

Big Cats at Twilight



South of Budapest, Hungary, February 22nd, 1945

Hitler's "Operation Spring Awakening", using six Waffen SS divisions to counterattack and relieve entrapped units in Budapest, was off to a slow start. Mud and dogged Russian defiance once again were the culprits in denying quick maneuver and advance. Behemoth King Tiger tanks, some equipped with night vision devices, and Panthers, slogged through the mud and quelled any Soviet resistance in their path. The Germans

were close to Budapest and needed to establish a bridgehead at the Gran River. A night assault was planned with the heavy tanks leading the way. - Dale Holmstrom

Order of Battle

Russian

Elements of the IVth Guards Mechanized Corps: set up first on or east of hex row 16C.

Russians

- 3 x 2-2-4 Morale 5
- 1 x 1-3-4 Morale 5
- 1 x DP28
- 1 x 12.7mm WT
- 1 x 76mm ATG
- LT. Petrov
- 2 x T-34/85
- 1 x JS II
- 1 x 82mm Mortar WT
- 2 x Minefields
- 1 module of 120mm (5FP) off board artillery available on turn 5.

German

Elements of the 501st Schwere Abteilung and attached Panzer Grenadiers of the 1st SS Panzer Korps: set up second on or west of hex row 16I.

- 3 x 2-6-4
- 3 x 1-6-4
- 2 x 1-5-4
- 1 x MG42
- 1 x PzF30
- 1 x RPzB54
- Sgt. Reiner
- Col Kerner
- Sgt. Rindt
- 2 x Panther G
- 1 x King Tiger
- 1 x SdKfz 251

Length and Victory Conditions

- **Scenario Length:** 9 turns. The Germans have the initiative on the first turn.
- **Victory Conditions:** The German player must clear the road that runs from 16O4 to 21A4 of any good order Russian MMC, Hero, Vehicle, or WT that is within three hexes of that road by games end. Any other result is a Russian victory.

Special Scenario Rules

- All Russian units, including tanks, may set up in foxholes. Tanks that set up in a foxhole do not gain a +1 defensive bonus, but any hit scored on the hull does not apply. Entrenched tanks may move out of this position (but may not re-enter once moved) by reverse movement into one of their rear hexes.
- All clear hexes are considered mud. Mud costs infantry/WT's 2 movement points. Mud doubles the cost for vehicles to enter a hex. T designated vehicles must also roll to see if they mire in the mud for each new Mud hex they enter. Roll 2D6. On 11 or 12, the vehicle is mired and may not move for the rest of the game.
- Due to twilight conditions, units (except the King Tiger which has been equipped with a night vision device and may spot and fire normally) may spot, fire, and see normally anything within six hexes of their position. A unit may fire on units further than six hexes ONLY if the target is marked with a Fire Marker. Such attacks subtract two (2) from the total firepower of the attackers (not each unit). All Ordnance (except the King Tiger) firing adds two to hit at ranges greater than six.