

Budapest, 1945

A Flames of War Mega-Game Scenario

After a very difficult year in 1944, the Axis forces on the Eastern Front found themselves pressed back on almost every area. The defection of Romania, Bulgaria and Finland exposed the cracks in the Axis block, while Germany assumed practical control of Hungary. As the Soviet and Romanian forces cleared Romania and pushed across Hungary they fell back on Budapest, which was surrounded and cut off after heavy fighting.

The siege of Budapest was an epic struggle, rivaling that for Stalingrad. Heavy urban combat raged across the city, both Buda on the west bank of the Danube and Pest on the east bank.

This scenario uses two large linked tabletops to show a scaled down version of the city over which the forces clashed. This area saw extensive fighting, back and forth throughout the siege. Budapest provides an opportunity to field a wide variety of interesting and unique Late War Soviet, Romanian, German and Hungarian units in a unique urban setting.

Special Terrain rules:

- Urban Area – the vast majority of the landscape fought over was urban, and had been muchly reduced to rubble by bombardment and previous bombardment. The urban area consists of ruined buildings and intact buildings.
- Intact Buildings - Any stand touching an intact building (hollow or solid) should be treated as in concealing terrain and bulletproof cover. Stands within intact buildings (those that are hollow) follow the normal FOW rules – they must be placed within a room, combat is room to room, etc.
- Ruined Buildings – any teams within 4" of any part of a ruined building are treated as in concealing terrain and bulletproof cover. Anywhere within 4" of a ruined building is difficult terrain.
- Rubble piles - any teams within 4" of a rubble pile are treated as in concealing terrain and bulletproof cover. Anywhere within 4" of a rubble pile is difficult terrain.

Deployment:

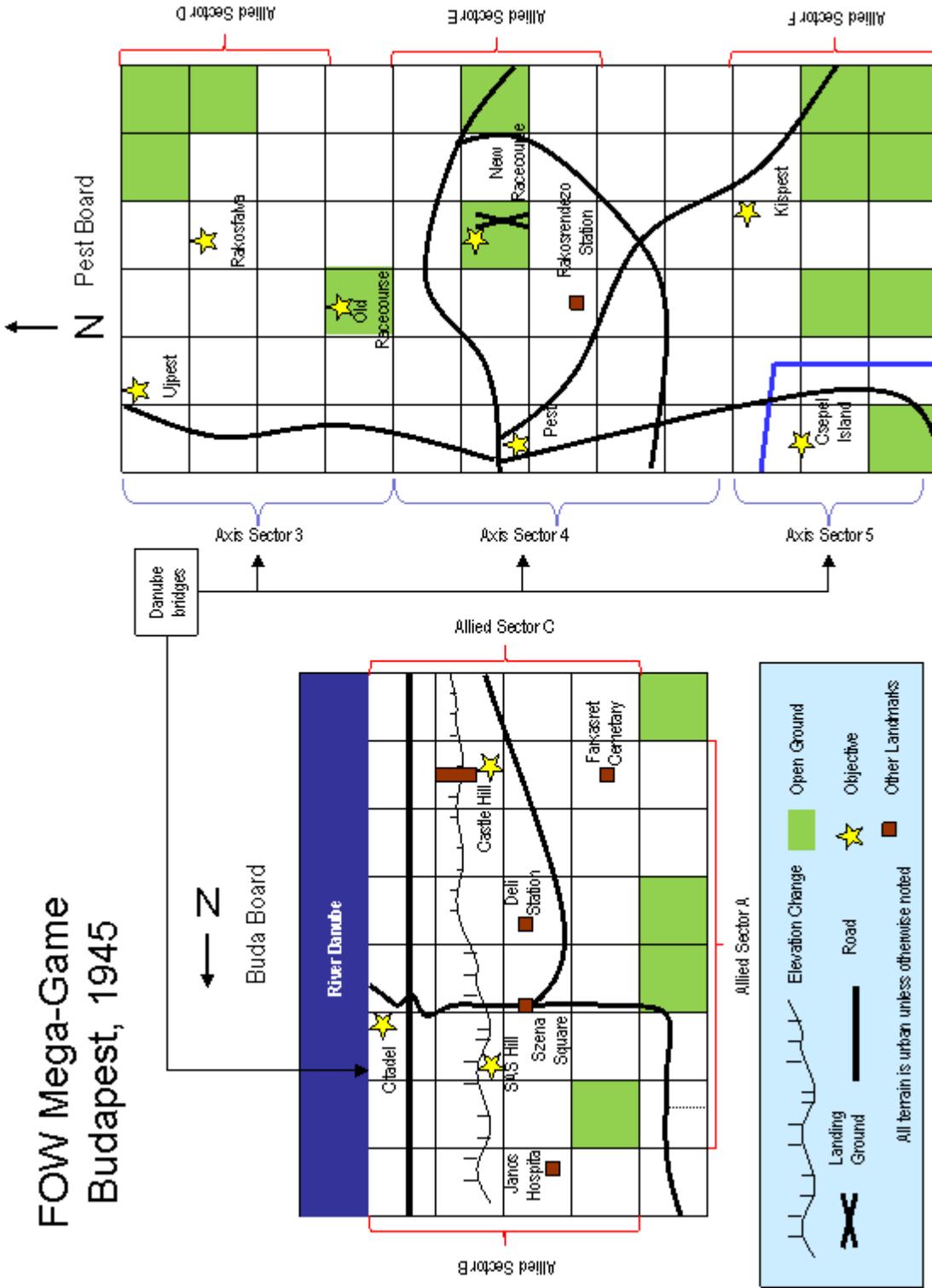
As the game starts with Axis forces dug in and under siege, with the Allied forces closing in on their positions.

