.6113 LEADER: On each side, each Retained Heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect]. Each side also makes one Secret DR to Battle Harden a Retained Infantry leader, using that side's column on the following

One Secret DR to Battle Harden a Retained Infantry leader, using that side's column on the following table [EXC: [17.6114](#)]. If the leader selected is not currently Retained by that side, the player then must Battle Harden the lowest-grade Retained non-wounded leader (if any).

LEADER BATTLE HARDENING TABLE

Leader Type	Axis DR	Russian DR
10-2	≤ 2	≤ 2
9-2	3	3
9-1	4	4-5
8-1	5	6
8-0	6-7	7-8
7-0	8-9	9-10
6+1	10-12	11-12

DRM:

-2 Friendly side won this CG Day's scenario (optionally, the player may, after the DR, choose to ignore this DRM, or apply only a -1 DRM)

17.6114 PROMOTION OUT OF THE RANKS: In lieu of making a DR on the [17.6113](#) Table, the player may choose to either:

- exchange one non-Isolated unwounded 8-0 Infantry leader for two 7-0s; or
- exchange one non-Isolated unwounded 8-1 Infantry leader for one 8-0 and one 7-0.

However, a player may not use any option (a/b) that would give him > one leader per four squad-equivalents of his currently Retained units. For leader limitation determination purposes, tally all Axis leaders and squad-equivalents as one force. On the Russian side, tally all Russian leaders and squad-equivalents as one force.

17.612 NEW CG DAY & SAN ADJUSTMENT

17.6121 NEW CG DAY: Each passage of this RePh step represents the start of a new CG Day. Should no scenario be generated (RePh step [17.623](#)) players return to this step and repeat RePh steps [17.612](#)-[.623](#) until one is.

17.6122 SAN ADJUSTMENT: Each side whose SAN is currently ≥ 4 must make a dr, with a + drm equal to that side's current SAN minus 4. A Final dr of ≥ 5 immediately reduces that side's current SAN by one. Each side whose SAN is currently zero has it automatically raised to 2 (no GCPP expenditure is necessary).

EX: The Russian SAN is currently 6; there is a +2 drm to the Russian SAN adjustment dr (6 - 4 = 2). Therefore, an original dr of 3, 4, 5 or 6 will lower the Russian SAN to 5.

17.6123 BOOBY TRAP DEACTIVATION: If Booby Trap Level A or B is currently in effect, the Axis player makes a dr; an Original dr of six decreases that Level by one (i.e., Level A goes to Level B; Level B reverts to Level C). Any other dr has no effect.

17.613 EQUIPMENT REPAIR & REPLENISHMENT

17.6131 AFV: Each side performs the applicable step(s) below for each AFV in a friendly-Controlled Location.

- Each abandoned, non-Isolated AFV may remain abandoned, or may be remanned and operated (as per [A21.22](#)) by any Retained unit of that side. Such remanning unit must begin the next scenario manning that AFV.
- Each Shocked/UK AFV must roll for recuperation ([C7.42](#)) until it is no longer under the effects of Shock/UK.
- Each manned, bogged AFV must undergo Bog Removal attempts ([D8.3](#)) until it is either unbogged or immobilized. MP expenditure is immaterial. If unbogged, clear from the map and Retain if non-Isolated.
- Each manned, immobilized AFV must make a dr on the table below to determine if the

- g) Each manned, immobilized AFV must make a dr on the table below to determine if the Immobilization is repaired.

IMMOBILIZATION REMOVAL TABLE

Final dr	Result
≤ 2	Become Mobile*
≥ 3	No change

drm:

+x Per armor leader DRM
+1 If only Non-Qualified Use (A21.13) possible
+1 If Isolated
+1 If manned by Inexperienced Crew (D3.45 ; 17.6206)
-2 If Out-of-Gas (SSR FB20)
-1/-2 Per Labor Status**

*Retained; clear from the map if non-Isolated.

**May mark with a -1 Labor counter (or flip a -1 Labor counter to its -2 side).

17.6132 WEAPON REPAIR: Each side makes a separate dr on the table below for each [non-Captured, Retained malfunctioned Weapon and disabled vehicular FT \(D1.8\)](#).

WEAPON REPAIR TABLE

Final dr	Result
≤ 1	Repaired
≥ 2	Eliminated*

drm:

-2 If Russian vehicular-mounted
-1 If Axis vehicular-mounted
-1 If Russian MG
+1 If only Non-Qualified Use (A21.13) possible
+1 If Isolated
+1 If Axis Ammunition Shortage Level 4/5 (16.1)

*If Vehicular-mounted, the Weapon is Disabled; if Russian MA, the AFV is Eliminated; if Axis MA and all other Vehicle Armament is also Disabled, the AFV is Eliminated.

17.6133 AFV MG EXCHANGE: A Disabled non-Captured, non-Isolated AFV MG (even if Disabled in RePh step [17.6132](#)) may be automatically repaired by the Elimination of a friendly, non-Isolated Retained LMG.



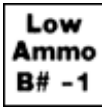
17.6134 FT/DC: Each non-Captured FT/DC removed from play during the preceding scenario (regardless of why it was removed) is Retained by its original owning side only if the Original effects DR causing its removal and made by the original owner was ≤ 10 [*EXC: Russian FT ≤ 11*]; otherwise, it is Eliminated. Place each such Retained SW in the friendly side's "Retained" box on the Chapter FB divider. However, the side may never Retain in this manner more friendly FT/DC, than it has friendly non-Isolated Assault Engineer (only) squads at this point in the RePh.

17.6135 CAPTURED WEAPON: Make one dr for each functioning, Captured, Retained Weapon: if a Russian weapon, then ≥ 4 it is Eliminated (Disabled if vehicular-mounted), if an Axis weapon, then ≥ 2 it is Eliminated (Disabled if vehicular-mounted). Each already malfunctioned Captured Weapon is Eliminated (or Disabled). Disablement of MA by either means does not cause Recall.

17.6136 CAPTURED AFV: A Captured AFV may remain in play if it has any functioning Weapon (even if its MA is Disabled); otherwise, it becomes a wreck. See also [17.6072](#).



17.6137 SPECIAL AMMO: Each Russian non-Captured, non-Isolated Retained Gun (including vehicular-mounted) has all of its Depleted ammunition types (if any) restored to normal availability. Each Axis non-Captured, non-Isolated Retained Gun (including vehicular-mounted) has all of its Depleted ammunition types (if any) restored to normal availability if the Ammunition Shortage Level ([16.1](#)) is ≤ 4 .



17.6138 LOW AMMO REMOVAL: Each Russian Low Ammo counter on each non-Isolated unit is removed. Each Axis Low Ammo counter on each non-Isolated unit is removed if the Ammunition Shortage Level ([16.1](#)) is ≤ 3 .

17.6139 RUSSIAN AMMUNITION SHORTAGE REMOVAL: Each Russian, non-Isolated Infantry-unit/Weapon currently suffering Ammunition Shortage ([17.6061](#)) now has such restrictions lifted. Axis Ammunition Shortage ([16.1](#)) is never lifted, only potentially changed per [17.6171](#).

17.614 ARMOR WITHDRAWAL³⁸

17.6141 RECALL: Each Mobile Retained AFV under Recall, whether Isolated or not, is Eliminated and removed from the map.

17.6142 AFV SECTION WITHDRAWAL: Each side makes a Secret DR on the following table for each friendly (including Captured) Retained AFV Section (or part thereof) [EXC: *German SPW Sections (IG4; HWG3; HWG4; AG11)*], whether Isolated or not, that has had one AFV of its Section on the map in at least one CG scenario to determine whether the Section (or remainder thereof) must be Withdrawn. A Withdrawn result Eliminates each remaining non-Isolated AFV (even if abandoned/ immobilized) of that Section, as well as each armor leader originally entered with that Section (if any).

AFV SECTION WITHDRAWAL TABLE

Final DR	Result
≤ 11	Retained
≥ 12	Withdrawn

DRM:

-1 If friendly side's won:loss ratio is $\leq 1:2^*$
+1 Hungarian Vehicle Section
+1 If Axis Ammunition Shortage Level 5 (16.1)
+1 If AR4 Russian AG Sect on/after 21 January

*Not applicable until \geq two CG scenarios have been completed.



