

# RALLY POINT

Volume 1

October 2006

An Axis Minors Special Study from The Tampa ASL Group



**10 New Axis Minors Scenarios**



# THE LINE OF DEPARTURE

## WORDS FROM THE EDITOR

The Tampa ASL Group has been designing more scenarios than can ever be published in the pages of *Schwerpunkt*. Some of our designs have been falling outside the type/style that is normally printed in that publication. So, what should we do with scenarios that are theme-based, special studies, or just too exotic for *Schwerpunkt*? It became clear that the Tampa Group needed another vehicle to make it possible for us to publish these types of scenarios. The idea was to streamline the very arduous process involving traditional scenario analyses and ASL related articles down to a simple, more-affordable, scenario pack. We decided on the name **RALLY POINT**.

But, what would be in the first issue? Early in 2006, it was suggested that The Tampa ASL Group should get on the bandwagon and offer an Axis Minors scenario pack. I was in favor of the idea, but I was concerned that *Armies of Oblivion*'s release date would make it difficult to produce the pack in time for an ASLOK 2006 release and still maintain the quality that players have come to expect from us. Luckily, I started designing some of the scenarios before *Armies of Oblivion* was released and with the playtest of *Schwerpunkt* Volume #12 well ahead of schedule, it was clear that we could make the ASLOK 2006 release date.

Later, still having doubts, I even dismissed the idea of the scenario pack as being too similar to other Axis Minors products in the works, fearing that the players did not need more Axis Minors scenarios and that the ASL community would be tired of Axis Minors scenarios by the time we could release our new product. Then, Brian Williams rallied me. He told me that what the ASL commu-

nity needed was Axis Minors scenarios designed in the *Schwerpunkt*/Tampa ASL Group style. After seeing what products were being released, I decided that Brian was right, so we kicked development and playtesting into high gear. Since playtesting time was short, we decided that all of the scenarios should be tournament-level actions - just the kind of scenarios that were glaringly missing from *Armies of Oblivion*. We ended up with a group of scenarios having average playing times of 4 hours, 30 minutes or less, with the longest being 6.5 turns long.

Players will recognize the designers of these scenarios. In addition to six of my designs, Brian Williams contributed *Romanian Hammers* featuring ASL Starter Kit boards w and x. Mike Faulkner dug into his library and came up with the meaty scenario *Well Taught*, while our own Philippine Scout, Hugh Downing gave us *Shelling the Sivash*. Shortly after launching the Rally Point project, I contacted ace scenario designer, Pete Shelling. He was enthusiastic about the concept and immediately offered us his wonderful partisan action - *Slovak Salvation* to round out the ten scenarios.

Rally Point Volume #2 and #3 are being simultaneously developed. Volume #2 will feature scenarios using the components of starter kits 1-3. They will be compatible with standard ASL and the ASL Starter Kit rules to appeal to both Grogards and Starter Kit players alike. Rally Point volume #3 will be a 45<sup>th</sup> Infantry Division theme pack featuring scenarios from veteran scenario designer, Bill Sisler.

*Evan E. Sherry*  
Editor

**RALLY POINT** is published by Sherry Enterprises for the Tampa ASL Group. It is intended as a medium through which designers may present unique scenario concepts and special studies while maintaining editorial and creative control of content.

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**RPT1 Ferenc Józef Barracks***Scenario Design: Evan E. Sherry**Average Playing Time: 1:50*

During the Spring of 2006, I designed a series of scenarios set in Budapest. Ungvary's excellent work, *The Siege of Budapest: 100 Days in World War II*, was the primary source for the series. This particular scenario is the shortest of the lot. With only infantry and small arms, it is a good teaching or tournament scenario. Playtesting showed that this one will usually go down to the last CC attack of turn 4.5 before it is decided.

**RPT2 Kerepesi Cemetery***Scenario Design: Evan E. Sherry**Average Playing Time: 3:00*

This scenario was also inspired by Ungvary's work. I was intrigued by his narrative of the fight around the cemetery and was pleased with the opportunity to develop a mission unique to the cemetery as compared to standard victory conditions. I augmented Ungvary with Leo W. G. Niehorster's *The Royal Hungarian Army 1920-1945* to determine that there were Hungarian StuGs present. The initial draft of the scenario did not feature overlay Wd5. The large building that it covers detracted from the importance of the cemetery and did not fit into my vision of the scenario.

**RPT3 Városmajor Grange***Scenario Design: Evan E. Sherry**Average Playing Time: 3:30*

This is yet another scenario from *The Siege of Budapest: 100 Days in World War II*. A good battlefield map goes along way toward fostering the idea for a scenario. Thankfully, Ungvary saw fit to include some fairly good maps in his work. The detailed maps showing key locations and street names, coupled with the mention of a Soviet flamethrower tank in the narrative, made this action leap right off the page. No scenario designer can resist the opportunity to include such a vehicle.

