

HUNGARIAN NIGHTMARE!

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far beyond the call of duty



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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

The game includes: 1 33" x 34" map, 400 counters, this rulebook, and one Player's Aid Chart (PAC). If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Hungarian Nightmare*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Hungarian Nightmare* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Hungarian Nightmare is a simulation of one of the most bitter city fights of the Second World War. From 26 December 1944 to 12 February 1945, an encircled garrison of some 79,000 German and Hungarian combat troops defended Budapest against 177,000 Soviet troops and a Romanian corps. The fighting was extremely bitter and casualties were heavy on both sides. By 18 January, Soviet and Romanian troops had cleared Pest (the eastern part of the city). Conditions were so dire inside Buda that on the night of 11/12 February the remaining garrison attempted a breakout. Only 785 soldiers were known to have reached German lines. This marked the end of the longest city battle of the war (other than Stalingrad).

2.0 GAME EQUIPMENT

2.1 Unit Counters

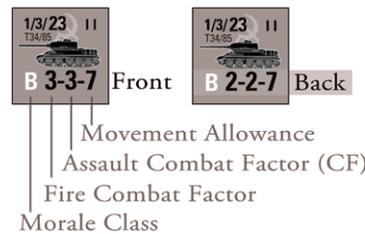
The various pieces, called units, represent the formations engaged in this battle. Other counters are used as markers to convey information important to game play. A unit's color indicates its nationality:

- German Units: Grey
- Hungarian Army: Grey with a background Cross
- Romanian Army: Green
- Red (Soviet) Army: Brown
- Red Army Guards Units: Red

White number values are the Buda side, black number values are the Pest side for the Soviets. Shown below are representative units in *Hungarian Nightmare*.

2.2 Sample Units & Game Markers

Armor Type



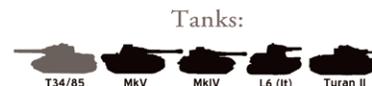
Assault Guns:



Reconnaissance:

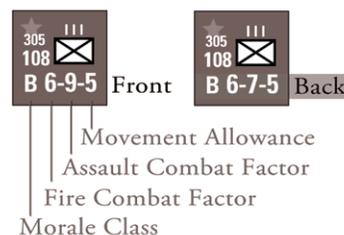


Self-propelled Artillery:



Note: The German Hummel is an Armor type unit but its values are like an Artillery unit's type and it has a Range value in the upper right corner of the counter.

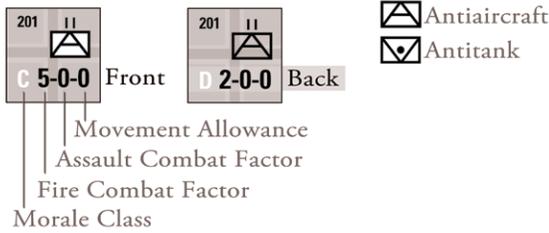
Infantry Type



- Infantry
- Mechanized Infantry
- Motorized Infantry
- Assault Infantry
- Police
- Engineers
- Cavalry
- Reconnaissance

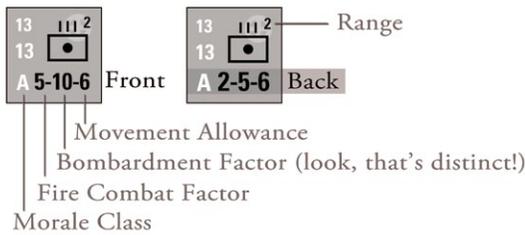
Note: Units that have more than one step (multi-step) remaining have the interior of their NATO symbol colored white. When the multi-step unit is on its final step, the background color of the NATO symbol will be the same color as the main color of the counter. Also the second counter of units with more than two steps has a black dot in the upper right corner of the counter.

Gun Type



Note: This unit type has a number of movement and combat restrictions listed within the rules.

Artillery Type



Note: This unit type has a number of movement and combat restrictions listed within the rules.

Unit Abbreviations

German

- AB** Alarm battalions
- E** *Europa* Battalion
- FHH** *Feldbernhalle* Panzer Division
- Kun** *Kampfgruppe* Kundiger (elements of 271st *Volksgrenadier* Division)
- M** Mixed corps troops
- P** Penal

Hungarian

- Be** Besztercei Police Battalion
- B** Budapest assault battalions
- BG** Budapest Guards Battalion
- BS** Budapest Security Battalion (Cadets)
- C** Composite assault gun battalion (remnants of 13, 16, 25 Assault Gun Battalions)
- G** Galanti Police Battalion
- M** Mixed (four different artillery battalions)
- P** Pesci Police Battalion
- POL** Police units
- S** Sodro Engineer Group (named after its commander)
- S** Szekelyudvarhelyi Police Battalion
- Univ** University
- V** Vannay Battalion (WWI veterans)
- Z** Zilahi Police Battalion

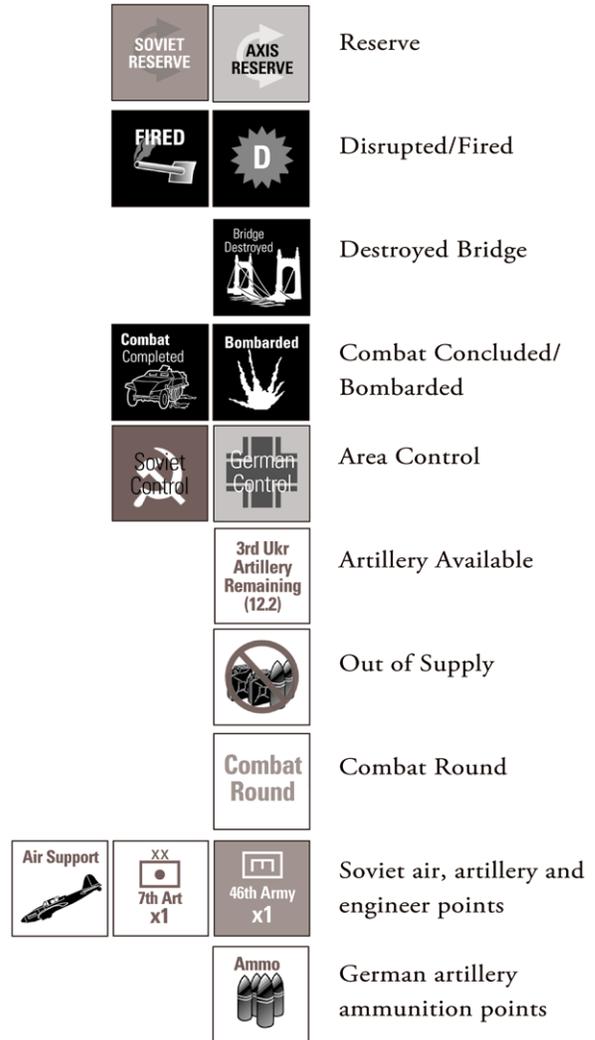
Romanian

- C** Calarasi
- R** Rosiori

Unit Size Indicators

- III - Regiment (800-2400 men)
- II - Battalion (300-900 men)
- I - Company (100-200 men)
- KG/BG - *Kampfgruppe*/Battle Group (100-1,000 men)