17.615 FORTIFICATION REMOVAL: Attempts may be made to Eliminate any Known wire/minefield/Entrenchment-(including an A-T Ditch) in any friendly-Controlled, non-Isolated Location. A roadblock may also be rolled for removal, but only if the removing side Controls both ground-level Locations that share that hexside. If a Location contains more than one type of the above-mentioned items (all mines are considered the same "type"), the side may roll once for each, but must announce which one is currently being rolled for [EXC: *all A-P mines must be Cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification*]. Only one attempt may be made per "type" per Location per completion of this RePh step. Pre-existing Labor drm are not applicable, nor does the dr create or increase Labor drm.

FORTIFICATION REMOVAL TABLE

Final dr	Result
≤ 3	Eliminated*
$\geq 4^{\dagger}$	No Effect

drm:

1. Wire/Minefield/Entrenchment is in a Front-Line Location

- +2 Wire/Minefield/Entrenchment is in a Front Line Location
 - +2 Roadblock is along a hexside of \geq one Front Line Location(s)
 - +1 Wire/Minefield/Entrenchment is ADJACENT to (not in) a Front Line Location
 - +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is ADJACENT to a Front Line Location
 - 1 Friendly side currently Retains \geq three non-Isolated Assault Engineer squads
- * Vs a Known minefield, this result Eliminates all mines (A-P and A-T) in the Location.
- † An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC (Assault Engineer if possible, otherwise owner's choice; if no Elite MMC is available, Reduce a 1st Line MMC, etc.).

17.616 CPP REPLENISHMENT:³⁹ If the previously completed CG Day was non-Idle then each side now makes two Secret DRs to replenish its CPP. The first DR is used to generate the number of Generic CPP (GCPP), which can be used toward the purchase of any allowed RG(s) from a side's respective RG Chart. The second DR is used to generate the number of Specific CPP (SCPP), which can only be used toward the purchase of "A" and/or "G" type RGs. Unused GCPP may be used to augment SCPP, but not vice-versa. If the previously completed CG Day was Idle then a Secret DR process is not used here. Rather, the Russian side automatically receives a total of 6 GCPP for expenditure and the Axis side automatically receives 4 GCPP for expenditure.

17.6161 GENERIC CPP REPLENISHMENT: If the previously completed CG Day was non-Idle, then a Secret DR is used to determine the number of GCPP available for expenditure from the table below. These GCPP may be used toward the purchase of any allowed RG(s) from a side's respective RG Chart. Unused GCPP may be used to augment the number of available SCPP, but not vice versa. Additionally, unspent GCPP may be saved for use on subsequent CG Days.

GENERIC GCPP REPLENISHMENT TABLE

Final DR	CPP Increase
≤ 2	+18
3-4	+17
5-6	+16
7-8	+15
9-10	+14
11-12	+13
≥ 13	+12

DRM:

- 1 Per each 20 CVP ([A26.22](#)) (FRD) suffered by the friendly side on the previous CG Day's scenario (including friendly units Eliminated since the last scenario during the current CG Day's RePh; e.g., Recalled or Withdrawn AFV; [17.614](#), etc.)
- 1 If Russian
- 1 Friendly side won yesterday's CG scenario
- +1 For the Russians, if the Russian side Selected the "Attack" Initiative chit on the previous CG Day

17.6162 SPECIFIC CPP REPLENISHMENT: If the previously completed CG Day was non-Idle, then a Secret DR is used to determine the number of SCPP available for expenditure from the table below. These SCPP may be used toward the purchase of any allowed "A" (AFV) and/or "G" (Gun) type RG(s) ([17.6191](#)) from a side's respective RG Chart. Unused SCPP may be saved for use on subsequent CG Days, but may not

be used to augment the number of available GCPP.

SPECIFIC SCPP REPLENISHMENT TABLE

Final DR	CPP Increase
≤ 3	+5
4-5	+4
6-7	+3
8-9	+2
10-11	+1
≥ 12	+0

DRM:

-1 Per each 5 “A” and “G” type CVP ([A26.22](#)) (FRD) suffered by the friendly side on the previous CG Day’s scenario (including friendly units Eliminated since the last scenario during the current CG Day’s RePh; e.g., Recalled or Withdrawn AFV; [17.614](#), etc.)

-1 If Russian

-1 Friendly side won yesterday’s CG scenario

17.6163 AXIS ATTACK SCENARIO GCPP REPLENISHMENT ADJUSTMENT:⁴⁰ Whenever the Axis chooses to play an Attack chit, they receive a special GCPP Replenishment positive adjustment for that CG Day and, barring a Scenario Victory, a negative adjustment for their next CG Day. During any CG Day in which the Axis chose to Attack, the Axis receives a 10 GCPP increase [*EXC: 5 GCPP increase prior to 28 January*] in addition to any other CPP normally received for that CG Day. If the Axis fail to win that particular CG Day by meeting the FB CG Scenario Victory Conditions ([17.6236](#)), then the Axis are penalized by having their CPP Replenishment (Axis choice of GCPP/SCPP) reduced by 12 CPP [*EXC: 6 CPP reduction prior to 28 January*] on the next CG Day. The Axis may purchase 1 Infantry RG more than the daily maximum of 2 (while still conforming to the specific Daily Max [[17.6195](#)]).

17.6164 CG ROSTER UPDATE: Record the final result of the CPP Replenishment DRs in the proper CPP “Repl” columns, and on the proper line for the current CG Day, on the CG Roster. (Note: The “19/1” [19 January] CG Day’s “Repl” box is shaded-in as CPP replenishment is not possible on that day). Add the current CG Day’s GCPP and SCPP “Repl” numbers and “Start” numbers (the latter is the number of CPP unspent from the previous CG Day), and record this sum in the appropriate CPP “Total” box of the same line. These are the total GCPP and SCPP available for purchasing RG(s)/Recon.

EX: Players have just completed the 7 February CG Day of CG III, which ended in the Russians winning and amassing 44 Casualty VP. In RePh step [17.6121](#), the CG Day changes to 8 February. In RePh step [17.6161](#), each side rolls for GCPP Replenishment. The Axis Original DR is a 10; this becomes a Final DR of 8 (-2 [Germans suffered the loss of 44 Casualty VP] = -2), giving the Axis 15 GCPP. Because the Axis also have two unspent GCPP from the previous CG Day (as evidenced by a “2” in the “Start” box on the 8/2 CG Day of the Axis CG Roster), they now have a total of 17 GCPP to spend. The Axis player now rolls for SCPP Replenishment. The Axis Original DR is an 8. This becomes a Final DR of 6 (-2 [Germans suffered the loss of 12 Casualty VP worth of vehicles as a part of the 44 total CVP] = -2), giving the Axis 3 SCPP. The Axis player records “17” in the “GCPP Total” box and “3” in the “SCPP

Total” box for the 8 February CG Day. If the Axis had chosen to play 1 of their 2 Attack chits on the 8 February CG Day, in addition to the 17 GCPP and 3 SCPP they would have received an Attack bonus of 10 GCPP for a total of 27 GCPP and 3 SCPP. Additionally, the Axis would have the potential to buy 3 Infantry RGs (+1 Axis Attack Bonus, [17.6163](#)).

17.617 AXIS AMMUNITION SHORTAGE & ELR LOSS/GAIN DETERMINATION



17.6171 AXIS AMMUNITION SHORTAGE DETERMINATION:⁴¹ The initial Axis Ammunition Shortage Level is given in each CG’s Initial Special Rules section. Commencing on the second CG Day (and every CG Day thereafter) of each CG, the Axis player makes a DR on the following table to determine the Level of Axis Ammunition Shortage ([16.1](#)) suffered for the current CG Day [*EXC: this step is not performed if the previous CG Day was Idle; [17.6232](#)*]. Update any change in the Axis Ammunition Shortage Level in the “ASL” column of the CG Roster for that CG Day. Additionally, for the coming CG Day, mark the Axis Ammo Shortage Level Track located on the appropriate FB map section with the current Ammunition Shortage Level.