**RPT4 Transylvania 6-5000***Scenario Design: Evan E. Sherry**Average Playing Time: 2:15*

From time to time a working title will stick, so this scenario is for all of you Glenn Miller fans. After designing a bucket full of Budapest scenarios, I figured it was time to get out to the countryside again. *The Romanian Military History Forum* at: <http://www.worldwar2.ro> provided most of the tactical details for

this scenario. This is an excellent website that I highly recommend to anyone seeking to learn more about Romanian and Hungarian Army operations. I also used Niehorster's *The Royal Hungarian Army 1920-1945* to help with the Hungarian order of battle. Players should remember that Hungarians have PF capability during this time period.

**RPT5 The Horváth Interlude***Scenario Design: Evan E. Sherry**Average Playing Time: 4:00*

I came across the idea for this scenario in Niehorster's *The Royal Hungarian Army 1920-1945*. Anxious to use *Armies of Oblivion*'s new hill overlays, I decided to jazz up board 48, so get out your scissors and start cutting. Overlays Hi8, Hi9, and Hill breathe new life into that board, which, until now, has become a bit tired to me. Using Hungarian PzIVs and Nimrods together was another irresistible design impulse. I am convinced it is perfectly balanced because ace-playtester, Mike Weiss, destroyed me with both sides.

**RPT6 Cadets and Cadre***Scenario Design: Evan E. Sherry**Average Playing Time: 3:30*

This scenario is dedicated to Major James L. Yoho, the renowned V. L. R. Thompson, and all of the current/former ROTC cadets among us. Once again, I visited *The Romanian Military History Forum* well for a designer's drink. This action looks like a text-book defense at first glance, but I recommend being creative when evaluating the Hungarian armored threat and when hiding the Bohler M35, 47mm AT guns. Everyone loves tasty Turan tanks, so I was delighted that the narrative for this scenario allowed for a veritable smorgasbord of Hungarian tanks to be included. Watch out for those Hungarian panzerfausts.

**RPT7 Romanian Hammers***Scenario Design: Brian Williams**Average Playing Time: 3:00*

My goal for this scenario was to design a quick playing tournament sized scenario using the unusual ASL Starter Kit board. Although the design was influenced by the release of *Armies of Oblivion*, only the 60mm mortars of the Romanians are from the module. I also wanted to design another scenario focusing on the campaign in the Caucasus, a much-neglected field. Unfortunately, there are few sources in English from the Soviet perspective. This is a straightforward scenario, with an emphasis on the commissar and the Russian MMG.

**RPT8 Well Taught***Scenario Design: Mike Faulkner**Average Playing Time: 4:30*

I was attracted to this situation because you have the German-schooled Romanians helping to defend a Russian held town. Even though there are a lot of units in each OB, I think you will find this scenario to be a quick, sharp action. *Well Taught* is a traditional *Schwerpunkt*-type scenario in that you have to push as the attacker. There are many options for the defense and just as many for the attack. This scenario should give you an enjoyable evening of ASL.

**RPT9 Shelling the Sivash***Scenario Design: Hugh Downing**Average Playing Time: 3:40*

When the release of *Armies of Oblivion* was announced, I think we all went a little Axis Minor crazy, though I did not have any reference books for those units, like a lot of you, I bet. Evan pointed me in the direction of *The Romanian Military History Forum* at: <http://www.worldwar2.ro>. This has proven to be a valuable resource for Romanian actions. I liked this action in particular because of the varied types of units involved. Neither side should underestimate the value of the partisans; they can be quite sneaky and very brittle at the same time.

**RPT10 Slovak Salvation***Scenario Design: Pete Shelling**Average Playing Time: 2:55*

Other designers have done the action at Lojev, although I laid it out prior to seeing them, and I think this one is different enough to stand on its own. It appears I had a different source going into it.

Anytime I get a chance to design a scenario in which both sides have to attack and defend, I enjoy it immensely. In this case, the partisans are loaded for bear and the Slovaks have vehicles, so each side has plenty of toys for such a small scenario. Deciding how to assault the village will be the key decision for both players. As the partisan, will pressuring both sides equally be more effective than a hammer/anvil tactic? An Axis player will need to decide how much time he will need once on foot, or take more risks with his truck-mounted troops. The best thing about this one is that it promises a lot of action all over the board in just 3-4 hours - great weeknight ASL!



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# FERENC JÓZEF BARRACKS

## RALLY POINT SCENARIO RPT1

**SITUATION:** BUDAPEST, Hungary, 12 January 1945: The Romanian 7<sup>th</sup> Corps was continuing its advance through eastern Pest. As part of this operation, the Romanian 9<sup>th</sup> Cavalry Division was tasked with seizing the Ferenc Józef Barracks near Kerespi Road and Hungária Boulevard. Elements of the Hungarian 1<sup>st</sup> Tank Division were defending the barracks. The Romanians were met with heavy automatic weapons fire as they approached the barracks. Bloody hand-to-hand fighting raged as both sides bitterly struggled for each room of the barracks. The Romanians succeeded in capturing the Ferenc Józef Barracks after fighting a savage battle in which no quarter was given. However, the cost in Romanian lives was high. So severe was the carnage that all of the officers and NCOs of the attacking Romanian companies were killed.