Several different types of markers are provided to facilitate game play:



2.3 Maps and Player's Aid Charts

The map represents Budapest in late 1944-early 1945. The city is divided into 76 areas. The following Tracks and Table are located on the map: Artillery Point Track (used to track German ammunition as well as Soviet artillery, air and engineer assets and Romanian artillery points), Movement Cost Table, Turn Record Track, and Combat Round Track. Each area on the map has a box in it which has the area's identification number in the top section and the Terrain Effects Modifier (TEM) value in the bottom section.

The Player's Aid Charts (PAC) sheet has important charts and tables for game play such as the Combat Results Table (CRT), Bombardment Table, Disruption Removal Table, and Hungarian Desertion Table.

2.4 Game Scale

Each area varies in size. A typical area is approximately one square kilometer; generally, the farther from the center of the city, the larger an area is. Each turn is three days.

2.5 Die

The game uses a 10-sided die (d10) to resolve all die rolls. Players will need to supply one if this is not an *ATO* Deluxe Edition.

3.0 SEQUENCE OF PLAY

For convenience, the German player sits at the west edge and the Soviet player at the east edge of the map. Units set up in accordance with the set-up rules (Module 15.0). Play proceeds by Game Turns. Each Game Turn consists of a number of different phases. These must be performed in strict sequence. When a turn finishes, the Game Turn marker advances. A complete Game Turn consists of the following phases:

A. Joint Bombardment Phase

1. Soviet Air Bombardment Segment (Case 6.6.1)
2. Joint Artillery Bombardment Segment (Case 6.6.2)
3. Bombarded Marker Removal (Case 6.6.8)

B. Movement Phase

Determine First and Second Player (Optional, Section 13.1)

Soviet Player (First Player) Movement Phase

1. Administrative Movement Segment (Section 4.2)
2. Operational Movement Segment (Section 4.3)
3. Tactical Reserve Creation Segment (Optional, Section 13.2)

German Player (Second Player) Movement Phase

1. Administrative Movement Segment (Section 4.2)
2. Operational Movement Segment (Section 4.3)
3. Tactical Reserve Creation Segment (Optional, Section 13.2)

C. Combat Phase

1. Combat Selection Segment (Section 6.2)

2. Joint Combat Segment (Section 6.3)

Perform Segments 1 and 2 until combat has been resolved in all areas with opposing forces or both players agree to end the Combat Phase.

D. Joint Recovery Phase

1. Area Control Determination Segment (Section 11.1)
2. German VP Tabulation Segment (Turns 10-13)(Case 14.2.1 and PAC)
3. Disruption Recovery Segment (Section 11.2)
4. Soviet Withdrawal Segment (Section 11.3)
5. Hungarian Desertion Segment (Section 11.4)
6. German Air Supply Segment (Section 11.5)
7. Marker Removal Segment (Section 11.6)

After the last phase has been completed, play proceeds to the next game turn. At the conclusion of the last turn of the game, victory is determined if an automatic victory has not occurred.

4.0 MOVEMENT

4.1 General Rules

4.1.1 Units are moved individually across the game map from area to area. **Play Note:** *For speed of play units may be moved as stacks (groups of units all moving together), but players need to keep in mind that the units of the stack are actually moving individually.*

4.1.2 The unit's movement allowance is the maximum number of areas it can move that turn.

4.1.3 Movement points may never be accumulated from turn to turn and may never be transferred from unit to unit.

4.1.4 Once a unit has completed its movement, it cannot be moved again that turn.

4.2 Administrative Movement

4.2.1 During a player's Movement Phase, he may move his units up to double their printed movement allowance if taking advantage of Administrative Movement.

4.2.2 Units using Administrative Movement must not start in an area containing enemy units and cannot enter either an area containing enemy units or an enemy-controlled area during any part of their movement.

4.2.3 Subject to the foregoing restrictions, they may move adjacent to an area containing enemy units.

4.3 Operational Movement

Units not using Administrative Movement move Operationally. Each unit using Operational Movement moves separately up to its printed movement allowance, using the guidelines below. If a unit does not possess sufficient movement points (MP) to enter an area, it cannot enter the area.

4.3.1 Each area entered costs 1 MP.

4.3.2 To enter a vacant but enemy-controlled area costs 2 MP (this applies to all units entering the area in that Movement Phase, not just the first unit entering the area).

4.3.3 It costs +1 MP to enter an area containing only disrupted enemy units.

4.3.4 It costs +2 MPs to enter an area containing any undisrupted enemy units.

4.3.5 It costs +1 MP to leave an area containing enemy units as long as any friendly unit remains in the area. This is determined at the instant of movement (for example, a friendly unit can enter an area first, thereby allowing a friendly unit that was already there to leave at a +1 MP cost).

4.3.6 It costs +2 MPs to leave an area containing enemy units if no friendly unit remains in the area.

4.3.7 It costs +1 MP to cross a bridge.

4.4 Movement Restrictions

4.4.1 A unit must stop upon entering an area containing enemy units.

4.4.2 When leaving an area containing enemy units (or both friendly and enemy units), the moving unit can *only* enter a friendly-controlled area or an area that contains some friendly units. Thus, a unit may **not** leave an area containing enemy units and immediately move into a vacant but enemy-controlled area!

4.4.3 A unit may move into or through an area in violation of stacking limits, but at the conclusion of the current Movement Segment the owning player must have brought all areas back into stacking limits (Module 5.0).

4.4.4 If two areas are connected only by their corners (a vertex, example: Areas 35 and 37), no movement directly between these areas is permitted.

4.4.5 Movement from island to island is prohibited, for example, from Objuda (Area 23) to Margit (Areas 21 and 22).

4.4.6 Artillery and Gun Type units cannot move into an enemy-occupied area unless it also has friendly armor or infantry occupying it.

4.5 Minimum Movement Capability

Any unit with a movement factor greater than 0 can always move one area as long as it does not violate any of the restrictions of Section 4.4. This includes moving from one area across the Danube by bridge into an adjacent area (Section 4.6).