AXIS AMMUNITION SHORTAGE LEVEL CHANGE TABLE

Final DR	Result
≤ 9	No change
≥ 10	Shortage increases one Level

DRM:

J10	J10
-1	Per each of the following buildings under Axis Control at the end of a CG II Day: V15, W18
-1	Per each of the following buildings under Axis Control at the end of a CG III Day: FF15, JJ16, PP13
+ (y-1)	Number of Axis Attack Chits selected during this CG (minimum net drm of 0) (see 17.5 ; 17.51 SSR I.6 ; 17.52 SSR II.7)
+1	Per each of the following buildings under Russian Control at the end of a CG II Day: V15, W18
+1	Per each of the following buildings under Russian Control at the end of a CG III Day: FF15, JJ16, PP13

EX: The Axis begin the 7 February CG Day of CG III under Ammunition Shortage Level 3. In order to take some pressure off of his collapsing right flank, the Axis player uses the second of his two Attack chits to conduct an Axis Assault scenario. During the subsequent RePh, the Axis player must check to see if there has been a change in the Axis Ammunition Shortage Level ([16.1](#)). As it is later in CG III, the Axis player only retains Control of building PP13, so the Axis player has a Final DRM = +2 (-1 [PP13 Axis building Control] +1 [Attack chits used] +2 [FF15 and JJ16 Russian building Control]). On an Original DR ≤ 7 the Axis Ammunition Shortage Level will remain at 3. On an Original DR ≥ 8 the Ammunition Shortage Level will increase by one to Level 4.



17.6172 ELR LOSS/GAIN: Each side makes one DR to determine if its present ELR changes. On a Final DR of ≤ 2 that side's current ELR increases by one for each Group Type (see SSR [CG16](#) [[17.4](#)]), to a maximum of 4. On a Final DR of ≥ 13 its current ELR decreases by one for each for each Group Type, to a minimum of 0. Update any change in a side's ELR in the "ELR" column of the CG Roster for that CG Day and mark each Group Type's ELR on each side's ELR Track located on the appropriate FB map section. Normal Battlefield Integrity ([A16](#).) rules should not be used in the FB CG. The following cumulative DRM can apply to the ELR Loss/Gain DR:

ELR LOSS/GAIN TABLE

Final DR	Result
≤ 2	ELR + 1
3-12	No change
≥ 13	ELR - 1

DRM:

-2	Friendly side won yesterday's CG scenario
-2	Per Idle Day since the last-completed CG scenario
-2	Per friendly Elite-Infantry-RG purchased on the previous CG Day
-1	Per friendly 1st-Line-Infantry-RG/AFV-Section purchased on the previous CG Day
+1	If friendly side selected the Attack chit on the previous CG Day (Russians are assumed to select the Attack chit for each Initial Scenario: 17.5)
+2	Per scenario completed since the start of the CG or since the last Idle Day (friendly side's choice)



17.618 WEATHER & EC DETERMINATION: The Axis side makes a DR on the FB Weather Table to determine the Weather (E3.) for the current CG Day. If Snow ([E3.7](#)), then also roll on the FB Snow Table to determine which form of Snow is in effect for that CG Day [EXC: if the final Snow dr results in some form of Falling Snow ([E3.71](#)), the Weather will then automatically become

show up results in some form of Falling Snow ([E3.71](#)), the weather will then automatically become “Overcast”]. Unless the EC ([B25.5](#)) are prescribed by a pre-existing Weather (E3.) relationship (EX: EC are automatically “Moist” if the Weather is “Mist” ([E3.3](#)); EC are automatically “Wet” if Ground Snow ([E3.72](#)) is in effect), the Axis player makes a DR to determine the EC ([B25.5](#)) for the current CG Day. Wind Force ([B25.63](#)) and Wind Direction ([B25.64](#)) are determined in RePh step [17.6241](#). Record the results in their respective columns, and on the proper line for the current CG Day, on the CG Roster.

FB WEATHER TABLE

Final DR	Result
≤ 2	Mist*
3-5	Snow
6-7	Overcast
8-11	Clear
≥ 12	Clear & Gusty

DRM:

-1 If previous CG Day was Clear or Clear & Gusty

*EC ([B25.5](#)) are “Moist”; FB EC DR is NA.

FB SNOW TABLE

Final dr	Result
≤ 1	Falling Snow*
2-4	Ground Snow†
5	Ground Snow & Falling Snow*†
6	Deep Snow§
7	Deep Snow & Falling Snow*§

drm:

+1 If the previous CG Day was either Falling Snow or Ground Snow & Falling Snow

*Weather becomes “Overcast” ([E3.32](#); [E3.71](#)).

†EC ([B25.5](#)) are “Wet”; FB EC DR is NA.

§EC ([B25.5](#)) are “Snow”; FB EC DR is NA.

FB EC TABLE

Final DR	Result
≤ 6	Wet
7-8	Moist
9	Moderate
≥ 10	Dry

DRM:

-3 If the previous CG Day was Overcast

-2 If the previous CG Day was Snow

-1 If the previous CG Day had Mist

-1 If the month is February

-2 If the month is January

+1 If the previous CG Day had Dry EC



17.6181 SNOW DURATION: Deep Snow ([E3.73](#)) will automatically become Ground Snow the day after it is created [EXC: if the Weather is Snow on that subsequent CG Day, Deep Snow stays in effect]. Ground Snow will automatically stay in effect for two days beyond the CG Day of creation at which point it will no longer be in effect [EXC: if the Weather is Snow on either of those two subsequent days, the appropriate form of Snow stays in effect]. Rain has no effect on the duration of Ground Snow.

17.619 PURCHASING REINFORCEMENT GROUPS:⁴⁶ Both sides now secretly allot GCPP and SCPP for the purchase of RG(s). All GCPP and SCPP expended are subtracted from that side's current appropriate CPP totals. The CPP(s) expended, those remaining, and the RG(s) purchased may all be kept secret. Each side consults its respective RG Chart for the different types of RG(s) available, the CPP cost of each, the number of each that may be purchased during the course of the CG being played, and any special notes pertaining to each. The number of counters received should not be limited to the available counter mix quantity.



GERMAN REINFORCEMENT GROUP CHART



HUNGARIAN REINFORCEMENT GROUP CHART



RUSSIAN REINFORCEMENT GROUP CHART

As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column, on the line for the current CG Day, on the CG Roster. After all RG(s) are selected write the total GCPP and SCPP expended in their respective "Spent" column of the CG Roster for the current CG Day. Then write the number of GCPP and SCPP remaining, even if zero, in the appropriate "Left" columns for the current CG Day. Any GCPP remaining may be used in Recon (RePh step [17.622](#)). Finally, any GCPP and SCPP remaining may be used to purchase further RG(s) in any subsequent RePh steps [17.619](#) (- [6198](#)).

Each RG Chart contains the following columns:

17.6191 ID: Provides an alphanumeric identification for each RG. The first letter [*EXC: Heavy Weapons*

Platoons have two letters (HW)] of each ID denotes the type of RG; all Infantry RG have an "I" initial letter designation; all Heavy Weapons Platoons (e.g., HMGs, MMGs, MTRs, etc.) have an "HW" initial designation; all AFV have an "A" initial designation; all Guns have a "G" designation; all OBA modules have an "O" designation; all fighter aircraft have an "F" designation; and all Fortifications & SAN adjustments have an "M" designation. The second letter [*EXC: HW Platoon*] identifies the nationality of each RG, "G" for German, "H" for Hungarian, and "R" for Russian/BVR. Finally, each RG ends with a unique numeric identifier.

17.6192 GROUP TYPE: Lists the nationality and name of the RG and for an Infantry RG its Class ([A1.25](#)) (Elite, 1st Line, 2nd Line, Conscript), shown in superscript. This Class information is used when determining the DRMs for certain rules such as ELR LOSS/GAIN ([17.6172](#)).

17.6193 FULL/REDUCED/DEPLETED UNIT TYPE: Lists the type(s) of units that each RG contains. The number to the left of the "x" represent the number of that Unit Type received at Full, Reduced, and Depleted Strengths respectively (RePh step [17.6201](#)). Gun Section RG(s) use [17.6204](#); OBA module Ammunition status ([C1.211](#)) is specified in SSR [FB16](#). The number of Aircraft received is determined as per [17.6201](#), not [E7.21](#).

17.6194 CPP COST: Lists the CPP cost of the RG regardless of its Strength. This is the number of CPP that

must be subtracted from the purchasing side's current CPP total (GCPP or SCPP, as appropriate) in order to receive that RG. AFV, and most Infantry, RG(s) enter play during the course of a CG scenario if purchased on that CG Day (see SSR [CG8 \[17.4\]](#)). Place all the counters for each such reinforcing RG in a section of the "Entering RGs" box on the Chapter FB divider until the units are set up to enter. The listed cost of Infantry/AFV RG(s) can be altered in two ways:

a) On-map Setup: Any Infantry RG or Russian AFV RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "I" or "AR") may be used for normal on-map setup in a scenario played on the same CG Day they are purchased. Such an RG has its CPP (GCPP or SCPP as appropriate) cost increased by one if Axis or Russian [*EXC: Hungarian Militia RG may always set up on-map on their CG Day of purchase at no additional cost*].