**Source:** Ungváry, Krisztián, *The Siege of Budapest: 100 Days in World War II* (New Haven: Yale University Press, 2005) p. 141.



**MISSION:** Romanians win at game end if there are no Good Order Hungarian MMCs in building 51T2.

### MAP ORIENTATION:

### OPTIONS:



☒ Delete a 3-4-7 from the Romanians.

✳ Exchange the Romanian MMG for an HMG.

### COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Both sides may declare Hand-to-Hand Combat (J2.31).
3. No quarter is in effect (A20.3).
4. Bore Sighting (C6.4) is NA.

**Scenario Design:** Evan E. Sherry 083006.9

(Only hexrows R-GG are playable)

## MISSION LENGTH

☒ HUNGARIAN SETS UP FIRST	1	2	3	4	5
✳ ROMANIAN MOVES FIRST	✳				

Elements of the Hungarian 1<sup>st</sup> Tank Division set up on in hexes numbered  $\leq 8$ .



3-4-7	9-1	8-1	HMG	LMG	?
-------	-----	-----	-----	-----	---

9

6

{ELR: 3}

{SAN: 4}

Elements of the Romanian 9<sup>th</sup> Cavalry Division enter turn 1 on the east edge, on/north of hexrow Y.



4-4-7	3-4-7	9-2	8-1	MMG	LMG	FT
-------	-------	-----	-----	-----	-----	----

12

2

{ELR: 3}

{SAN: 3}





# KEREPESI CEMETERY

## RALLY POINT SCENARIO RPT2

**SITUATION:** BUDAPEST, Hungary, 11 January 1945: The Soviet 18<sup>th</sup> Special Rifle Corps was continuing to put pressure on the Hungarian and German units defending the east bank of the Danube in Pest. A pioneer company from the 317<sup>th</sup> Rifle Division was ordered to seize the Kerepesi Cemetery, while other elements of the division pushed toward Orczy Square, just to the south. The Soviet pioneers used demolitions to create a breach in the cemetery wall then poured through the gap. A brutal close-quarters battle ensued among the tombstones and mausoleums with the defending Hungarian infantry. Casualties were heavy on both sides. The Hungarian 7<sup>th</sup> Assault Artillery was hit especially hard and lost all of its remaining StuG IIIGs in the attempt to hold back the Soviet tidal wave. The surviving Hungarians and the adjacent 13<sup>th</sup> Panzer Division was forced to withdraw to a new defensive line along Fiumei Road. The siege of Pest was quickly coming to an end and soon the survivors would move across the Danube to Buda.

**Source:** Ungváry, Krisztián, *The Siege of Budapest: 100 Days in World War II* (New Haven: Yale University Press, 2005) p. 140.



**MISSION:** The Russians win at game end if there are no Good Order Hungarian (non-vehicular crew) MMCs or mobile StuG IIIGs (w/functioning MA) in/ADJACENT to a graveyard hex.

### MAP ORIENTATION:

### OPTIONS:

N

☒ Exchange the Hungarian 9-1 for a 9-2.

★ Add a 4-4-7 to the Russians.

### COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Place overlay: Wd5 on 21J3-K4.
3. AFVs may not set up in buildings.
4. Both sides may declare Hand-to-Hand Combat (J2.31).

Scenario Design: Evan E. Sherry 083006.13

### MISSION LENGTH

☒ HUNGARIAN SETS UP FIRST	1	2	3	4	5
★ RUSSIAN MOVES FIRST					

Elements of Assault Artillery Battalion 7 and the Hungarian 1<sup>st</sup> Tank Division set up on/west of hexrow I.



3-4-7	9-1	8-1	HMG	MMG	LMG	?	StuG IIIG(g) -/2*
9						8	2

{ELR: 3}

{SAN: 4}

Pioneer Company, 317<sup>th</sup> Rifle Division, 18<sup>th</sup> Special Rifle Corps set up on/east of hexrow E.



4-5-8	4-4-7	5-2-7	9-1	8-1	7-0	MMG	LMG	FT	DC	T-34/85 2/4
2	7	3					2			3

{ELR: 4}

{SAN: 2}



# VÁROSMÁJOR GRANGE

## RALLY POINT SCENARIO RPT3

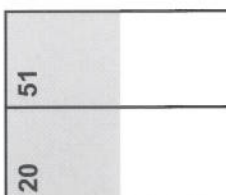
**SITUATION: BUDAPEST, Hungary, 22 January 1945:** The 2<sup>nd</sup> Guards Mechanized Corps was slowly closing in on the Hungarian final defensive perimeter around Buda. After some very hard fighting, the Soviet 180<sup>th</sup> Rifle Division seized the Városmajor Grange. Hungarian forces launched a counterattack to stem the Russian tide and regain some key terrain. Supported by Tibor Rátz's remaining Zrínyi assault guns, the Royal Vannay Flying Squad Battalion attacked the Russians holding Városmajor Grange. To the north, the Europa Flying Squad Battalion, along with a detachment of university students, moved to recapture a few buildings bounded by Olasz Avenue and Bimbó Road. Both attacks were successful, though pyrrhic. The Europa Battalion recaptured some buildings and in the process, knocked out a Russian flamethrower tank. In a vicious no-quarter action, the Vannay Battalion forced the Russians out of Városmajor Grange. The butcher's bill for the Vannay Battalion was sixty-eight dead. The victory was short-lived and on 24 January, the Russians recaptured the Grange.