4.6 Danube Bridges

Movement across the Danube across a bridge costs an additional movement point. Note, however, that such movement is only permitted into *adjacent* areas as delineated on the map.

4.6.1 Interdiction Fire When attempting to cross a bridge, the crossing unit may be subjected to Interdiction Fire if enemy units are present in either area abutting the bridge.

- a) To resolve fire, the non-moving player, whose units are next to the bridge, declares "Interdiction Fire," which temporarily halts the unit's movement.
- b) The non-moving player then finds the correct column (i.e., one or two areas occupied by friendly units) on the Interdiction Fire Table (see PAC) and rolls a die.
- c) Cross-reference the roll's result with the appropriate column to determine the effect of the fire, either a step loss on the crossing unit or no effect.
- d) The moving player may continue movement once the Interdiction Fire has been resolved.
- e) Firing units are NOT marked with FIRED markers.

Exception: The bridge and island connected to Area 36 is part of Area 36 and never has Interdiction Fire resolved for it. The bridge from the island of Area 36 to Area 24 across the Danube does qualify for Interdiction Fire.

Game Play Note *This is a very important rule that should not be missed. As the Soviets head "downtown," the German player will desperately try to retain the VP areas in Pest while holding Area 16. If he rushes units back and forth across the downtown bridges his units will be exposed to Interdiction Fire. The German player therefore needs to give careful thought as to where he will "hunker down," and should cross bridges infrequently.*

4.7 Movement Across the Danube Without a Bridge

4.7.1 Movement across the Danube without a bridge into an enemy-controlled area is only possible into an area completely vacant of enemy units (including disrupted units).

4.7.2 This movement must begin from an area adjacent to the river, which is completely vacant of enemy units.

4.7.3 The unit may only move across the Danube River into the adjacent area by treating the Danube River like an area border.

4.7.4 Moving across the Danube in this manner requires the expenditure of the unit's entire movement allowance.

4.7.5 German or Hungarian vehicular units (those with silhouettes), Reconnaissance (NATO symbol), and Mechanized Infantry may never perform this type of movement. They must use the bridges.

4.7.6 Moving across the Danube without using a bridge onto Margit (Areas 21 and 22), Csepel (Areas 73-76) and Obuda (Area 23) Islands is also done in this manner. Note also the restrictions of Section 12.3.

4.8 Blowing Danube Bridges

4.8.1 The German player may declare at *any* time during the turn that he has destroyed a Danube bridge. There is no roll for this.

4.8.2 Place a Destroyed Bridge marker on the bridge.

4.8.3 Once destroyed, a bridge may not be rebuilt.

5.0 STACKING

5.1 General Rules

5.1.1 Each area can contain a total of 12 units, 6 from each side.

5.1.2 As part of the overall limitation of 6 units per side in an area, each player can only stack a maximum of three non-artillery regiments in any area.

5.1.3 Stacking limits apply at the end of each Movement, Combat, and Recovery Segment.

5.1.4 If an area is over-stacked at the end of any of these segments, the owning player must eliminate units to bring stacking to the legal limits (Cases 5.1.1 and 5.1.2). It is the owning player's choice as to which units are eliminated.

6.0 COMBAT

6.1 General Rules

6.1.1 Combat is completely voluntary.

6.1.2 The owning player can commit any, all, or none of his eligible units to a given combat round.

6.1.3 This determination can change from combat round to combat round.

6.1.4 Combat occurs only when units are located in the same area (exception: artillery and air bombardments).

6.1.5 There are three types of combat:

Fire Combat: units use their Fire CF to conduct this combat.

Assault Combat: units use their Assault CF to conduct this combat.

Bombardment: artillery units use their bombardment factor to conduct this combat; artillery and air points can also bombard. Each point equates to a single bombardment factor.

6.2 Combat Selection Segment

The first segment in a Combat Phase is the selection of an area in which combat will be resolved.

6.2.1 Only areas with enemy combat units in them can be selected.

6.2.2 Each player rolls a die and the highest die roll gets to select the first area where combat is to be resolved.

6.2.3 The player who selected an area has the initiative for the first round of battle in that area (Section 6.3).

6.2.4 Players thereafter alternate picking an as yet unresolved area to fight over (i.e., the player who did not win the Combat Selection roll picks the second area to fight in and will have the initiative for the first battle round in that area).

6.2.5 The Soviet player selects an area if a tie is rolled.

6.2.6 After turn 9, the Soviet player is awarded a +DRM on each Turn's initial combat selection die rolls (see Turn Record Track on the map).

6.2.7 There are as many Combat Selection Segments as are necessary to resolve every combat desired by both players that game turn.

***Strategy Tip** The player winning the selection is not required to choose an area; he may pass to the other player. However, it is wise nevertheless to choose an area whenever you can do so; for example, where you might lure your opponent into committing his artillery points ineffectively.*

6.3 Joint Combat Segment

After an area has been selected in which to resolve combat, a number of rounds will be fought to resolve the combat in that area. The player who chose the area has the initiative in the first round of combat in that area. Possession of the initiative can change from round to round thereafter. If combat does not end in the area, another round is conducted. Only the player having the initiative can conduct an action in that round (**Exception:** Assault Combat, Section 6.5), which means that one player may be able to conduct a series of attacks before the other player can respond (i.e., if the initiative does not change).

6.3.1 Each round the initiative player either Passes (Section 6.7) or conducts a combat action: Fire Combat (Section 6.4), Assault Combat (Section 6.5), Bombardment (Section 6.6), or Reserve Movement (Optional Rule, Case 13.2.3).

6.3.2 The result of the initiative player's raw (unmodified by Die Roll Modifiers, or DRMs) combat die roll is used to determine who has the next round's initiative. If the Die Roll's (DR) raw result is "odd," the initiative passes over to his opponent next round. If "even," the initiative stays with the current initiative player.

6.3.3 The raw combat DR result is also used to determine if the Joint Combat Segment in that area has ended. If the raw DR result falls within the End of Combat range listed for that round (see Combat Round Track on the map), combat in that area has ended for this turn. Place a Combat Completed marker in the area to note that this area cannot be picked again this turn.

6.3.4 If no combat is performed (i.e., a Pass or Reserve Move is chosen), the initiative player makes an "End of Joint Combat Segment roll." If the result falls within the round's listed range as described in Case 6.3.3, the combat ends in the area. Place a Combat Completed marker in the area. If not, the die roll's result is used to determine if the initiative changes as described in Case 6.3.2.

6.3.5 If the combat is not concluded, move the Combat Round marker to the next round's box on the Combat Round Track and conduct another round.