EX: Players have just completed the 19 January CG scenario of CG I. In the following RePh step [17.612](#) the CG Day changes to 20 January. Later, in RePh step [17.619](#), the Russian player purchases an AR2 RG (Medium Tank Section II) using part of his available SCPP at normal (4 CPP) cost. Thus, that RG may only enter from off-map on 20 January; if no scenario is played (or the Russian opts to keep it out of play) on that CG Day, that RG will be available for on-map setup on any scenario after 20 January (that RG's purchase date). Alternatively, if he wishes to have it available for on-map setup in the 20 January scenario, he must purchase it for 5 CPP on that same Day (4 + 1 = 5 CPP).

b) Reserve: Any Infantry RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "I") may be purchased as a Reserve RG by spending one < its normal GCPP cost. A Reserve RG must be set up onmap (HIP is NA) on the CG Day of purchase (should a scenario be played on that CG Day), using the principles of Cloaking ([E1.4](#)) [*EXC: a Reserve RG (or part thereof) unable to set up on-map must instead be Retained off-map on its CG Day of purchase, but thereafter may be added to all other Retained friendly units*]. Each Reserve RG purchased may (at purchaser's option) automatically include up to five Dummy Cloaking counters. Such an RG must have all its Cloaking counters set up at ground level \geq six hexes from the closest enemy Front Line Location (on CG Day 19/1, each potential Russian entry hex is considered a Front Line Location for purposes of this rule). Each Cloaked Reserve unit/stack must remain Cloaked—and may conduct no action whatsoever—until an enemy ground unit is within three hexes of it and is in its LOS, or enemy Air Support ([E7](#); SSR [FB22](#)) is within one hex of it and in its LOS, or until subjected to an enemy attack that results in the loss of the Cloaked unit's/stack's Concealment, at which time the Controlling side may (or must, if thusly attacked) put that Cloaking counter's contents (if any) unconcealed on-map. In general, the counter(s) represented by a Reserve Cloaking counter (if any) is considered not to exist until it appears on the map, except as noted below:

- A Reserve Cloaking counter is ignored for all Overstacking purposes;
- A non-Cloaked Dummy stack may neither set up in nor enter a Location that contains a Reserve Cloaking counter;
- A Reserve Cloaking counter is considered a non-Target vs an enemy Sniper attack ([A14.22](#)) and is not subject to Civilian Interrogation ([E2.4](#)) results;
- A Reserve Cloaking counter is considered a Concealed unit for the purpose of requiring an extra chit draw to determine OBA Battery Access ([C1.21](#)) unless stacked with a Known unit;
- A Reserve Cloaked leader may not use his leadership benefits for any purpose;
- Reserve Cloaked units are ignored for the purpose of determining the number of on-map squad-equivalents that a Defender has in a Night CG Day ([E1.2](#)).
- If a Flame/Blaze occurs in a Location that contains a Reserve Cloaking Counter (even a Dummy), that counter may move/advance once to an ADJACENT, non-Blazing Location, provided it is not moving closer to an enemy unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy unit and must otherwise abide by the rules pertaining to Cloaked Reserve setup. If it still cannot do so, the affected Reserve Cloaking Counter is immediately removed from the map as if the scenario had ended. Should Cloaked unit(s) still exist at the end of the scenario, or should no scenario be played on that CG Day, all such non-Dummy Cloaked Reserve units are Retained in the normal manner but are no longer considered Reserves. Cloaked Reserve units are subject to Isolation in the normal manner.

EX: During the [29 January](#) CG Day's RePh, the Russian player purchases an IR2 RG (Gds SMG Coy) as a Reserve at a cost of 6 GCPP instead of the normal 7. At the end of the CG Day any Retained units of this Reserve RG, whether Cloaked or not

SCPP. Instead of the normal 7, at the end of the CG Day, any retained units of this Reserve RG, whether created or not, automatically become available for normal, non-Reserve on-map setup starting on the following [30 January](#) CG Day.

17.6195 DAILY MAX:⁴² Lists the maximum number of RG(s) of this specific type that may be purchased per CG Day. Additionally, a side (Axis or Russian) may purchase no more than two total Infantry RGs per CG Day [*EXC: This Infantry maximum can be modified by [17.6163](#) for the Axis and by purchasing the MR3 Daily Max Modifier for the Russians, but specific Infantry RG type daily limits still apply*]. Whenever the Russian purchases the MR3 Daily Max Modifier, they must purchase their additional Infantry RG on the same CG Day or forfeit the MR3 benefit.

EX: On 30 January of CG II, the Russian player can purchase a maximum of two Infantry RGs unless they spend 3 GCPP and purchase the MR3 Daily Max Modifier, which would allow them to purchase a third Infantry RG on that CG Day. Assuming the Russians have purchased MR3, they are now free to purchase a total of 3 Infantry RGs, but are limited to purchasing no more than 2 Infantry RGs of type IR1, IR2, IR3, IR4, and IR6 or 1 Infantry RG of type IR5.

EX: On 4 February of CG III, the Axis side can only purchase a maximum of two Infantry RGs as it has not declared an Axis Attack [17.6163](#). The Axis side is limited to the purchase of either two German Infantry RGs, or two Hungarian Infantry RGs, or one German Infantry RG and one Hungarian Infantry RG.

17.6196 CG MAX: Lists the maximum number of RG of this type that may be purchased during the course of the current CG. (Note that there is a separate column for each FB CG.) Players must keep a written record (using the RG Purchase Record; [17.6198](#)) of each RG purchased during the CG in order to know if additional RGs of that type are still available for purchase. RGs given in a CG's Initial Scenario OB ([17.51-.53](#)) never count against this maximum.

EX: The Russian side may purchase no more than a total of 4 Medium Artillery (OR2) OBA RG during CG III.

17.6197 MANDATORY AXIS CG CPP EXPENDITURE RATIO:⁴³ During the course of each CG, the Axis player must expend a certain percentage of their total CPP (combined GCPP and SCPP) Purchases on Hungarian RG Purchases. After every *other* day's CG Purchases, the Axis player must have expended, at a minimum, the percentage of CPP listed below based on the total number of CPP received up to that point in the CG. Every other CG Day, the Axis player must record the percentage of CPP spent on Hungarian RG Purchases on the "% Hung" column of the CG Roster.

CG I: After every *other* day's CG Purchases, the Axis must have spent, at a minimum, one-half (FRD) of their total CG CPP Replenishment ([17.616](#)) (GCPP + SCPP) received to date, including at-start OB given GCPP, on Hungarian RG Purchases ([17.619](#)).

CG II: After every *other* day's CG Purchases, the Axis must have spent, at a minimum, one-third (FRD) of their total CG CPP Replenishment ([17.616](#)) (GCPP + SCPP) received to date, including at-start OB given GCPP, on Hungarian RG Purchases ([17.619](#)).

CG III: After every *other* day's CG Purchases, the Axis must have spent, at a minimum, one-quarter (FRD) of their total CG CPP Replenishment ([17.616](#)) (GCPP + SCPP) received to date, including at-start OB given GCPP, on Hungarian RG Purchases ([17.619](#)).

EX: Through the CG III, 4 February CG Day, the Axis player has received a total of 48 CPP (combined GCPP and SCPP), of which 11 CPP have been spent on Hungarian RGs. On February 5, the Axis player receives another 16 CPP to Purchase Reinforcements. Based on the requirement to have spent one-quarter (FRD) of their CG CPP Replenishment ([17.616](#)) received to date (at the end of every other day) on Hungarian RG Purchases ([17.619](#)), the Axis player must spend, at a minimum, 5 CPP on Hungarian RGs for a total 16 CPP spent to date.

17.6198 RG PURCHASE RECORD: After all RG(s) for the current CG Day have been selected (and CPP expended for them), the RG Purchase Record must be updated. In order to record all units/Equipment received in a RG, one line of this sheet must be filled out for each RG purchased (or given in an Initial Scenario OB) in order to keep track of the number purchased thus far in the CG ([17.6196](#)). The listing below helps to explain how each column of the RG Purchase Record is intended to be used.