**MISSION:** Hungarians win at game end if there are no Good Order Russian (non-vehicular crew) MMCs in buildings: 20H3, 51E7, 51F6 and 51G6.

### MAP ORIENTATION:

### OPTIONS:



★ Add a 4-2-6 to the Russian set up OB.

⊞ Exchange the OT-34 for a T-34 M43.

(Only hexrows A-P are playable)

### COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. AFVs may not set up in buildings.
3. Bore Sighting (C6.4) is NA.

**Scenario Design:** Evan E. Sherry 081006.8

**Source:** Ungváry, Krisztián, *The Siege of Budapest: 100 Days in World War II* (New Haven: Yale University Press, 2005) p. 167.

### MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6
⊞ HUNGARIAN MOVES FIRST	⊞	★				

Elements of the 21<sup>st</sup> Rifle Regiment, 180<sup>th</sup> Rifle Division 2<sup>nd</sup> Guards Mechanized Corps set up on board 51 on/west of hexrow I and anywhere on board 20 (no more than 3 MMC may set up in building 20H3).



4-4-7	4-2-6	9-1	8-1	7-0	HMG	MMG	LMG	T-34 M43 2/4
7	5						2	

{ELR: 4}  
{SAN: 4}

Russian Reinforcements enter  
turn 2 on the west edge.

OT-34 -/4
--------------

Elements of the Hungarian Royal Vannay Flying Squad Battalion and Assault Artillery Battalion 10 enter turn 1 on the east and/or south edge of board 20.



4-4-7	3-4-7	9-2	8-1	8-0	HMG	LMG	PSK	FT	43M Zrínyi II
9						2			2

Elements of the Europa Flying Squad Battalion and Assault Artillery Battalion 16 enter turn 1 on the east edge of board 51.

{ELR: 3}  
{SAN: 4}

3-4-7	3-3-6	8-1	7-0	MMG	LMG	PSK	JgPz 38(t) -/1*
8	3				2		





# TRANSYLVANIA 6-5000

## RALLY POINT SCENARIO RPT4

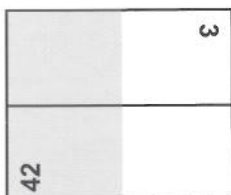
**SITUATION:** LIPPA, Transylvania (Romania), 19 September 1944: Colonel Koszorous' 1<sup>st</sup> Hungarian Armored Division had taken Arad and was continuing its drive on Lipa. Koszorous' mission was to prevent the Soviet 2<sup>nd</sup> Ukrainian Front from getting any closer to the Hungarian Frontier, which lay only ten miles away. Nearing Lipa, the Hungarians slammed into the Soviet 110<sup>th</sup> Tank Brigade. A fierce tank battle ensued between the Hungarian 7<sup>th</sup> Assault Gun Battalion and Soviet T-34s. The Hungarians claimed sixty-seven T-34s destroyed in exchange for eight Sturmgeschütze knocked out and ten damaged, though recovered. The Hungarian armored troops performed well and delayed further Soviet gains, but this victory would be short-lived. Soon, the Hungarians were rolled back and in a few days Arad was in Soviet and Romanian hands.



**MISSION:** The Hungarians win at game end if there are no Good Order Russian (non-vehicular crew) MMCs/mobile AFVs (w/ functioning MA)  $\leq 2$  hexes from 3W6 and 42G4.

### MAP ORIENTATION:

### OPTIONS:



(Only hexes A-P on board 42 and R-GG on board 3 are playable)

- ★ Delete one Hungarian LMG.
- ☒ Add a PSK to the Hungarians.

### COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Bore Sighting (C6.4) is NA.
3. AFVs may not set up in buildings.

Scenario Design: Evan E. Sherry 083006.7

Source: Niehorster, Leo W. G., *The Royal Hungarian Army, 1920-1945* (Bayside: Axis Europa Books, 1998) p. 136.

### MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6
☒ HUNGARIAN MOVES FIRST	☒	★				

Elements of the 110<sup>th</sup> Motorized Rifle Battalion and the 311<sup>th</sup> Tank Battalion, 110<sup>th</sup> Tank Brigade, 18<sup>th</sup> Tank Corps set up anywhere on boards 3 and 42.