6.3.6 In addition, if there are **three consecutive** Passes (either by the same player or both players), then the Joint Combat Segment is over in the area.

6 HUNGARIAN NIGHTMARE rules

6.3.7 By mutual consent, players can also decide that combat is concluded in the area. Place a Combat Completed marker in an area where combat has ended for that turn.

6.3.8 Once combat is completed in an area, remove all markers from non-artillery units in that area.

6.4 Fire Combat

Fire Combat is conducted by any unit with a Fire CF. To engage in Fire Combat, a unit must be in the same area as an enemy unit. The procedure for conducting Fire Combat is as follows:

Step 1 – Fire Combat is conducted by the units of one side. The other player's units do not fire. The firing player totals the Fire CFs of all units he wishes to commit. (Committed units are revealed to the enemy player at this time if using Fog of War, Optional, Section 13.4). Any **undisrupted** friendly units in the area are eligible; however, friendly units marked with a FIRED marker are not eligible. All units that engage in Fire Combat in a combat round are marked with a FIRED marker after firing.

Step 2 – The firing player consults the Combat Results Table (CRT) and rolls a single 10-sided die. Die roll modifiers for terrain (and, perhaps, supply) may apply; check the CRT and the Turn Record Track for applicable DRMs.

Step 3 – Losses are extracted by the owning player in accordance with the Loss Priorities rule (Section 6.10 but ignore Case 6.10.1).

6.4.1 The only modifiers used for Fire Combat is the TEM of the area in which the combat is occurring and the firing units' supply status.

***Game Play Note** German units also will suffer adverse Fire Combat DRMs as the overall supply situation deteriorates; see the Turn Record Track and Section 9.3.*

6.5 Assault Combat

Assault Combat is conducted by any units in an area with an assault factor when the owning player wishes to commit them. Any additional units in an area that are not committed remain in the area and can possibly be affected by any combat results (Case 6.10.4).

6.5.1 To engage in Assault Combat, a unit must be in the same area as an enemy unit. Assault eligible units can already be designated as FIRED, but may not be disrupted.

6.5.2 The procedure for conducting Assault Combat is as follows:

Step 1 – Both players designate units they wish to commit to the Assault Combat that combat round (attacker first). The initiative player then determines the Sequence of Combat by rolling a d10 and consulting the First Fire Table located on the PAC.

6.5.3 Attacker Surprise

Step 2 – The attacker totals the Assault CFs of all committed attacking units (and reveals them to his opponent if using Fog of War, Section 13.4).

Step 3 – The attacker rolls the die and consults the CRT, applying all appropriate DRMs from the CRT (Case 6.5.6). All losses are immediately extracted from the committed defending units (and, perhaps, uncommitted defending units) in accordance with Section 6.10, and all combat results are applied as per Section 6.9. Attacking units are **not** disrupted.

Step 4 - The defender totals the Assault CFs of his remaining committed units (and reveals them to his opponent if using Fog of War, Section 13.4). See Case 6.8.6 for a special condition.

Step 5 - The defender rolls the die and consults the CRT, applying all appropriate DRMs from the CRT (Case 6.5.6). All losses are extracted from the attacker in accordance with Section 6.10, and all combat results are applied as per Section 6.9. The remaining committed defending units are **not** disrupted (other than as were imposed by the CRT in Step 3 above).

6.5.4 Assault Fire is Simultaneous

Step 2 - The attacker totals the Assault CFs of all committed attacking units (and reveals them to his opponent if using Fog of War, Section 13.4).

Step 3 - The attacker rolls the die and consults the CRT, applying all appropriate DRMs from the CRT. All defender losses are designated but not extracted.

Step 4 - The defender totals the Assault CFs of his committed units (and reveals them to his opponent if using Fog of War, Section 13.4). See Case 6.8.6 for a special condition.

Step 5 - The defender rolls the die and consults the CRT, applying all appropriate DRMs from the CRT. All attacker losses are designated. The defending units are **not** disrupted.

Step 6 - Both players extract losses and impose “D” results as required by the CRT. Then, **all** remaining committed attacking units are **now** marked disrupted.

6.5.5 Defender Fires First

Step 2 - The defender totals the Assault CFs of all committed defending units (and reveals them to his opponent if using Fog of War, Section 13.4). See Case 6.8.6 for a special condition.

Step 3 - The defender rolls the die and consults the CRT, applying all appropriate DRMs from the CRT. All losses are immediately extracted from the committed attacking units (and, perhaps, uncommitted attacking units) in accordance with Section 6.10, and all combat results are applied as per Section 6.9. The defender’s units are **not** disrupted.

Step 4 - The attacker totals the Assault CFs of his remaining committed units (and reveals them to his opponent if using Fog of War, Section 13.4).

Step 5 - The attacker rolls the die and consults the CRT, applying all appropriate DRMs from the CRT. All losses are extracted from the defending units in accordance with Section 6.10, and all combat results are applied as per Section 6.9. Then, **all** remaining committed attacking units are **now** marked disrupted.

Game Play Note *In both Simultaneous Fire and Defender First Fire situations, all committed attacking units finish the Assault Combat round disrupted. An overly aggressive player can quickly “bog down” his army.*

6.5.6 Several DRMs may be applicable to either or both players in Assault Combat. Each player adds all applicable DRMs from the table beside the CRT (see PAC) to his die roll in the combat round. These DRMs are further explained below:

TEM Both players subtract the TEM of the area in which the combat is occurring.

Morale Advantage Compare the morale factors of the Lead units of both players with “A” being the highest and “D” being the lowest (Section 6.8). If there is an advantage, a +1 DRM is awarded to the

player holding the advantage. If the opposing Lead unit has the same value, no DRM is awarded.

Combined Arms If either player has committed units that include an armor or assault gun unit combined with an infantry type unit, a +1 DRM is awarded. Both players may qualify for this bonus in the same combat round.

Disruption If **all** committed defending units (of the non-initiative player) are disrupted, the defender has a -1 DRM.

Supply Adverse supply conditions result in a -1 or -2 DRM for the player out of supply (Module 9.0).

Engineers A +1 DRM is awarded to either player if an Axis Engineer unit is committed to the Assault Combat or a Soviet Engineer Point is spent and committed to the Assault Combat.

6.5.7 Artillery units only participate in Assault Combat if they are the only remaining units in an area (Case 6.8.6).

6.6 Bombardment

There are three types of assets that can conduct bombardments. Air points are an abstract measure for Soviet air power and can only bombard in the Soviet Air Bombardment Segment, while artillery points and artillery units can bombard in either the Joint Artillery Bombardment Segment or during the Joint Combat Segment (if a Bombardment action is chosen by the initiative player). Regardless of when the bombardment occurs, its resolution is as follows.