CG Day: The CG Day the RG is purchased (e.g., "19/1" for 19 January).

RG ID: The RG's alphanumeric ID (e.g., "IR1" for a Russian Guards Rifle Coy).

Group Type: The RG's name (e.g., "Rifle Coy" for Russian RG IR3).

#P (Number Purchased): The total number of friendly RG(s) of this Group Type purchased thus far during the CG.

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "CG Max" column (for that RG for that CG) in that side's RG Chart.

Str.: The RG's strength, as determined in RePh steps [17.6201](#)-[.6204](#). Record "F" for a Full, "R" for a Reduced, or "D" for a Depleted Infantry/AFV/Gun/Aircraft/Fortification RG; record "P", "N", or "S" (for Plentiful, Normal or Scarce, respectively) for an OBA RG.

Units: The number of units received in that RG of the Unit Type listed in the respective RG Chart (e.g., "6+4" for a Full-Strength German SS Rifle Squadron).

SW/Gun(s) Received: As each SW/Gun for that RG is determined (RePh steps [17.6202](#)-[.6204](#)), record the number of each Weapon type received. For a Gun Section RG simply write each Gun Caliber Size and Barrel Length of each Gun received in any convenient boxes.

Leader(s) Received: As each eligible RG's leaders are determined (RePh steps [17.6205](#)-[.6206](#)), record the Strength Factor ([A10.7](#)) of each Leader received with that RG.

Set Up: If the RG was purchased as an On-map Setup, put an "O" in this box; if purchased for off-map Entry, put an "E" in the column; if purchased as a Reserve RG write an "R" here. See [17.6194](#) for more information.

Other: This column may be used to record miscellaneous information, such as an (Offboard) Observer's Location, Pre-Registered hex(es), etc.

17.620 RG STRENGTH, WEAPONS, & LEADERS

17.6201 INFANTRY, HW PLT, AFV, FORTIFICATION, & AIRCRAFT RG STRENGTH: Using the RG Strength Table, each player makes a separate DR for each "I", "HW", "A", or "F" type or Fortification they have purchased (as well as each friendly Infantry RG given in an Initial Scenario OB; [17.5](#)). A Full-Strength RG receives the number and type of specified units listed in the appropriate column; the same applies for the Reduced-Strength and Depleted-Strength RGs ([17.6193](#)).

RG STRENGTH TABLE

Final DR	RG Strength
≤ 7	Full
8-9	Reduced
≥ 10	Depleted

DRM:

+1	If Russian RG IR6
+1	If a Hungarian RG and CG Day is on/after 1 February
-1	If a Russian RG [EXC: IR6]
-1	If friendly side won previous CG Day's scenario
-1	If Fortification purchase
-2	If Axis has selected the "Attack" chit for the current CG Day

17.6202 INFANTRY REINFORCEMENT GROUP SW: To determine the number of SW received by each "I" type RG, consult the chart below. A Full-Strength "I" type RG receives the entire complement of SW(s) listed for it. A Reduced or Depleted "I" type RG must have a Secret dr made for *each* SW listed as available to a Full-Strength RG of that same type. For a Reduced RG, the SW is received on an Original dr ≤ 5; for a Depleted RG, the SW is received on an Original dr ≤ 4; otherwise, the SW is forfeit. Reduced and SW

3; for a Depleted RG, the SW is received on an Original dr ≤ 4 ; otherwise, the SW is forfeit. Record each SW received in its appropriate column on the RG Purchase Record on the RG's line.

INFANTRY REINFORCEMENT GROUP SW CHART^a

Nationality	Coy/Sqdn Type	HMG	MMG	LMG	PSK/ ATR ^c	LtMtr	FT	DC
German	SS Rifle	1	1	3	1			1
German	Grenadier		1	2		1		1
German	PzGrenadier	1	1	2	1			1
German	Pionier			3			2	3
German	Alarm			2				
Hungarian	Rifle	1	1	1		1 ^f		
Hungarian	Vannay	1	1 ^e	1	1			1
Hungarian	Assault Eng.			2			1	3
Hungarian	SMG			2				1
Hungarian	Militia ^b			1				1
Hungarian	Conscript			1				
Nationality	Coy Type	HMG	MMG	LMG	PSK/ ATR ^c	LtMtr	FT	DC
Russian	Gds. Rifle	1 ^d	1	2	1	1		
Russian	Gds. SMG			3				2
Russian	Rifle	1	1	2	1	1		
Russian	SMG			3				
Russian	Assault			3			3	4
BVR	Rifle			1				

^a Each SW received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which its RG participates [*EXC: if it is Retained off-map for an entire scenario*].

^b SW for IH5 & IH7; only IH5 receives a DC.

^c Axis receive a PSK, Russians receive an ATR.

^d Make a Secret dr; on a 1-2 receive a .50-cal HMG, 3-6 receive a HMG.

^e Vannay Companies receive German MMGs.

^f Hungarian Rifle Companies receive the 5cm leGrW 39(h) (Hungarian Ordnance Note [23](#)).



17.6203 HW PLATOON RG: A Full-Strength HW Platoon receives all the Weapons and Personnel listed for it in its respective RG Chart. If the Platoon is Reduced, make a Secret dr for each such Weapon: an Original dr ≤ 4 results in that Weapon being received (along with one Elite HS for a SW; 2-2-8/2-2-7 crew for a MTR); if ≥ 5 that Weapon and associated HS or crew are forfeit. If the Platoon is Depleted, make a Secret dr for each such Weapon: an Original dr ≤ 3 results in that Weapon being received (along with one Elite HS for a SW; 2-2-8/2-2-7 crew for a MTR); if ≥ 4 that Weapon and associated HS or crew are forfeit. [*EXC: At least two Weapons are always received with a HW Platoon RG. If the Platoon's final total is $< two$ Weapons, ignore this result; roll again for each Weapon in the Platoon, until a final total of $\geq two$ are received after rolling for all.*] Each Weapon received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which it participates. Record each Weapon received in its respective column on the RG Purchase Record.



17.6204 GUN SECTION RG: To determine the Strength of each Gun Section RG purchased, make a Secret DR for each on the table below. Record the Strength of the RG in the "Str." column of the RG Purchase Record on that RG's line.

GUN SECTION TABLE

Final DR	Strength
≤ 7	Full
8-9	Reduced
≥ 10	Depleted

DRM:

- 1 If a Russian Gun Section
- 1 If friendly side won previous CG Day's scenario

EX: On the 5 February CG Day, the Russian player has purchased a Guards Rifle Coy (IR1), a HW Pltn (HWR1), and a Medium Tank Section II (AR2). Since each of these RGs is subject to Strength determination, the Russian player now makes a separate Secret DR for each. The respective Final DRs are 11, 8, and 4, resulting in a Depleted Guards Rifle Coy, a Reduced HW Pltn, and a Full Tank Section.

Since the Guards Rifle Coy is Depleted, six 4-5-8 and three 4-4-7 are received, but the types and numbers of their SW must still be determined. Six Secret drs are required, one for each SW (one HMG, one MMG, two LMGs, one ATR, and one Light MTR) allotted to a Full-Strength Guards Rifle Coy. For the HMG the dr is 1; for the MMG the dr is 5; for the LMGs they are 6 and 4; for the ATR the dr is 2; and for the Light MTR the dr is 5. Since a dr of ≤ 4 grants a SW to a Depleted Infantry Coy, this Guards Rifle Coy receives one HMG, one LMG and one ATR. Since the HMG was obtained an additional dr is required to determine if it becomes a .50-cal HMG.

Now the units and weapons of the Reduced HW Pltn are determined. The Russian player makes a separate Secret dr for each weapon (one .50-cal HMG, one HMG, two MMGs, and two 82mm MTRs) allotted to a Full-Strength Russian HW Pltn. For the .50-cal HMG the dr is 6, the HMG dr is 5, for the MMGs they are 4 and 6, and for the 82mm MTRs they are 5 and 5. Since a dr of ≤ 4 grants a Weapon to a Reduced HW Pltn, the only Weapon this RG would receive is one MMG. Therefore, the Russian player rolls again for each Weapon, since, being a HW Pltn, a minimum of two Weapons must be received ([17.6203](#)). This time the six drs are 3, 2, 6, 3, 1, and 5 respectively, resulting in the HW Pltn's receiving one .50-cal HMG, one HMG, one MMG, and one MTR—plus three 2-4-8 HS and one 2-2-8 crew (as per Russian RG Chart note "b" and [17.6203](#)).