5-2-7	4-4-7	8-0	MMG	LMG	50* MTR	?	T-34 M43 2/4	Foxhole 1S
5			4			2		

{ELR: 4}  
{SAN: 4}

Elements of the 110<sup>th</sup> Tank  
Brigade enter turn 2 on the east  
edge.

5-2-7	8-1	T-34/85 2/4
-------	-----	----------------

Elements of the 2/1 Motorized Battalion, 7<sup>th</sup> Assault Gun Battalion, 1<sup>st</sup> Hungarian Armored Division enter turn 1 on the west edge.



4-4-7	9-1	8-1	6+1	MMG	LMG	8-1 Armor	StuG III G(g) -/2*
10		2		4			

{ELR: 3}  
{SAN: 3}





# THE HORVÁTH INTERLUDE

## RALLY POINT SCENARIO RPT5

**SITUATION: ALEXEYEVKA, Russia, 18 January 1943:** The Russian 40<sup>th</sup> Army and 18<sup>th</sup> Corps had surrounded the town of Ostrogosk and in the process, cut off 15,000 German and Hungarian troops. Those Hungarian units that managed to escape the encirclement gathered in the Oskol River valley and prepared for a counterattack. Pushing on to Alexeyevka, the Russian 15<sup>th</sup> Tank Corps seized the town and succeeded in insulating both the German 2<sup>nd</sup> Army and the Hungarian 2<sup>nd</sup> Army. Brigadier General Ferenc Horváth, commanding the Hungarian 1<sup>st</sup> Armored Field Division sent his few remaining panzers and Nimrods to restore the situation and reestablish communications between the two armies. The Hungarians launched a heavy counterattack against the over-extended Russian tank force. A sharp fight ensued resulting in casualties to both sides, but by early evening, the Russians had been pushed out of Alexeyevka. Horváth had prevented disaster and saved Alexeyevka. The victory was but a short interlude. Heavy fighting continued in the area while the Russians reconstituted their forces for the final assault. On January 22<sup>nd</sup>, the Russians permanently regained Alexeyevka.



**MISSION:** Hungarians win at game end if there are no Good Order Russian (non-vehicular crew) MMC on any hill hexes.

### MAP ORIENTATION:

### OPTIONS:

44	48
----	----



★ Exchange the Russian 7-0 for an 8-1.

⊞ Exchange the Hungarian 9-1 for a 9-2.

### COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start.
2. Place Overlays: **Hi8** on 48V6-V7; **Hi9** on 44V5-V6; **Hi11** on 44K4-J4.
3. Bore Sighting (C6.4) is NA.

Scenario Design: Evan E. Sherry 081006.5

Source: Niehorster, Leo W. G., *The Royal Hungarian Army, 1920-1945* (Bayside: Axis Europa Books, 1998) p. 90.

### MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6
⊞ HUNGARIAN MOVES FIRST	⊞	★				

Elements of the 195<sup>th</sup> Motorized Rifle Battalion and the 424<sup>th</sup> Tank Battalion, 195<sup>th</sup> Tank Brigade, 15<sup>th</sup> Tank Corps set upon board 48.



4-4-7	4-2-6	9-1	HMG	50* MTR	T-34 M41 2/4	Foxhole 1S
3	2				2	4

{ELR: 4}  
{SAN: 4}

Elements of the 195<sup>th</sup> Motorized Rifle Battalion set upon board 44 in hexes numbered ≤ 7.

4-4-7	4-2-6	7-0	LMG	ATR	Foxhole 1S
2	2				4

Elements of the 195<sup>th</sup>  
Tank Brigade enter  
turn 2 on the east edge.

T-70 -/2
2

Elements of the 1/1 Motorized Battalion, 51<sup>st</sup> Anti-Aircraft Battalion, and 30/1 Tank Battalion, 1<sup>st</sup> Hungarian Armored Field Division enter turn 1 on west edge.



3-4-7	9-1	8-1	8-0	MMG	LMG	ATR	PzIVH(g) 3/5	PzIVF1(g) 3/5	LT vz 38(t)E 4/4	40M Nimrod
13					2		2			

{ELR: 3}  
{SAN: 3}



# CADETS AND CADRE

## RALLY POINT SCENARIO RPT6

**SITUATION:** PAULIS, Transylvania (Romania), 17 September 1944: The Hungarian 1<sup>st</sup> Armored Division was advancing southwest from Paulis. After days of heavy fighting, the Hungarians had at last broken the Romanian main line of defense. The determined Romanian cadets continued their resolute stand and reestablished a strong position on Hill 365. Dug-in with supporting anti-guns, the cadets held onto the hill despite the Hungarian's repeated combined tank and infantry assaults. Late in the day, the Romanian 96<sup>th</sup> Infantry Regiment arrived in the area, forcing the Hungarians to abandon their efforts against Hill 365 and compelling them to withdraw in the direction of Cuvin.