6.6.1 Air Bombardment The Soviet player receives 50 Air Bombardment Points at the start of each Soviet Air Bombardment Segment. Use the Air Support markers on the Artillery Point Track (see map) to keep track of these points.

a) The Soviet player simply designates any number of available air points to bombard a given area.

b) They can bombard any area on the map, even those within which Soviet units are present.

c) Aerial Bombardment is resolved the same as Artillery Bombardment (Case 6.6.2).

d) All unused Air Bombardment points are lost at the end of the Segment.

e) An area can only be bombarded once per Soviet Air Bombardment Segment.

6.6.2 Artillery Bombardment To use artillery points or artillery units in either the Joint Artillery Bombardment Segment or during a Joint Combat Segment, the following restrictions apply:

a) Soviet artillery assets (points or units) and Romanian artillery assets cannot combine together to make a Bombardment attack.

b) Soviet or Romanian artillery units from different divisions cannot combine together, but divisional and non-divisional artillery units can combine together.

c) Markers for Soviet artillery points are provided for five different formations: 46th Army Artillery, Pest Group Artillery, and the three Soviet artillery divisions (5th Guards, 7th and 16th). None of these artillery points can be used in combination with any other formation or with Soviet artillery units; they must Bombard separately.

d) German and Hungarian artillery units cannot Bombard together.

e) In order to fire German artillery units (whether Bombarding or in Fire Combat), the German player must possess German Artillery

Supply Points (ASPs). When he is out of ASPs, he loses the ability to use his artillery units in either Fire Combat or Bombardment for the remainder of the game (Case 9.2.1).

f) An area may be Bombarded by a player's artillery units or points **only once** during the Joint Artillery Bombardment Segment.

Game Play Note *The Soviet player may, however, Bombard an area once by air in his Air Bombardment Segment and once by his artillery units or points in the Joint Artillery Bombardment Segment.*

g) An area may be Bombarded once per combat round by available artillery units or points as many times as desired during the Joint Combat Segment, subject to the number of combat rounds available to the player in that area.

6.6.3 Whenever used for Bombardment, artillery units are marked with a FIRED marker and may not fire again that game turn.

6.6.4 Soviet artillery points are kept track of on the Artillery Point Track by the Artillery Markers and are reduced when expended during the game turn. The Soviet Artillery Markers are reset back to their full amounts (as listed in Section 15.3) at the start of each turn (**Exception:** Section 12.2). Points not used in a turn are lost.

6.6.5 Artillery points have basic range restrictions.

a) Soviet 5th Guards and Pest Group Artillery, as well as all Romanian artillery, can only hit areas in Pest (east of the Danube) and the Islands.

b) Soviet 7th and 16th Division artillery points and 46th Army Artillery can only hit areas west of the Danube.

c) However, when the Soviet player reduces either side of the Danube down to no more than two German-occupied areas, range restrictions of artillery points on that side of the river are lifted and those points can thereafter be used against any area on either side of the Danube.

6.6.6 Bombardment Resolution. Each Bombardment is directed at a single area.

a) Pick a target area within range of the firing artillery units or points. To calculate the range for units, do not count the area that the artillery unit is in, but count the area that the target is in.

b) Determine the number of factors/points being fired at that area and locate that column on the Bombardment Table (see PAC). If the number of factors/points falls in between two columns, use the lower column.

c) Roll the die and modify its result with any of the DRMs listed with the Bombardment Table.

d) Cross-index the modified die roll's result on the column determined in order to find the Bombardment's result.

e) If a Bombardment resolution occurs during the Joint Artillery Bombardment Segment, place a "Bombarded" marker in the area.

6.6.7 Bombardment Results

a) If a number result is obtained, this is the number of step losses the area under Bombardment suffers.

b) The player whose units were subject to the Bombardment can allocate the step losses in any manner he wishes within the following guidelines:

i) To eliminate any armored step costs 2 loss points. Armored units for this purpose are considered to be tank, assault gun, and armored reconnaissance (**not** mechanized infantry).

ii) A unit can only lose a single step in any single Bombardment.

iii) The last step of a multi-step unit cannot be eliminated by bombardment unless all non-vehicular (units with silhouettes) multi-step units in the area are down to their last step (unit's NATO symbol interior is not white) in the area and/or only vehicular units remain in the area (see also Section 6.11). However, units that can't be eliminated can still be disrupted. "Multi-step" means more than one step.

iv) In some cases, this may mean that the results of the Bombardment cannot be fully applied.

v) Some loss results have a "D" in the result. This means that any units that took losses during the Bombardment (if they are not eliminated by it) are also disrupted.

vi) Some loss results have an "S" in the result. This means that if both players have units in the area under bombardment, both sides are subjected to the results of the Bombardment equally.

6.6.8 Once all Bombardment is complete in the Joint Artillery Bombardment Segment, remove all Bombarded markers from the map.

6.7 Pass

6.7.1 A player with the initiative for a combat round can elect to do nothing (no movement or combat). This is called a Pass.

6.7.2 A Pass consumes one combat round of the Joint Combat Segment (move the marker forward on the Combat Round Track one box) and the player declaring the Pass must roll to see if combat ends in that area (Case 6.3.4) and if initiative changes in that area. Perform this roll for the possible initiative change if on round one.

6.7.3 After three consecutive Pass actions have been elected by either or both players, combat in an area comes to an end.

Game Play Note *Simply put, three straight Passes ends combat in that area. Player A can win back-to-back initiatives and call for two Passes. But if Player B then wins the initiative he can end the cycle of Passes with another action. If that happens, the cycle of three consecutive Passes would have to begin again. Obviously, the easiest way to call three consecutive Passes is to be lucky enough to hold onto the initiative for three straight combat rounds.*

6.8 Lead Units

6.8.1 Each player must select a Lead unit for each Assault Combat round.

6.8.2 This designation can change from round to round.

6.8.3 This unit determines whether a morale advantage DRM will be awarded for the Assault Combat round.

6.8.4 The player's Lead unit **must** take the first step loss resulting from an Assault Combat.

6.8.5 The attacker's Lead unit cannot be a disrupted unit or an artillery, antitank, or antiaircraft unit.

Game Play Note *Disruption does not prevent a unit from taking part in Assault Combat, but it does prevent such units from initiating Assault Combat. If these are the only unit types available, an Assault Combat action may not be selected.*

6.8.6 If the defender has only Artillery or Gun type units present, then one of these must be selected as the Lead unit. In such a case the

defender conducts Assault Combat with a total Assault CF of 1. This strength would also apply if the defender gets First Fire or if fire is simultaneous.