Finally, the Russians would receive three T-34 M43 tanks as part of the Medium Tank Section II.



17.6205 LEADER DETERMINATION: For each "I" type RG purchased (or OB-given), make a Secret DR on the appropriate table below to determine the number and type(s) of Leaders received for that RG.

17.62051 SETUP/ENTRY: Each Infantry leader must set-up/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates [*EXC: if he is Retained off-map for an entire scenario or if he sets up possessing a radio/field-phone per SSR [CG5](#) ([17.4](#))*].

RUSSIAN LEADER TABLE

Final DR	Leaders Received
≤ 1	10-2, 9-2, 8-0
2	10-2, 8-1, 8-0
3	10-2, 8-1, 7-0
4	9-2, 9-1, 8-0
5	9-2, 8-1, 7-0
6	9-1, 8-1, 8-0
7	9-1, 8-1, 7-0
8	8-1, 8-0, 7-0
9	9-1, 8-0
10	8-1, 8-0
11	8-1, 7-0
12	8-0, 6+1
≥ 13	7-0, 6+1

DRM:

- 2 Assault Coy (IR5)
- 2 Guards SMG Coy (IR2)
- 2 Guards Rifle Coy (IR1)
- +2 BVR Rifle Coy (IR6)

+ x* Leader Quality Loss Factor - Rifle Coy

+ y† Leader Quality Loss Factor - SMG Coy

+1 If Reduced

+2 If Depleted

* +1 If this is the sixth, seventh, or eighth total Russian Infantry Rifle Coy RG (IR1 or IR3) purchased; +2 if this is \geq the ninth Russian Infantry Rifle RG purchased [EXC: DRM NA to IR6 leader generation and an IR6 purchase does not count toward the total number of Infantry Rifle Coy RGs purchased].

† +1 If this is the sixth, seventh, or eighth total Russian Infantry SMG Coy RG (IR2, IR4, or IR5) purchased; +2 if this is \geq the ninth Russian Infantry SMG RG purchased [EXC: DRM NA to IR5 leader generation, but an IR5 purchase does count toward the total number of Infantry SMG Coy RGs purchased].

HUNGARIAN LEADER TABLE

Final DR	Leaders Received
≤ 1	10-2, 9-1, 8-0
2	9-2, 8-1, 8-0
3	9-2, 8-1, 7-0
4	9-1, 8-1, 8-0
5	9-1, 8-1, 7-0
6	8-1, 8-1, 8-0
7	8-1, 8-0, 7-0
8	9-1, 8-0
9	8-1, 8-0
10	8-1, 7-0
11	8-0, 7-0
12	8-0, 6+1
≥ 13	7-0, 6+1

DRM:

-2 Vannay Company (IH3)

-1 Assault Engineer (AE) Coy (IH2)/SMG Coy (IH4)

+ x† Leader Quality Loss Factor

+1 If Reduced

+2 If Depleted

+1 If CG Day is on/after 1 February

† +1 If this is the sixth, seventh, or eighth total Hungarian Infantry RG purchased; +2 if this is \geq the ninth Hungarian Infantry RG purchased [EXC: DRM NA to IH2 leader generation, but an IH2 purchase does count toward the total number of Infantry RGs purchased].

GERMAN LEADER TABLE

Final DR	Leaders Received
≤ 1	10-2, 9-2, 8-0
2	10-2, 8-1, 8-0
3	10-2, 8-1, 7-0

4	9-2, 9-1, 8-0
5	9-2, 8-1, 7-0
6	9-2, 8-1, 7-0
7	9-1, 8-1, 7-0
8	8-1, 8-0, 7-0
9	9-1, 8-0
10	8-1, 8-0
11	8-1, 7-0
12	8-0, 7-0
≥ 13	8-0, 6+1

DRM:

-2 SS Rifle Squadron (IG1)
-2 Pionier Coy (IG2 or IG5)
-1 PzGrenadier Coy (IG4)
+ x* Leader Quality Loss Factor
+1 If Reduced
+2 If Depleted
+1 If CG Day is on/after 1 February

* +1 If this is the sixth, seventh, or eighth total German Infantry RG purchased; +2 if this is ≥ the ninth German Infantry RG purchased
[EXC: DRM NA to IG2 & IG5 leader generation, but an IG2/IG5 purchase does count toward the total number of Infantry RGs purchased].



17.6206 ARMOR LEADERS: For each AFV Section *[EXC: German SPW Section]* received (even if Depleted), that side must make a Secret DR on the following table to determine the crew's quality. Each armor leader received for an AFV Section must begin each scenario in an AFV of that Section if possible (and Withdraw with that Section if it is Withdrawn; [17.6142](#)).

ARMOR LEADER TABLE

Final DR	Armor Leader
≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-11	—
≥ 12	Inexperienced*

DRM:

-1 German
-1 Russian
+1 Hungarian

*All AFV of that Section have an Inexperienced Crew ([D3.45](#)).



17.621 PURCHASING FORTIFICATIONS: Fortifications, which are received by spending FPP, may be purchased on each CG Day if the player has the requisite FPP (purchased in RePh step [17.619](#)). All FPP unspent upon the completion of this step are forfeit. As Fortifications are selected, the specific type (and strength, if mines) must be recorded on the Fortification Purchase Record. However, the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG scenario.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
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Foxhole I	3/2/1 ¹
Trench I	7
A-T Ditch A	21
A-P Mine	1/2 per factor 2
A-T Mine	3/5 per factor 2,3
Roadblock I	12
Wire	15
Fortified Building F,I	10 ⁴
HIP F,I	5/3/2/1/1 ⁵
“?” F,I	1 ⁶
Booby Traps A	40 ⁷
Set DC (A23.7) F	20 ⁸

¹ For 3-, 2- and 1- squad capacity respectively.

² Axis/Russian FPP cost respectively. Each side may spend no > 48 FPP per CG Day on mines. During setup, the strength of friendly-Controlled,

pre-existing minefields may be increased by adding extra A-P/A-T mine factors to them (though only in allowed increments and to allowed maximums). Minefields may not be decreased in this manner. Minefield factors purchased from this table may never be exchanged for Booby Trap capability/increase ([B28.9](#)).

³ Includes Daisy Chain.

⁴ Per building Location. A FB CG Fortified Building Location is never exchangeable for a Tunnel.

⁵ AFV/squad/HS/crew/SMC cost respectively. No more than 10% (FRU) of a side's non-Reserve Infantry squad-equivalents but excluding HIP Guns (plus all SMC/SW set up with them in the same Location) may set up using HIP in a daytime scenario. The 25% allocation for a Scenario Defender at night ([E1.2](#)) costs no FPP nor does it limit the total number of squad-equivalents that may be set up HIP during a night scenario. Guns, and their manning crew may freely set up using HIP, as per [A12.34](#). Neither side may purchase HIP for Cloaked Reserve units/“?”.

⁶ May be used as Dummy Reserve Cloaking counters ([17.6194b](#)). See also SSR [CG12](#) ([17.4](#)).

⁷ Increases pre-existing Level to next Level (Level C to B; Level B to A). Booby Traps affect all non-Aerial Locations on the FB map, and are triggered only by appropriate Russian TC.

⁸ Prior to play, a Retained DC (or a DC granted to an Infantry RG setting up on-map) may be set up using HIP in a friendly-Controlled building/rubble/bridge/trench Location as a Set DC. Its setup Location must be recorded at that time, as must the ID of the “detonating” Infantry unit. Searching ([A12.152](#)) can reveal, and Random SW Destruction can Eliminate, a hidden Set DC.

A Only the Axis may purchase this Fortification type. A-T Ditch counters have been provided in the FB counter mix.

F Only those Fortifications marked with an “F” may be set up in a Front Line Location. A TC taken in a Front Line Location can still cause a Booby Trap attack in the normal manner.

I These are the only Fortifications that may be added to an Isolated Location.