**Source:** Romanian Armed Forces in the Second World War website:  
<http://www.worldwar2.ro/>



### MAP ORIENTATION:

### OPTIONS:

- ✱ Delete one Hungarian 4-4-7.
- ☒ Exchange one Romanian 4-4-7 for a 3-4-7.

**MISSION:** Hungarians win at game end if there are no Good Order Romanian MMCs on overlay Hi8.

### COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Place overlay: **Hi8** on 10N8-M9.
3. Bore Sighting (C6.4) is NA.

Scenario Design: Evan E. Sherry 090206.6

### MISSION LENGTH

✱ ROMANIAN SETS UP FIRST	1	2 ✱	3	4	5	6
☒ HUNGARIAN MOVES FIRST	☒					

3<sup>rd</sup> Company of Cadets, Paulis Detachment set up on board 10.



4-4-7	3-4-7	2-2-7	10-2	8-1	MMG	LMG	60* MTR(f)	Bohler M35 47 AT	Foxhole 1S
2	5	2						2	4

Elements of the 1<sup>st</sup> Battalion, 96<sup>th</sup> Infantry Regiment enter turn 2 on the north edge.

{ELR: 3}  
{SAN: 4}

3-4-7	8-0	LMG	ATR
3			

Elements of the Hungarian 1<sup>st</sup> Armored Division enter turn 1 on the west edge on/north of hexrow V.



4-4-7	3-4-7	8-1	8-0	LMG	38M Toldi I -/4/*	38M Toldi II A -/4/*	40M Turan I(r) 4/4	41M Turan II(r) 4/4
6	3			3				2

{ELR: 3}  
{SAN: 4}

Elements of the 2<sup>nd</sup> Motorized Battalion enter turn 1 on the south edge.

3-4-7	9-1	MMG
4		





# ROMANIAN HAMMERS

## RALLY POINT SCENARIO RPT7

**SITUATION: NALCHIK, USSR, 26 October 1942:** The tide of the Axis advance had reached the highest peaks of the Caucasus Mountains. After heavy fighting to break out of the Terek bend, German armored forces were again concentrated for another stab at the Caspian Sea. However, the first step would be to straighten the lines out, and take the capital of the Soviet Republics of the Karbardin and Balkars, Nalchik. Advancing on Nalchik was the Romanian 2<sup>nd</sup> Mountain Division. With two German panzer divisions slicing behind Nalchik, the Romanians kicked off their attack on the 25<sup>th</sup>. Despite having to make two river crossings, the 2<sup>nd</sup> Mountain Division reached the outskirts of Nalchik the next day. Meanwhile, the Panzer divisions had cut off Nalchik. The Romanians struggled as they entered Nalchik, and began to bog down in heavy house-to-house fighting. However, the Soviets were cut off, and when German tanks from the 13<sup>th</sup> Panzer Division began to probe Nalchik from the south, the Soviets collapsed. Seven thousand Soviet troops were trapped and destroyed between the German anvil and the Romanian hammer.

**Source:** Tieke, Wilhelm, *Caucasus and the Oil: German-Soviet War in the Caucasus, 1942-43* (Winnipeg: J. J. Fedorowicz, 1995).



### MAP ORIENTATION:



(Only hexrows R-GG are playable)

### OPTIONS:

- ★ Add a 4-4-7 to the Russians.
- ✱ Exchange the Romanian 9-1 for a 9-2.



**MISSION:** Axis wins at game end if there are no Good Order Russian (non-vehicular crew) MMCs  $\leq 3$  hexes from wW6.

### COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Romanian ATRs represent captured Russian ATRs with a base TK# of 6. Captured weapons penalties do not apply to ATRs.

Scenario Design: Brian M. Williams 083006.7

### MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6
✱ ROMANIAN MOVES FIRST			✱			

Elements of the 37<sup>th</sup> Army set up on board w.



5-2-7	4-4-7	4-2-6	9-2	9-0	MMG	LMG	ATR	T-26S M37/39 -/4
2	4	3				2		2

{ELR: 3}  
{SAN: 4}

Elements of 2<sup>nd</sup> Romanian Mountain Division set up on board x in hexes numbered  $\leq 6$ .



4-4-7	9-1	8-1	7-0	HMG	MMG	LMG	ATR	60* MTR
12						2	2	2

{ELR: 3}  
{SAN: 3}

Elements of Panzer Division 13 enter turn 3 on the south edge.



