

BUDAPEST UNDER SIEGE

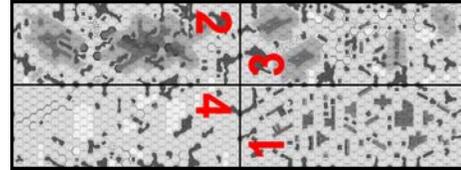
Dragon COI Scenario D8

060720



January 17, 1945: On December 12, 1944; the Russian high command ordered that Budapest was to be encircled and crushed. The 2nd and 3rd Ukrainian Fronts were in excellent position to cut off the city. German counterattacks delayed the encirclement until the 26th, with four German and one Hungarian divisions trapped in the city. The force trapped whereas designated the IX SS Mountain Korps and were ordered to hold the city at all costs. On January 17, the IV SS Panzer Korps opened a passage enabling the entrapped forces to escape; however Hitler forbade it. This scenario assumes Hitler permitted the besieged forces to withdraw towards friendly lines.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russians must eliminate the SS squads and crews that start on board 1 while maintaining 10 squads on boards 3 and 4. AFVs with functioning armament count as 2 squads. The Germans win by preventing a Russian victory.

TURN RECORD CHART:

⚔ Germans Setup First	★ 1	2	3+	4	5	6	7	END
★ Russians Move First								

Budapest Garrison, besieged elements of the IX SS Mountain Korps; setup on any whole or half hex of board 1.

10-2	9-1	8-0	7-0	6-5-8	2-4-8	6-16 B12	2-8 B12	30 A	20 -1 2	8 4 X9+	ATM X12
2	2	2	2	12	6	2	4	2	2	2	6

Armored relief force; elements of the IV SS Panzer Korps; enter on the west edge of boards 2 and/or 3:

37L(8) V	37L(16) V	75L	88LL	15 +3 0	12 +4 +1	15 +3 -1	13 +3 -2	CE 10-2
2	2	2	2	4	2	2	3	

TURN 1: Elements of the 2nd Ukrainian Front; enter on the east edge of boards 1 and/or 3:

9-1	6-2-8	4-4-7	8-20 B12	4-10 B11+	X10+	16 +1 0
2	12	16	2	2	2	6

TURN 1: Elements of the 3rd Ukrainian Front; enter on the south edge of board 4:

10-2	8-0	6-2-8	4-4-7	4-10 B11+	2-6 B10+	X10+	16 +1 0	17 +2 0	100L	CE 10-3
3	6	30	2	2	8	2	5	2		

SPECIAL SCENARIO RULES:

SSR D8.1: Snow rules are in effect.

SSR D8.2: The Russian receives random Sturmovik support. (Two Sturmoviks armed with MMG + 20L mm ROF=2 (IFE 24) 37L ROF =2)

SSR D8.3: SIDE SELECTION PROCEDURE: Each player takes one marker of either nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominant AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid.

AFTERMATH: Because Hitler did not allow the IX SS to evacuate Budapest, the city finally fell on February 14th with troops and citizens starving.

Bill Thomson 512-799-6705

SQLA

Squad Leader Academy
SQL, COI, COD, GIA Player Development

Email: Bill@WargameAcademy.org
Website: www.WargameAcademy.org
7940 Luling Lane Austin, TX 78729 USA

Graphic Layout by Bill Sosnicki (B060720)

Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.