EX: The Axis player has 40 FPP to spend on Fortifications. He buys one Fortified Building Location (10 FPP; for now, he simply writes a “1” in the “Total#” box at the bottom of the “Fortified Building Locations” area; we suggest you use a softlead pencil, as these daily totals are erased after determining the specific map Location); he then spends 18 FPP on three 6-factor A-P minefield (at

the bottom of the “Mines” area in the “Total # of factors,” after “A-P:” he writes “18”; finally, he spends his remaining 12 FPP buying the ability to use HIP for two squads (6 FPP), two HS (4 FPP), one crew (1 FPP), and one SMC (1 FPP) (at the bottom of the HIP Locations area he thusly writes “2”, “2”, “1”, and “1” after “Squad:”, “HS:”, “Crew:”, and “SMC:”, respectively). Note that no actual map Locations are recorded at this time, as actual on-map placement does not occur until that side is setting up. Later, during setup (RePh steps [17.6243](#) and [17.6245](#)), the player uses the tallies written at the bottom of the various Fortifications columns to determine how many such “Fortifications” he has, and records the specific Locations on his Fortification Purchase Record, and erases all notations made in the various “Total #” boxes so that the tally areas may be used for subsequent Fortification purchases.

17.622 RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required GCPP for this purpose. If Recon can be purchased, that side deducts one (or two, for beneficial dr on its Recon dr) from its current GCPP total (presently shown in the CG Roster’s “Left” column) and records the new total in the “Start” column of the next CG Day. If a side cannot or opts not to use Recon, its current GCPP total is simply copied in the “Start” column of the next CG Day. The number in the “Start” column always shows the side’s GCPP total at the start of that CG Day.

A Recon Final dr is the number of Locations the player may choose in which the opponent must reveal units and Fortifications (including Fortified Building Locations), if in fact he had set up in them. The Recon dr is modified by the following dr:

Recon dr:

+3	Spent 2 GCPP
+1	Majority Squad Type is Hungarian
+1	Majority Squad Type is Stealthy
-1	Majority Squad Type is Lax

The number of Locations that may be reconnoitered on each CG Day is recorded on the FB CG Roster sheet in the “Recon” column for the current CG Day, as the process of inspection does not occur until all on-map units have been set up for the next CG scenario. See [17.6246](#) for further information on the effects of Recon.

17.623 INITIATIVE DETERMINATION: Each side selects its Initiative for the present CG Day, either to “Attack” or stand “Idle,” representing its desired tactical plans.

17.6231 AXIS ATTACK LIMITS: Over the course of each CG, the Axis player may select one Attack chit for every six (or part thereof) CG Days completed. Therefore, with this formula, each CG has a finite number of Attack chits that may be picked by the Axis as follows—CG I: 1; CG II: 3; CG III: 2.

EX: In CG III, the Axis selects an Attack chit for 3 February (CG Day 2); they would not be eligible to choose the Attack chit again until 8 February (CG Day 7). However, if the Axis wait until 8 February (CG Day 7) to pick their first Attack chit, they would still be able to select their second available Attack chit for play on the next CG Day (9 February; CG Day 8). The only restriction on a 9 February Axis Assault is that it may not occur at Night per [17.6235](#). Similarly, the Axis could choose the Attack chit on CG Days 30 January, 31 January, and 1 February in CG II if none has been selected by them prior to 30 January. Again, the only restriction would be that the Axis may not conduct a Night Assault on the 1 February CG Day.

17.6232 PROCEDURE: Each side takes its respective Initiative chit and secretly places it on the playing area, hidden from the opponent’s view, with the chit’s face-up side displaying the side’s choice for the next CG scenario. The selections are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG scenario is generated and, if so, what type it will be. The Axis may never play an attack chit on the last planned CG Day of a CG.

INITIATIVE MATRIX

chit selected	Russian Assault	Russian Idle
Axis Assault	Axis Assault 1	Axis Assault 1
Axis Idle	Russian Assault 1	Idle 2

1 Scenario generated; consult proper scenario type below for further information.

2 No scenario generated for this Day; repeat RePh step [17.609](#) and steps [17.612-623](#) until the next scenario is generated.

17.6233 SCENARIO TYPES

Russian Assault: On this CG Day the Russian side is on the offensive, coming on doggedly against the prepared defenses of the Germans and Hungarians. The Axis sets up first; Russian moves first. At the Russian side's option, this CG scenario can be a Night scenario. See [17.6234](#).

Axis Assault:⁴⁴ On this CG Day the Axis counterattack the regrouping Russians. The Russian sets up first; Axis moves first. At the Axis side's option, this CG scenario can be a Night scenario. See [17.6235](#). The Axis may never conduct an Assault on the last scheduled CG Day of CG.

Idle Day: Represents a CG Day in which both sides have chosen to remain relatively inactive, gathering strength and regrouping for the next attack. Repeat RePh step [17.609](#) and steps [17.612-623](#) until the next CG scenario is generated. As a reminder, in RePh step [17.616](#) do not use a Secret DR to determine the CPP Replenishment number, rather the Russian side automatically receives a total of 6 GCPP for expenditure and the Axis side automatically receives 4 GCPP for expenditure.

17.6234 RUSSIAN NIGHT ASSAULT: If a "Russian Assault" CG scenario has been generated, the Russians may declare it to be a Night scenario ([E1](#)). The Russians are limited to one Night scenario in CGs I and III, and two Night scenarios in CG II. In such a scenario, the Russians are always the Scenario Attacker and the Axis always the Scenario Defender, despite both sides setting up on-map/off-map. As the Scenario Attacker, the Russians may use Cloaking for their on-map as well as off-map units. The total number of Cloaking counters remains one per squad-equivalent ([E1.411](#)) in the Russian at-start OB. Reinforcements entering from off-map always have Freedom of Movement ([E1.21](#)). Determine the Cloud Cover and initial Base NVR as per [E1.11](#) [EXC: use the historical Moon Phase listing on the Moon column of the CG Roster]. Note that a result of Overcast on the NVR table does not invoke [E3.5](#); Overcast weather does invoke [E3.5](#), and also makes the Cloud Cover Overcast and the Moon Phase irrelevant.

17.6235 AXIS NIGHT ASSAULT: If an "Axis Assault" CG scenario has been generated, the Axis may declare it to be a Night scenario ([E1](#)). The Axis is limited to one Night scenario in [CGs I and III](#), and two Night scenarios in [CG II](#). In CG I the Axis cannot initiate a Night scenario on/after 23 January, in CG II on/after [1 February](#), and in CG III on/after [9 February](#). In such a scenario, the Axis are always the Scenario Attacker and the Russians always the Scenario Defender, despite both sides setting up on-map/off-map. As the Scenario Attacker, the Axis may use Cloaking for their on-map as well as off-map units. The total number of Cloaking counters remains one per squad-equivalent ([E1.411](#)) in the Axis at-start OB. Reinforcements entering from off-map always have Freedom of Movement ([E1.21](#)). Determine the Cloud Cover and initial Base NVR as per [E1.11](#) [EXC: use the historical Moon Phase listing on the Moon column of the CG Roster]. Note that a result of Overcast on the NVR table does not invoke [E3.5](#); Overcast weather does invoke [E3.5](#), and also makes the Cloud Cover Overcast and the Moon Phase irrelevant.

17.6236 FB CG SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the pertinent type of CG scenario (as determined in [17.6233](#)). However, the Victory Conditions for each CG's Initial Scenario, as well as those for each CG, are given with the other information for the respective CG and its Initial Scenario ([17.51-53](#)). In all cases, Attacker Captured Stone Locations subsequently eliminated by the Attacker during play (e.g., an upper level building Stone Location that is rubble) do not count for CG Scenario VC purposes. Any Stone Location eliminated by the Defender during a scenario counts as an Attacker Controlled Stone Location for CG Scenario VC purposes.

CG I Russian Assault: The Russians win at scenario end by:

- Controlling ≥ 16 more Stone Locations than they started with; and/or
- Amassing \geq twice as many CVP as the Axis.

CG I Axis Assault: The Axis win at scenario end by:

- Controlling ≥ 12 more Stone Locations than they started with; and/or
- Amassing \geq as many CVP as the Russians.

CG II Russian Assault: *Prior* to 28 January, the Russians win at scenario end by:

- Controlling ≥ 16 more Stone Locations than they started with; and/or
- Amassing \geq twice as many CVP as the Axis.

On/after 28 January, the Russians win at scenario end by:

- Controlling ≥ 20 more Stone Locations than they started with; and/or
- Amassing \geq twice as many CVP as the Axis.

CG II Axis Assault: *Prior* to 28 January, the Axis win at scenario end by:

- Controlling ≥ 12 more Stone Locations than they started with; and/or
- Amassing \geq as many CVP as the Russians.