Game Play Note *The defender can select a disrupted unit as a Lead unit. In fact, if he has only disrupted armor and/or infantry units present along with undisrupted artillery, antitank, or antiaircraft units, he must select one of the disrupted units as the Lead unit.*

6.9 Combat Results

6.9.1 The CRT results are step losses and disruptions.

6.9.2 To distribute losses suffered by Bombardment, see Case 6.6.7.

6.9.3 Fire or Assault Combat losses are taken in one of two ways: either step losses (Section 6.11) or as a retreat (Section 6.12).

6.9.4 If a “D” result is obtained in Fire or Assault Combat, it pertains only to the units that suffered step losses and only if they survive the combat round.

6.9.5 After each round of Assault Combat, all **attacking** units that participated in the assault are disrupted (**Exception:** if the attacking units gained Attacker Surprise, they are not disrupted, Case 6.5.3). This is in addition to any other combat result they may have suffered.

6.9.6 There is no additional adverse effect if an already disrupted unit is disrupted a second time.

6.10 Loss Priorities

After determining the number of step losses suffered from a Fire or Assault Combat action, the losses are distributed using the following priorities:

6.10.1 The Lead unit always loses the first step in an Assault Combat.

6.10.2 If additional step losses still remain to be extracted, those step losses are assessed against armored (on a one-for-one basis, unlike Bombardment losses) and infantry type units in any manner desired by the owning player.

6.10.3 If additional step losses still remain to be extracted after all armored and infantry type units in the area have been eliminated, artillery type units (artillery, antitank, antiaircraft) can be assessed losses.

6.10.4 Units which were not committed by the owning player to a combat round, but which are present in the area, are also susceptible to losses. If the number of committed steps is insufficient to cover losses, the owning player **must** cover the remaining losses from non-committed armored and infantry type units first and then gun/artillery type units present in the area.

6.11 Step Reduction

Most units in the game have more than one step for casualty purposes.

6.11.1 A unit with no back-printed values has only one step and is eliminated if required to take a step loss.

6.11.2 When a multi-step unit is forced to take its first step loss in combat, flip the unit over to its back side.

6.11.3 Some units have more than 2 steps. If one of these units is already on its back side and is required to take a step loss, replace the counter with its lower strength replacement counter (denoted by a black dot in the upper right corner of the counter) on its front (stronger) side.

6.11.4 Treat the replacement counter like a regular unit for any further step losses.

6.11.5 When a multi-step unit is on its last step (NATO symbol's interior color is same as the counter's main color) and is required to take a step loss, it is eliminated.

6.11.6 When a German (not Hungarian) multi-step unit is reduced to its reduced step counter, the stronger step counter for that unit can never be returned to play (remove it from the game).

6.12 Retreats

6.12.1 If a side suffers 2 or more step losses in Fire or Assault Combat, the owning player may choose to reduce the combat result by 1 loss and retreat all remaining units (after applying the first step loss).

6.12.2 When a retreat is selected, all units in the area must retreat, whether they were committed to the current combat round or not.

6.12.3 As per Case 7.1.6, artillery units **cannot** retreat. Thus, if artillery units are present in the area, the retreat option cannot occur and the additional step losses must be taken.

6.12.4 The retreat must be into a friendly-controlled or friendly-occupied area and cannot be in violation of stacking limits. Units can continue to retreat until they find an area in which they do not violate stacking limits.

6.12.5 At the conclusion of the retreat, all retreating units are disrupted.

6.12.6 Units cannot retreat across the Danube except across bridges.

6.12.7 If unable to retreat, the retreat does not take place, and the additional step losses must be taken.

Game Play Note: *When using the regular rules, this will end the combat in an area. But, when using the optional Tactical Reserves rule (Section 13.2), Reserve units could perhaps still move into an area where friendly forces had retreated from.*

7.0 ARTILLERY UNITS

There are two types of artillery assets in the game. Both sides have artillery units representing divisional and selected non-divisional artillery assets. Additionally, the large number of Soviet Front level artillery assets (in the form of three artillery divisions) and Soviet and Romanian Corps or Army level artillery assets are represented abstractly by artillery points tracked on the Artillery Point Track. All types of artillery can conduct Bombardment, but only artillery units have the capability to conduct Fire Combat.

7.1 Artillery Capabilities

Artillery units can conduct Bombardment or Fire Combat.

7.1.1 To be eligible to conduct Bombardment, artillery units must be in an area where no enemy units are present.

7.1.2 They can conduct one Bombardment per game turn, bombarding any area within range. Artillery units used for Bombardment are marked with a FIRED marker.

7.1.3 An artillery unit without a FIRED marker can conduct Fire Combat, even if it is in an area occupied by enemy units. It is marked with a FIRED marker after it does so.

7.1.4 Only one artillery unit can conduct Fire Combat from an area during a combat round.

7.1.5 If an artillery unit engages in Fire Combat without being stacked with a friendly non-artillery unit, the artillery unit fires with only one-half (rounded up) of its Fire CFs.

7.1.6 Artillery units cannot retreat as a result of combat.

8.0 DISRUPTION

As a result of Bombardment, Fire Combat, or Assault Combat (or retreat, Section 6.12), a unit can become disrupted.

8.1 Disruption Effects

Once disrupted, a unit suffers the following effects:

8.1.1 Its movement capability is reduced to the Minimum Movement Capability (Section 4.5).

8.1.2 It cannot conduct Fire Combat or Bombardment.

8.1.3 It cannot initiate Assault Combat, but can defend against it. If all defending units committed to an Assault Combat are disrupted, treat a Defender First Fire as Simultaneous Fire.

NOTE For recovery from disruption, see Module 11.0.

9.0 SUPPLY

In order for units to move and fight at full effectiveness, they must be able to trace a supply line to a valid supply source. Each unit is always in one of two supply modes: in supply or out of supply. Supply is determined both at the instant of movement and at the instant of combat. The effects of being out of supply are listed on the Out of Supply Chart on the PAC.

9.1 Supply Determination

9.1.1 Soviet and Romanian Supply Soviet and Romanian units are in supply if they can trace a supply line through any number of areas to an area on the map edge. Soviet and Romanian units can trace supply through areas which are vacant, contain only friendly units, or contain both friendly and enemy units. A valid supply line may not be traced through an area containing only enemy units. Supply lines can be traced across bridges once the Soviet movement restrictions are no longer in effect (Section 12.3).

