

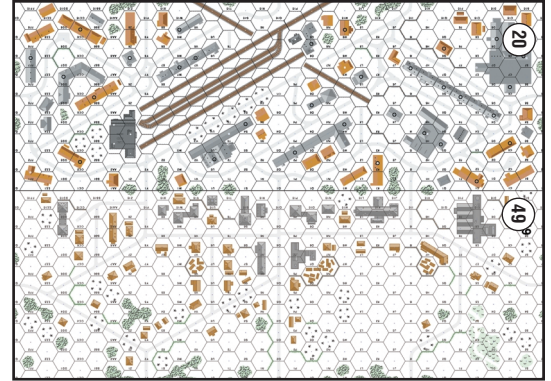
PYRRHUS AT 'PEST



OPT 3.2 SCENARIO DESIGN BY CHRIS OLDEN



PEST, HUNGARY, 15 JANUARY, 1945:
For nearly a month, the Romanian 7th Corps had ground forward towards the center of 'Pest. Facing their hated national enemies, the Hungarians, the fighting had been a bitter, block by block struggle. Casualties had been staggering on both sides. Now, on January 16th, the Romanian 2nd Infantry Division, were less than 2 km's from the Danube. The last obstacle in their path was the Eastern Rail Station. At the Rail Station, Hungarians from the 10th Infantry Division, Vannay Battalion, 22nd SS Division, and the Budapest Flak Regiment were dug in and waiting for the Romanian attack.



VICTORY CONDITIONS:

The Romanian Player must Control Overlay X16 at game end.

HUNGARIANS SET UP FIRST	1	2	3	4	5	6	7	8	
ROMANIANS MOVE FIRST									

HUNGARIAN

Hungarian OB [ELR:3] (EXC: SS are still considered to have underlined Morale) Hungarian units may set-up west of road that runs 20I10-J9-J8-K8-K6-L5-L2-K3-I2-49I8-F7-F3-I1 (inclusive) {SAN:4}:

Elements of the Hungarian 10th Infantry Division

10			4	2	

Elements of the 22nd SS Div.

5								

Elements of the Vannay Battalion

4			2

Elements of the Budapest Air Defense Regiment

4	2	

Fortifications

					<i>may not be exchanged for A-T mines</i>

ROMANIAN

Romanian OB [ELR:3]

Romanians set-up East of road that runs 20I10-J9-J8-K8-K6-L5-L2-K3-I2-49I8-F7-F3- I1 (exclusive) {SAN:2}:

Elements of the Romanian 19th Infantry Division

				2	22	8	2	6		4	3		

Attached Armor elements (enters on/after turn 1)

2			2	

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SSR:

- EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow(E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards.(B 7) All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells. Where road depictions intersect overlay X16 (hexes BB1 and AA2) there are considered to be Vehicular-sized entrances. RB Cellars are in effect. Contrary to B27.56, A-T Ditches may be set-up in paved road hexes.
- Place Overlays in the following order: OG2-20Q9/R8, OG1-20DD2, RR4-20O9/N9, RR3-20N8/M9, RR14-20V5/W5, RR2-20T5/S6, X16-20CC2/CC3. The Railroad Overlays are considered to be GLRR(B32.1). Overlay X16 is considered a Factory(B23.74). All locations of Overlay X16 are Fortified (B23.9).
- The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
- The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay X16) has sewer entrances in the hexes marked with stairwells.
- For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured USep penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). The Romanians may fire a total of 12 PF's during the game. MMC's are considered Elite Allied Minor

- Troops for HOB results. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV's in the Romanian OB use RED TH #s. All AFV's have their S# as printed. All AFV's in the Romanian OB are considered to have RED MP #'s.
- The Romanians have a module of 100mm OBA(HE Only) with Plentiful Ammunition and one Pre-Registered hex (Barrage is N/A). The OBA module never has a red chit permanently removed from it's Battery Access Draw Pile for any reason (i.e., Battery Access will never be permanently lost; see C1.21) The Base Radio Contact value is 8. The SMC directing the OBA may be set up HIP.
 - All Hungarian units in the Victory Building (overlay X16) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1944 Germans. PF's are the 1945 version (C13.32).
 - Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.
 - No Quarter is in effect. Both sides may declare HtH in CC.

AFTERMATH: As the Romanians closed on the Rail Station, the fighting traveled across the rails and through the rolling stock. Late in the day on the 16th, having swarmed the Hungarians in close quarters fighting in the ruined station, the exhausted Romanians stood close to the Danube on the Elizabeth Ring Road. The next day, Soviet General Malinovsky pulled the Romanians out of 'Pest, incensed by the Romanian tendency to whip up frenzied resistance among the Hungarians. 'Pest fell to the Soviets on the 18th.