StuG III -/2*
2



# WELL TAUGHT

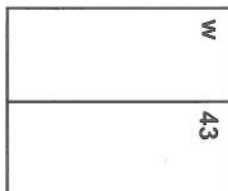
## RALLY POINT SCENARIO RPT8

**SITUATION: HOHENRUPPERSDORF, Austria, 12 April 1945:** After the Romanians changed sides, the Soviets "used" the 1<sup>st</sup> Romanian Armored Regiment to the point of annihilation. The remnants of the 1<sup>st</sup> Armored Regiment were posted to the 2<sup>nd</sup> Romanian Armored Regiment. In February of 1945, the Russians ordered the 2<sup>nd</sup> Armored Regiment to the front. The Romanians tried, unsuccessfully, to have the regiment put under the control of one of the Romanian Armies, but the Soviets assigned it to the Soviet 27<sup>th</sup> Guards Tank Army. Similar to the 1<sup>st</sup> Armored Regiment, the 2<sup>nd</sup> Regiment was being used as fodder for the Soviets, with the results being the weakening of the unit. After several losses, the Soviets decided to turn over some captured German AFVs to the 2<sup>nd</sup> Armored Regiment in an effort to re-equip the regiment. During early April, the 2<sup>nd</sup> regiment was ordered across the Danube River into Austria. It was to support the Soviet 4<sup>th</sup> Infantry Division in the taking of the town of Hohenrappersdorf. Hohenrappersdorf was in the heart of Austria's wine country and was situated just to the north of Vienna. On the 12<sup>th</sup> of April, the German 3<sup>rd</sup> Panzer Division, supported by the 25<sup>th</sup> SS and 26<sup>th</sup> SS Panzer Grenadier Divisions, attacked Hohenrappersdorf in an effort to buy the necessary time needed to evacuate Vienna. The 2<sup>nd</sup> Romanian Armored Regiment was practically cut off, but helped hold the town. The Romanians proved to the Germans that they had been well taught in armored tactics. The 2<sup>nd</sup> Regiment claimed the destruction on two panthers as well as several other AFVs.



**MISSION:** Germans win immediately if there are no Good Order Russian/Romanian (non-crew) MMC  $\leq 5$  hexes from wQ3.

### MAP ORIENTATION:



### OPTIONS:

- ★ Delete an SS 5-4-8.
- ✚ Delete the Romanian LT vz 38(t)E.

### COORDINATING INSTRUCTIONS:

1. EC is Moderate with no wind at start. Kindling is NA.
2. All Grain and Brush hexes are Vineyards (B12.7).
3. Bore Sighting (C6.4) is NA.
4. The Russians and Romanians are considered Allied Troops (A10.7)

**Scenario Design:** Mike Faulkner 083006.9

**Source:** A. Axworthy, C. Scafes, and C. Craciunoiu, *Third Axis, Fourth Ally: Romanian Armed Forces in the European War, 1941-1945* (London: Arms and Armour Press, 1995) pp. 212-213.

### MISSION LENGTH

★ ALLIES SETS UP FIRST	1	2	3	4	5	6
✚ GERMAN MOVES FIRST	✚					

Elements of 4<sup>th</sup> Soviet Infantry Division [ELR: 3] set up anywhere on board w and on board 43 in a hex numbered  $\geq 6$ .



4-4-7	2-2-8	9-1	8-0	HMG	LMG	ATR	?	PTP obr 43 57LL AT	Foxhole 1S	Roadblock
8				2			5		4	2

{ELR: 3}  
{SAN: 4}

Remnants of 2<sup>nd</sup> Romanian Armored Regiment [ELR: 3] set up on board w.



5-3-7	8-1	LMG	?	9-1 Armor	PzIVH(g) 3/5	StuG III G(g) -/-2*	TACAM R-2(r) -/-2	LT vz 38(t)E 4/4
3			3					

Elements of SS Panzer Grenadier Division 25 and Panzer Division 3 enter on/after turn 1 on the east, south, and/or west edge of board 43.



5-4-8 SS	4-4-7 SS	9-2	8-0	7-0	MMG	LMG	PSK	PzVG 3/5/2	PzIVH 3/5	StuG III G
8	8		2		2	3			3	2

{ELR: 2}  
{SAN: 3}





# SHELLING THE SIVASH

## RALLY POINT SCENARIO RPT9

### SITUATION: SOUTH OF THE SIVASH SEA, Crimea, USSR, 8 April 1944:

The 4<sup>th</sup> Ukrainian Front commanded by Colonel-General F. I. Tolbulkin, was trying to destroy the German 17<sup>th</sup> Army in the Crimea. The Russians used the 51<sup>st</sup> Army of Lieutenant General I. G. Krieser and the 19<sup>th</sup> Tank Corps of Lieutenant General I. D. Vasiliev to initiate the attack against the German and Romanian forces just north of the Sivash Sea. The German 336<sup>th</sup> Infantry and the Romanian 10<sup>th</sup> Infantry Division defended this area. Both the Germans and their allies had suffered casualties throughout the retreat from Russia. This was a desperate defense by units that should have started their retreat at an earlier date. The initial fighting took place the evening of April 7<sup>th</sup> when Russian troops attacked and were counterattacked. These attacks were minor and the main Russian attack took place early on April 8<sup>th</sup>. The Russians were able to break through in several places, but the overall attack was stopped just outside Karanky when the defending Germans and their Romanian allies received support from the German 111<sup>th</sup> Division. Russia would have to wait a little longer before she could expel these invaders.