9.1.2 German and Hungarian Supply German and Hungarian units are in supply if they can trace a supply line through any number of areas to an area on the map that is marked with a German supply symbol. German and Hungarian units can trace supply through areas which are vacant, contain only friendly units, or contain both friendly and enemy units. Supply lines can be traced across bridges. A valid supply line may not be traced through an area containing only enemy units.

9.2 Special German Supply Rules

The German player must track his available artillery ammunition with the markers provided.

9.2.1 German Artillery Supply Points (ASPs) At the start of the game, the German player receives a number of Artillery Supply Points (ASP). Mark these with the German Ammunition Markers on the Artillery Point Track (see map). Each time the German player uses one of his (**not** Hungarian) artillery units to Bombard, he expends two ASP. Each time a German (**not** Hungarian) artillery unit conducts Fire Combat, one ASP is expended. Adjust the German Ammunition

Markers downward to reflect the expenditure when ASPs are used. Once the German player is out of ASPs, he loses the ability to use his German (**not** Hungarian) artillery units in either Fire Combat or Bombardment for the remainder of the game.

9.3 Special German Combat DRMs

Due to ammunition supply shortages, beginning on turn 10, a -1 DRM is added to all German (**not** Hungarian) units' Fire Combat. On turn 13, this becomes a -2 DRM when German units are participating in a Fire Combat and a -1 DRM to all Assault Combats in which German units are participating. Where German and Hungarian units combine in the same Fire and/or Assault Combat, the negative DRM still applies.

***Design Note** The German garrison of the city was greatly handicapped by lack of adequate supply. Had it been adequately supplied, the garrison could have held out much longer. The supply rules are based on the historical level of supply available to the garrison. Had the Germans been able to hold the airfields in the city being used for air re-supply, the effects would have been mitigated, but the basic supply problem greatly handicapped the defense of the city and eventually forced the final desperate breakout.*

10.0 SPECIAL UNITS

10.1 Engineers

An Engineer unit or one Soviet Engineer Point gives the owning player a +1 DRM during combat resolution of any Assault Combat.

10.1.1 The German player possesses engineer units while the Soviet player possesses Engineer Points.

10.1.2 German and Hungarian engineer units act in all ways as regular units in addition to having the assault engineer capability described herein.

10.1.3 Soviet Engineer Points are an abstract way to represent the effects of the large number of engineer assets that the Soviets committed to the battle. Soviet Engineer Points are only committed during Assault Combat. To commit an Engineer Point, the Soviet player simply states he is committing a point for that combat round at the same time he commits his assaulting units.

10.1.4 The effect of the Soviet Engineer Point lasts for only a single combat round, but the Soviet player can commit Engineer Points for any round of Assault Combat as long as he has Engineer Points remaining.

10.1.5 Once committed, the point is lost and is simply subtracted from the Soviet player's Engineer Point total. Note that Soviet Engineer Points are tracked by either Buda 46th Army or Pest 46th Army Engineer Points. Buda 46th Army Engineer Points may only be used in Buda; Pest points are only used in Pest.

10.1.6 After either side of the city is cleared of enemy units, all remaining Soviet Engineer Points for that side of the city can be used in the remaining part of the city.

10.2 German Alarm Battalions

***Design Note** As the siege wore on and artillery ammunition was exhausted, German artillery units were disbanded and turned into emergency infantry units.*

During any Joint Recovery Phase, the German player can remove any German (not Hungarian) artillery regiment and replace it with an

Alarm unit. There is no limit (other than the counter mix) as to how many units can be so replaced during a turn or the game.

11.0 JOINT RECOVERY PHASE

11.1 Area Control

11.1.1 Areas occupied by friendly units at the start of the game (or those indicated in the setup instructions) are considered Controlled by that player.

11.1.2 During the first segment of each turn's Joint Recovery Phase, both players determine Control of each area.

11.1.3 A player gains Control of an area during this segment if only his forces occupy or were the last to pass through the area.

11.1.4 Areas in which both sides have forces are considered "Uncontrolled" and no Control marker is placed.

11.1.5 Place a Control marker in any area that you Control and vacate during the movement phase.

11.2 Disruption Recovery

During this second segment of the Joint Recovery Phase, disrupted units of both players will attempt to recover.

11.2.1 Make a DR for each disrupted unit, and modify the DR by any applicable modifiers that are listed below the Disruption Removal Table on the PAC.

11.2.2 Cross-reference the roll's modified result on the Table (see PAC) to see if the unit's disruption status is removed.

11.2.3 A disrupted unit can also regain a step. If the roll's result is also within the range shown on the Step Returned column of the Disruption Removal Table (see PAC), return a step to the unit.

11.2.4 Soviet multi-step units which have their reduced counter on the map (stronger side up) and recover a step are replaced by the stronger unit counter on its reduced side.

11.2.5 German multi-step units which have their reduced counter on the map can never be replaced by the stronger step counter. If a step would have otherwise been regained by the unit, the step is lost.

11.3 Soviet Withdrawal Segment

Soviet units are withdrawn during the Soviet Withdrawal Segment of the Joint Recovery Phase.

11.3.1 To withdraw a unit, simply pick it up and remove it from the map. It does not matter what condition the unit is in; all of its subordinate units are simply removed.

11.3.2 If a unit or a number of units of the formation has been eliminated, no substitute units are required to be withdrawn.

Design Note Throughout the Battle for Budapest, the Germans mounted a series of attacks in an attempt to relieve the garrison. These attacks were initially successful and forced the Soviets to withdraw forces from the cityfight to stop the relief attacks.

11.3.3 The first series of Soviet withdrawals occurred in early January:

Turn 3: 49th Guards Rifle Division (GRD), 99th Rifle Division (RD).

Turn 4: 59th GRD (less one infantry regiment of the Soviet player's choice).

Turn 5: Remaining rifle regiment of 59th GRD.

11.3.4 The second set of withdrawals occurred in mid-January and coincided with the historical fall of Pest.

Turn 8: 36th and 68th GRDs.

Turn 9: 66th GRD and 155th RD.

Turn 10: 151st RD and all units of the 23rd Tank Corps.

11.3.4 Romanian Withdrawal All Romanian units are withdrawn when Areas 52, 54, 55, 58 and 59 are controlled by the Soviet player. These areas are marked with an "R" beside their Area Number Box.

11.4 Hungarian Desertion Segment

Design Note Many of the Hungarian units trapped in the city were less than enthusiastic about participating in the seemingly hopeless destruction of their capital. While combat and morale ratings for certain Hungarian units reflect this, on occasion whole units defected to the Russians.

11.4.1 Beginning with this segment of Turn 3 and every turn thereafter, each Hungarian unit with a morale factor of C or D must be rolled for on the Hungarian Desertion Table (see PAC).