The Axis forces are deployed on table first, as noted in each force's deployment. The forces in Pest may deploy anywhere within their zone, but no closer than 30" from the east table edge. The forces in Buda deploy as noted on their deployment descriptions. All of the Axis forces start the game gone to ground, and dug in (foxholes) if they are in terrain that allows the construction of foxholes.

The Allied forces deploy after all of the Axis forces have been deployed. They may be deployed anywhere in their designated deployment zones, as noted. Any Allied teams desired may start in prepared positions as well.

The Allied forces then take the first turn.

Map:



Axis Forces:

Feldhernnhalle (13th) Panzer Division -

Rating: units are rated as specified in the list
Core List: Feldhernnhalle Panzergrenadier kompanie list from Grey Wolf
Points: 1500
Added units: none
Prohibited units: maximum of 1 vehicle platoon
Deployment: Pest table, Axis sector 3

[Feldhernnhalle Panzer Division] _____

Feldhernnhalle Panzergrenadier Division -

Rating: units are rated as specified in the list
Core List: Feldhernnhalle Panzergrenadier kompanie list from Grey Wolf
Points: 1500
Added units: none
Prohibited units: maximum of 1 vehicle platoon
Deployment: Buda table, Within 24" of SAS Hill (but not within 12" of any board edge)

[Feldhernnhalle Panzergrenadier Division] _____

8th SS Cavalry Division -

Rating: units are rated as specified in the list
Core List: SS Kavallerie Schwadron list from Grey Wolf (Florian Geyer variant)
Points: 1500
Added units: none
Prohibited units: maximum of 1 vehicle platoon
Deployment: Buda table, Within 24" of Castle Hill (but not within 12" of any board edge)

[8th SS Cavalry Division / Florian Geyer] _____

22nd SS Cavalry Division -

Rating: units are rated as specified in the list
Core List: SS Kavallerie Schwadron list from Grey Wolf (Maria Theresia variant)
Points: 1000
Added units: none
Prohibited units: maximum of 1 vehicle platoon
Deployment: Buda Pest table, Axis sector 5

[22nd SS Cavalry Division / Maria Theresia] _____

German Rear Area Troops -

Rating: units are rated as specified in the list
Core List: German Grenadier kompanie list from Grey Wolf
Points: 1200
Added units: none
Prohibited units: no vehicle platoons
Deployment: Buda Pest table, Axis sector 4

[German Rear Area Troops] _____

Hungarian 10th Volunteer Division -

Rating: units are rated as specified in the list
Core List: Hungarian Onkentes Puskas Szazad list from Grey Wolf
Points: 1000
Added units: none
Prohibited units: maximum of 1 vehicle platoon
Deployment: Buda Pest table, Axis sector 4

[Hungarian 10th Volunteer Division] _____

Allied Forces:

Romanian 7th Corps –

Rating: units are rated as specified in the list
Core List: Batalion Puscasi from Red Bear (Allied version)
Points: 1500
Added units: none
Prohibited units: none
Deployment: Allied Sector E – may deploy up to 15" from their table edge.

