

## 4-18 Hungarian Rhapsody (27 Aug 2020)

### Errata:

#### **Scenario Book:**

1. Page 5, Scenario 5.1: Under 5<sup>th</sup> Air Army, delete "(placed on the map on the airbases given with the setup of the 53 Army and the 46 Army.)"
2. Page 19, Scenario 5.7: Change Weather to "Mud and Limited Flight on 5 Dec. Light Mud (roll for flight normally) on 8 Dec. Roll for Weather normally on 12 Dec and after. (Note: Weather at start is different from the Scenario 5.9 Campaign game for play balance in a short scenario.)"
3. Page 25, Scenario 5.8: Change Weather to "Mud and Limited Flight on 5 Dec. Light Mud (roll for flight normally) on 8 Dec. Roll for Weather normally on 12 Dec and after. (Note: Weather at start is different from the Scenario 5.9 Campaign game for play balance in a short scenario.)"
4. Page 30, Scenario 5.10: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).
5. Page 30, Scenario 5.10: Correction: The Axis player should have 3 Goulash Markers instead of "None".
6. Page 31, Scenario 5.10: Correction: The 8-1-2 Inf Div (243) should set up in A25.14, not A25.13.
7. Page 34, Scenario 5.11: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).
8. Page 35, Scenario 5.12: Correction: All Danube bridges are destroyed except the bridges at Komárom (A30.09) and Budapest (A32.17, A33.18, A34.17).

#### **Counters:**

1. The Axis FHH PG Motorized Regiment is missing its unit designation on the front (it should be Füs for Füsilier). Only the umlaut printed. The back is correct.

#### **Map:**

1. Move Entry Hex F to B29.35 instead of B27.35

#### **Clarifications, Answers to FAQs & Other Minor Issues:**

#### **Rules:**

1. Page 1, introduction, 3<sup>rd</sup> paragraph "The game begins on the October 5, 1944 turn with the 2nd Ukrainian Front and the 4th Ukrainian Front launching an offensive to isolate the German 8th Army which is still defending an area off-map to the east in the Carpathian Mountains. It allows players to play **the** two major Soviet offensives . . ."
2. 1.13 Map Printed Hedgehogs, 3<sup>rd</sup> paragraph: They only benefit Axis units (**the Soviet player may build their own Hedgehogs in these hexes**).
3. 1.2a Northern Operations, 2<sup>nd</sup> paragraph add **Only White Frame aircraft may use the 8th Army Air Box**.
4. 1.3e Flak Nightmare, 2<sup>nd</sup> paragraph change to: "**Add a +1 Flak die roll modifier ("DRM") against all Barrage missions, not just Trainbusting.**"
5. 1.4b pontoons: The text in the Player's Note is repeated just above it. Ignore the duplicate paragraph.
6. 1.4c pontoons: Soviet Restrictions. The Player's Note should be in a box.
7. 1.8a Corps Marker Displays. Add: "**Players must show their opponent the top Combat unit in the stack and any Hedgehog level upon request. A Corps Marker on map must contain at least one Combat unit. These are not Formation Markers with fueling or Barrage density benefits, simply holding markers for units in a hex.**"
8. 2.1d Danube Shipping Capacity: **Once per Turn**, the Axis player may ship one on map SP (not units) to any Budapest hex with a Danube river hex side (Shipping Capacity = 1SP). Add: "**This capacity is lost when the Danube is Frozen.**"
9. 2.3b Hungarian Collapse: remove all Hungarian units permanently from the game except: (add) **Hungarian air units**.
10. 2.3b Hungarian Collapse. add at end: "**Hungarian Collapse is a one-time event. The total number of Hungarian units on the map may subsequently exceed these numbers through arrivals and replacements.**"
11. 2.4 Budapest Fortresses, 7<sup>th</sup> paragraph: "Goulash (2.1e) can be used to "eat off the map" (OCS 12.6c) in the Supply Phase **in which** it is placed."
12. 3.1a Supply Sources: "At start, all rail, road, and track hexes in the Soviet North Entry Area, plus Entry **Hexes F and G** only, are Supply Sources and Reinforcement Entry Areas."