11.4.2 If a unit rolls within the ranges indicated, it loses a step. If it is on its final step, it is eliminated.

11.5 German Air Supply Segment

Design Note During the siege, the Luftwaffe made desperate attempts to fly in critical items to support the garrison, mainly fuel and ammunition. Area 49 contains the improvised airfields of the New Racecourse and Kistrakos Stadium used by the Germans to conduct these re-supply flights (the northern part of Csepel Island was also used briefly until Soviet artillery fire closed it down). Historically, the airfields in Area 49 were unusable for landing aircraft after 6 January when the surrounding Areas of 41 and 61 were lost and the Soviets brought the airfields under direct fire.

11.5.1 For every game turn beyond Turn 4 that Area 49 is free of any Soviet or Romanian units and Areas 41 and 61 do not solely contain Soviet or Romanian units, the German player delays the Special German Supply Rule (Section 9.3) that takes effect on Turn 10.

For example, if Area 49 were held until turn 6, the German player adds two turns to his ability to escape the provisions of Section 9.3.

11.5.2 There is no effect if the airfields are lost on or before turn 4.

11.6 Marker Removal Segment

During this segment, both players remove all the Combat Complete markers on the map and all the markers from their Artillery units.

12.0 SPECIAL RULES

12.1 Soviet Reinforcements

During the game, the Soviet player receives reinforcements on the turns indicated.

Turn 1, the 36th GRD and the 151st RD (both part of 2nd Ukrainian Front-Pest Group) arrive on the north map edge east of the Danube.

Turn 4, the 108th GRD (part of 3rd Ukrainian Front – 46th Army) arrives in Areas 28 or 29.

12.2 Soviet 3rd Ukrainian Front Artillery Restrictions

Design Note Logistical considerations restrict the number of turns that the artillery points of the 46th Army, and the 7th and 16th Artillery Divisions, can be used during the game.

Following the end of Turn 4, the Soviet player can only use these artillery points for another six turns for the remainder of the game. An Artillery Available marker is provided to track the number of turns remaining for the Soviet player to use these assets.

Game Play Note *This rule intends that all units fire together on the same six turns. It does not mean that each separate artillery component (16th and 7th Artillery Divisions and 46th Army) can fire six times on different turns than their colleagues do.*

12.3 Soviet Pest Group

Units which are assigned to this formation may not cross the Danube until all areas east of the Danube (also known as Pest) are cleared. This includes moving onto Margit (Areas 21 and 22), Csepel (Areas 73-76), and Obuda (Area 23) Islands.

13.0 OPTIONAL RULES

The following rules are optional. Players may add them upon mutual agreement.

13.1 Movement Determination Segment

Players wishing to add more variability to the game may opt to play with a Movement Determination Segment. The Sequence of Play is amended as follows by adding an initiative die roll to determine the "First Player" (with the Soviet player winning all ties):

B. Movement Phase

1. Movement Determination Segment
2. First Player Administrative Movement Segment
3. First Player Operational Movement Segment
4. First Player Tactical Reserve Creation Segment
5. Second Player Administrative Movement Segment
6. Second Player Operational Movement Segment
7. Second Player Tactical Reserve Creation Segment

13.2 Tactical Reserves

13.2.1 Any unit using Operational Movement and moving one-half (rounding up) or less of its movement allowance can be designated as a Tactical Reserve Unit at the completion of its move. Such units are marked by a Reserve marker (one Reserve marker per unit).

13.2.2. The number of Tactical Reserve Units that can be created by either player is controlled by the number of available Reserve markers. If no Reserve markers remain, no additional reserves can be created.

Units can remain in Reserve status for as long as desired by the owning player. However, if a Reserve Unit finds itself in the same area as an enemy unit, regardless of the presence of friendly units, it immediately loses its Reserve status.

13.2.3 Reserve Movement As an action for a combat round, a player can move units that are marked as Reserve into an area in which combat is being resolved (Case 6.3.1). This allows the owning player to move (with their full movement allowance) any number of eligible Reserve Units from their area to the area in which combat is yet to be resolved (but subject to all stacking and movement rules). This is called "Committing Reserves."

- a) To be eligible, the unit(s) must be marked with a Reserve marker **and** be able to reach the area in which combat is being resolved within its full movement allowance. It is possible that units marked

with a Reserve marker are too far away from the combat area and are thus not eligible to be activated.

b) Reserve Units cannot cross the Danube except at a bridge.

c) Once a Reserve Unit is committed (i.e., moves to the combat area), remove the Reserve marker.

13.2.4 A Reserve unit can only move to an area in which combat is occurring during a combat round. Reserve Units that move into an enemy-occupied area may be able to conduct Fire and/or Assault Combat in a subsequent combat round.

13.2.5 Artillery and Gun Units in Reserve This type of unit that has been marked as Reserve can only make a reserve move into an area if that area is **friendly-occupied**.

13.3 More Historical Soviet Command Control

13.3.1 Only units of one Soviet or Romanian infantry division can stack in an area.

13.3.2 Romanian units must attempt to maintain contact with the rest of their Corps' formations. Therefore, at the end of their friendly Movement Phase, they must be adjacent to another area that is occupied by units of their Corps. If they are unable to meet this requirement, the Soviet player cannot attack with or advance into enemy occupied areas with the Romanian units until they are legally adjacent.

13.3.3 Units of Soviet or Romanian infantry divisions may end their retreat in an area solely occupied by another friendly division. However, this situation must be rectified by the end of the Soviet player's next Movement Phase.

13.3.4 Soviet non-divisional assets are exempt from this rule.

13.4 Fog of War

A major fight in an urban environment is a confusing and chaotic business. These rules are an attempt to simulate what is generally known as the "fog of war."

13.4.1 When units are stacked in an area, only the top unit is visible to the enemy player.

13.4.2 The top unit must be the largest unit by size, i.e. regiment, battalion, company. The number of steps a unit has remaining has no bearing on this determination; use only the unit's raw size (regiment, battalion, KG/BG, company in descending size).

13.4.3 If multiple units of the same size are present, then the owning player decides which unit to display. Units under the largest (top) unit are hidden.

13.4.4 Players are allowed to ask if the top unit is down to its last step.

13.4.5 Players may not make any type of notes to track enemy strength or unit locations.

13.4.6 Turn around or leave the table when your opponent is moving.

Game Play Note *If you Bombard an area in which you cannot impose losses (for example, an area that contains only armored units where you cannot obtain a 2 result), too bad.*

13.4.7 During combat resolution, the identity and strength of all committed units are revealed to the enemy player when they are committed to the combat.