On/after 28 January, the Axis win at scenario end by:

- Controlling ≥ 16 more Stone Locations than they started with; and/or
- Amassing \geq as many CVP as the Russians.

CG III Russian Assault: The Russians win at scenario end by:

- Controlling ≥ 20 more Stone Locations than they started with; and/or
- Amassing \geq twice as many CVP as the Axis.

CG III Axis Assault: The Axis win at scenario end by:

- Controlling ≥ 16 more Stone Locations than they started with; and/or
- Amassing \geq as many CVP as the Russians.

17.624 WIND & UNIT-SETUP

17.6241 WIND: Prior to setup, roll for Wind Force/Direction ([B25.63-.64](#)). If a Mild Breeze results and there is \geq one Blaze on-map ([17.6097](#)), place Drifting Smoke counters immediately

17.6242 RUBBLE, FALLING RUBBLE, & DEBRIS GENERATION: The Russians now decide whether or not to attempt to Rubble a portion of the FB playing area. If the Russians decide to try and generate Rubble, the following procedure is used.

17.62421 HEX SELECTION: The Russians place an AR ([C1.3](#)) [*EXC: no LOS is required by the Russian side to the target hex*] in any one hex in the playing area. The Russians then make a Direction/Extent-of-Error ([C1.31](#)) DR [*EXC: the Extent of Error is halved (FRU)*] to determine the placement of an FFE:1 marker. Any building that has a Location in the normal blast radius of the FFE:1 marker has been selected for a Rubble Generation Check. All hexes of a selected building are subject to this check.

17.62422 RUBBLE GENERATION CHECK:⁴⁵ A Rubble Generation Check on a building uses the Rubble Generation ([3.4](#)) procedures to determine if any hex has been Rubbled. Additionally, if a hex is Rubbled ([B24.1](#)) there is the potential for Falling Rubble ([B24.12](#); [3.4](#)) and Falling Debris ([2.5](#)). In FB, any building hex that has been Rubbled via this method has been Rubbled from the Cellar ([9.](#)) level and up.

EX: During RePh step [17.6242](#) of the 3 February CG Day of CG III, the Russian player is allowed to conduct one Rubble Generation Check ([17.62422](#)) anywhere within the playing area. The Russian player designates TT20 by placing an AR marker in the hex. No LOS to the target hex is required for placement of this AR. He then rolls for Direction and Extent of Error. With an initial DR = 2, 2 an FFE:1 is placed one hex away in UU20 since the Extent of Error is halved (FRU). Every hex of each building in the Blast Area now undergoes a Rubble Generation Check DR to see if it will become Rubbled. All hexes of building TT20 (TT20, TT21, UU20, UU21, and UU22), building TT18, (TT18, TT19, and UU19), and building VV19 (VV19 and VV20) must roll a Rubble Generation Check DR since at least one hex in each building lays within the FFE:1 Blast Area. On a Final DR ≥ 9 a building is considered Rubbled from the Cellar level and above. Only TT21 and UU21 roll ≥ 9 . Immediately after the Rubble is generated in TT21, the Russian player must roll for any possible Falling Rubble or Falling Debris creation. The Falling Rubble ([B24.12](#); [3.4](#)) procedures are used with the modification that a Final colored dr = 5 or 6 will result in Falling Debris ([2.5](#)) creation in all adjacent eligible ([2.5](#)) hexes. A Final colored dr = 5 (1, 3) is rolled for TT21, so a Debris counter is placed in SS21 and SS22, while a separate Final colored dr = 7 (3,5) is rolled for UU21, resulting in Falling Rubble in VV21. Since the newly rubbled building VV21 does not have an upper level, no further Rubble creation is possible and RePh [17.62422](#) is complete.

level, no further Rubble creation is possible and RePh [17.6242](#) is complete.

17.6243 ISOLATED UNIT SETUP: The side that sets up first (RePh step [17.6233](#)) sets up all its Isolated Retained units/Equipment (if any), followed by the other side, which does likewise (see also SSR [CG12](#) [[17.4](#)]). In an Isolated Area ([17.606](#)), each unit may set up only in the Location in which it ended the previous scenario (as per [17.6071](#)) or ADJACENT to that Location in a friendly-Controlled Strategic Location [*EXC: units may set up overstacked if every Location within their Friendly Setup Area currently contains the maximum allowed by normal stacking limits ([A5](#); [9.12](#)); a Gun/AFV in Fortified Building Location and Immobile/Abandoned vehicle may not be moved*]. The Recovery of unpossessed Equipment may be attempted before play begins only if a unit sets up in its Location. For a list of the types of Fortifications that may be added to an Isolated Area see Footnote “I” of the Fortification Purchase Table ([17.621](#)). A radio/field-phone may never be set up in an Isolated Location. All Isolated units and Weapons suffer Ammunition Shortage ([A19.131](#); [16](#)). [*EXC: Axis use of Captured Russian Weapons; [A21.11](#); [16.13](#)*].

17.62431 ISOLATED UNIT SETUP IN RUBBLED LOCATIONS: If the Location in which a unit ended a previous scenario has become Rubbled per RePh step [17.6242](#), it may set up in the newly created Rubble Location or ADJACENT to its original Location in a friendly-Controlled Strategic Location [*EXC: a Gun/AFV in a previously Fortified-Building-Location and/or an Immobile/Abandoned vehicle must be set up in the newly created Rubble Location of its original hex*]. If after all unit placement enemy forces occupy the same newly created Rubble Location, they are immediately marked with a non-H-t-H Melee counter and start the new CG scenario locked in Melee.

17.6244 RUSSIAN AMMUNITION SHORTAGE REMOVAL: When a Good Order, Isolated Russian Infantry unit suffering from Ammunition Shortage begins a Player Turn in the same Location as a Good Order, armed Russian Infantry MMC (that is not itself suffering from Ammunition Shortage and is not thusly aiding another unit) whose US# is \geq that Isolated unit's, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn. Any Russian HS suffering from Ammunition Shortage Recombines ([A1.32](#)) into a squad suffering from Ammunition Shortage. A MG's Ammunition Shortage is removed whenever it is possessed by a Good Order, armed Russian MMC not suffering from Ammunition Shortage. All other Weapons suffering from Ammunition Shortage can lose that status only by ending a CG scenario non-Isolated ([17.6139](#)). Note that Ammunition Shortage does not apply to the use of a captured Weapon ([A21.11](#)).

17.6245 NON-ISOLATED UNIT SETUP: The side setting up first may set up the remainder of its Retained units, Equipment, purchased Fortifications, and on-map setup RG(s) in non-Isolated, friendly Perimeter Area Locations [*EXC: only those Fortifications marked with the “F” Footnote on the [17.621](#) Fortification Purchase Table may be set up in a friendly Front Line Location*]. Retained-units/RG(s) not set up on the map may enter as per SSR [CG8](#) ([17.4](#)); those kept completely out of play are still Retained for the next CG scenario [*EXC: an AFV Section RG is subject to Withdrawal ([17.6142](#)) if any unit of it has been on the map in any CG scenario*]. While setting up units/Equipment, the side also now determines in what specific Locations their Fortifications (RePh step [17.621](#)) are to be set up in by writing the Locations in the respective boxes on the Fortification Purchase Record. Units setting up in a Minefield do so without suffering a RePh attack. Once the side setting up first has completed its setup, the other side follows the same procedure.

17.6246 RECON INSPECTION: After all setup is complete, each side may declare the Location(s) they wish to reconnoiter ([17.622](#)), if any. Each reconned Location must be \leq four hexes from the nearest friendly-Controlled hex. The sides take turns declaring one Location at a time, with the Russians declaring first. “Reconned” hidden units are placed in their setup Locations concealed. The opponent also receives Right of Inspection of those units ([A12.16](#)), regardless of enemy LOS. If any hidden Fortifications are in the Location, they must be revealed and placed onmap [*EXC: the type/strength of mines are not revealed*]. All inspected stacks in Concealment terrain may regain any “?” they previously had, regardless of enemy LOS.

17.625 SCENARIO COMMENCEMENT: Players are now ready to begin the next CG scenario. Both sides announce their current FI R and SAN. If preparing to play an Assault scenario, the side setting up

sides announce their current LER and STN. If preparing to play an Assault scenario, the side setting up second always moves first; [17.623](#).