[Romanian 7th Corps] _____

Soviet 30th Corps –

Rating: units are rated as specified in the list
Core List: Shturmoyve Batalon from Red Bear
Points: 2500
Added units: none
Prohibited units: none
Deployment: Allied Sector D – may deploy up to 15" from their table edge.

[Soviet 30th Corps] _____

Soviet 18th Rifle Corps –

Rating: units are rated as specified in the list

Core List: Shturmoye Batalon or Inzhenerno-Saperniy Batalon from Red Bear

Points: 2500

Added units: none

Prohibited units: no more than 2 vehicle units may be fielded

Deployment: Allied Sector F – may deploy up to 15" from their table edge.

[Soviet 18th Rifle Corps] _____

Soviet 2nd Guards Mechanized Corps –

Rating: units are rated as specified in the list

Core List: Shturmoye Batalon or Udarny Strelkovy Batalon from Red Bear

Points: 2500

Added units: none

Prohibited units: no more than 2 vehicle units may be fielded

Deployment: Allied Sector B – may deploy up to 6" from their table edge, or Allied Sector A – may deploy up to 12" from their table edge.

[Soviet 32nd Guards Mechanized Corps] _____

Soviet 23rd Rifle Corps –

Rating: units are rated as specified in the list

Core List: Shturmoye Batalon or Inzhenerno-Saperniy Batalon from Red Bear

Points: 2500

Added units: none

Prohibited units: no more than 2 vehicle units may be fielded

Deployment: Allied Sector C – may deploy up to 6" from their table edge, or Allied Sector A – may deploy up to 12" from their table edge.

[Soviet 23rd Rifle Corps] _____

Hungarian Forces:

In addition to some sectors still held entirely by Hungarian troops, the German command of the city subordinated units of Hungarians directly to local German commanders. The overall German CiC receives 3x full strength University Assault Onketes Puskas Platoons (with command pancelvadasz SMG teams, no other upgrades), which can be freely allocated to any Axis players as needed to bolster their defenses.

Defenses:

There had not been sufficient time to properly fortify the city, despite its declaration by Hitler as a Festerplatz. Nevertheless, the local administration quickly arranged to block key avenues of approach and construct hasty urban defenses. To reflect this, the overall Axis CiC may allocate the following defenses to any Axis player as he sees fit – 3x street barricades, 4x MG nests, 8x barbed wire entanglements.

Heavy Guns:

The Soviet forces had surrounded Budapest and brought up massed heavy guns on all sides, so their assaults into the urban environment enjoyed massed battery support. To reflect this, the overall Soviet commander on each board (Buda and Pest) receives one additional off-board Guards heavy artillery battery (4x 152mm ML-20 howitzers) that may be allocated to support any Soviet player on that board. Each Soviet player on that board receives an observer rifle team for the off board battery. Note that the off board batteries will not expend their time or ammunition supporting Romanian forces.

Airpower:

Although the Soviet forces enjoyed air superiority, they found it very difficult to exploit that superiority in the heavy urban environment of Budapest. No airpower is applied in this scenario.

Weather:

The weather did not play a role of any significance in the fighting for Budapest.

Winning the Game:

Budapest had become a pivotal point in the Axis defense line for the Eastern front in early 1945. Quickly reducing the city would speed the accomplishment of Allied goals and speed the conclusion of the war.

The Axis forces were cut off and heavily outnumbered. All of the Axis leaders knew that no real victory was actually possible. Forbidden to break out, they were ordered to hold on as long as possible, in order to tie up Soviet troops and slow down any advance toward Vienna.

To reflect this, there are 10 objectives on the tabletop:

- The Allied side will win a strategic victory as soon as they hold any 4 objectives at the start of their turn.
- If the Allies do not win a strategic victory, the game will end after 10 turns. If at that point the Allies hold any 3 objectives they win a tactical victory. If they hold any 2 objectives then the result is a draw.
- Any other result is an Axis tactical victory.