### MAP ORIENTATION:



(Only hexrows R-GG are playable)



### OPTIONS:

- ★ Add a 4-4-7 to the Russian turn 1 force.
- ✱ Exchange the Russian 9-2 for a 9-1 leader.

**MISSION:** Russians win if they exit  $\geq 8$  VP in non-partisan/non crew infantry (prisoners are worth 0 VP) off the west edge on/ between 49Y10 and 49DD10.

### COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Bore Sighting (C6.4) is NA.
3. The Romanians and Germans are considered Allied Troops (A10.7)

Scenario Design: Hugh J. Downing 090206.11

Source: Romanian Armed Forces in the Second World War website:  
<http://www.worldwar2.ro/>

### MISSION LENGTH

✱ AXIS SETS UP FIRST	1	2	3	4	5	6	7
★ RUSSIAN MOVES FIRST	★ 1	★ 2	✱ 3	4	5	6	7

	Elements of the Romanian 10 <sup>th</sup> Infantry Division [ELR: 3] set up $\leq 4$ hexes from 17Z7 or $\leq 3$ hexes from 17S6.	4-4-7	3-4-7	2-2-7	9-1	1-4-9	MMG	LMG	?	PaK 38(g) 50L AT
		3	2						8	
	Elements of the German 336 <sup>th</sup> Infantry Division [ELR: 3] set up on board 49 in a hex numbered $\leq 5$ .	4-6-7	4-4-7	8-1	MMG	?	Marder III(t)H 4/-			
						6				
{ELR: 3} {SAN: 3}	Elements of the German 111 <sup>th</sup> Infantry Division enter turn 2 on the west edge.	4-6-7	9-1	MMG	StuG IIIG -/-2*					
		2								

	Elements of the 51 <sup>st</sup> Russian Army [ELR:3] enter turn 1 on the east edge.	4-5-8	4-4-7	9-1	7-0	LMG	FT	SU-122
		4	3			2		
	Elements of the 19 <sup>th</sup> Russian Tank Corps enter turn 2 on the east edge.	4-5-8	4-4-7	9-2	LMG	T-34 M43 2/4		
		2				2		
{ELR: 4&5} {SAN: 3}	Russian Partisan Force [ELR:5] enter turn 3 on any board edge.	3-3-7	8-0	LMG				
		3						

# SLOVAK SALVATION

## RALLY POINT SCENARIO RPT10

**SITUATION: LOJEV, Ukraine, USSR, 8 November 1942:** In the fall of 1942, STAVKA began formally equipping the growing partisan bands with everything from heavy machine guns to political commissars. Roving behind Axis lines, these bands easily overwhelmed the Ukrainian Militia and German police units guarding the rail and road centers. When a police company in the village of Lojev was attacked and overrun on November 8<sup>th</sup>, a column of infantry and armored cars from the Slovak Security Division's Reconnaissance company was dispatched from nearby Chojniki to assist. After blowing past some screening partisans, the column of trucks and armored cars was itself ambushed among the houses of Lojev, losing two OAvz30 armored cars and twenty-four dead before breaking back into Chojniki. The Slovaks discovered their role in the Axis war effort would be a dangerous one indeed.



**MISSION:** The partisans win at game end if there are no unbroken Axis (non-vehicular crew) MMCs in any building within 3 hexes of 17R4.

### COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. German and Slovak are considered Allied Troops (A10.7).
3. The partisan may decline to set up  $\leq 6$  squads and any number of other counters, and instead enter them along the north edge on turn 2.
4. Fedorov Partisans are Russian partisans (A25.24). Their SW are Russian and they may employ Commissars (A25.22) despite the scenario date. Partisans may not use multi-location fire groups.

**Scenario Design:** Pete Shelling 083006.9

**Sources:** Axworth, Mark W. A. *Axis Slovakia: Hitler's Slavic Wedge* (Bayside: Axis Europa Books, 2002) p. 183.

### MAP ORIENTATION:

21



### OPTIONS:

- ✚ Exchange a German 4-3-6 for a 4-4-7.
- ★ Delete a Slovak 3-4-7.

35

(Only hexrows R-GG are playable on board 35)

### MISSION LENGTH

⚔️ **AXIS SETS UP FIRST**

★ **PARTISAN MOVES FIRST**

1 2★ 3 4 5 6



**Elements of Order Police Battalion 315**  
[ELR: 2] setup on/between hexrows 17I and 17Y.

4-4-7	4-3-6	8-0	LMG	?
2		4		



**Elements of the Reconnaissance Group, Slovak Security Division** [ELR: 3] enter turn 1 along the south edge, with all personnel as passengers.

3-4-7	9-1	8-0	MMG	LMG	OAvz-30 2/2	Medium Truck
7				2	4	4

{ELR: 2 & 3}  
{SAN: 3}



**Fedorov Partisans** setup on/between hexrows 17E and 35Z (See SSR3 and SSR 4).

3-3-7	9-0	8-1	7-0	HMG	LMG	ATR	50* MTR	?
12				2				8

{ELR: 5}  
{SAN: 4}