13. 3.1g Arty Ammo Markers, heading, delete duplicate "Arty Ammo".

14. 3.2a Limited Air Unit Refit. Add to first paragraph: "This includes Soviet air units in off-map boxes. The Soviet must deactivate air units to meet this restriction if necessary."

15. 3.2b Long Range Air Force (LRAF), 4<sup>th</sup> paragraph: "Return the marker to the "2" box during the Aircraft Refit Phase of the first Soviet Player Turn of each month."

16. 3.3a Infantry Division Rebuilds, 2<sup>nd</sup> paragraph: "the first 10 Soviet Infantry Divisions or UR Brigades destroyed . . ."

17. 3.3a Infantry Division Rebuilds, 3<sup>rd</sup> paragraph: "Each Soviet Infantry Division or UR Brigade destroyed, after the first 10 rebuilds, is also rebuilt and will return in a future Reinforcement Phase but with only 1 Step remaining. For each unit, roll one die and add two. The unit then returns in the Soviet Reinforcement Phase that many turns in the future."

18. 3.3b The RVGK: Multi-Unit Formation Rebuilding, 2<sup>nd</sup> paragraph: "Any units of a MUF being rebuilt in the RVGK Box that have regained Trace Supply must be removed from the map and placed in the RVGK Box during the Reinforcement Phase." Add: "Organic Trucks maintain their load status."

19. 3.3b The RVGK: Multi-Unit Formation Rebuilding, 7<sup>th</sup> paragraph: "At his discretion the Soviet player may rebuild the Organic Truck, support battalions and/or regiments of an MUF using this procedure."

20. 3.5c Slovakian and Czech Partisans. Add: "The Slovakian Partisan and Czech 2nd Airborne units may not use Breakout (12.8e)."

21. 4.0a Series Optionals. Change 1<sup>st</sup> paragraph: "Given the exhausted state of both Armies, we strongly recommend players do not use OCS 21.2 Proportional Loss or OCS 21.10 Supply Caches. While these rules are popular among many players, attack capability was more limited and supply reserves were marginal in this theatre by the end of 1944."

22. 4.0b Horthy Speech. The Design Note should be in a tan box.

23. 4.0c Hungarian-Rumanian Antagonism. The Design Note should be in a tan box.

24. 4.0e KG Pape. Add: "Units must stay off the map and are considered in the same hex as KG Pape." The Design Note should be in a tan box.

25. Historical Notes & Play Commentary, page 21, 8-26 Nov 1944 bullet: "on the western banks of the Danube (between A53.20 and A59.21)." 5-20 Dec 1944 bullet: "The southern part of this same Soviet offensive started at Csepel Island to the south of Budapest (A35.18/A36.17)." 20-29 Dec 1944 bullet: from the area between Lake Velence (A38.14) and Lake Balaton (A42.11)." (During development, the hex grid was shifted, and these map references were not updated.)

#### Scenario Book:

1. Clarification: The notation for "white frame" units is only included for units such as Breakdown or artillery units, where there are both white frame and non-white frame versions available.

2. Clarification: Entries for some Axis air units have a parenthesized number after them. This is to distinguish between units of the same aircraft but having different values. For Fighters the parenthesized value is the air-to-air rating. For Bombers it is the barrage value.

3. Page 2, Scenario 5.1: The Axis supply table "jumped" from where it was positioned. It appears on the left column instead of the center column.

4. Page 4, Scenario 5.1: The Soviet supply table "jumped" from where it was positioned. It appears on the right column instead of the left column.

5. Page 31, Scenario 5.10: A29.15: It is not a mistake that this hex is empty. This area was left virtually unguarded and so enabled the German offensive (the Danube bridge itself is destroyed).

6. Page 39, Scenario 5.12: Add a note to the Axis setup: A29.15: It is not a mistake that this hex is empty. This area was left virtually unguarded and so enabled the German offensive (the bridge itself is destroyed).

7. Page 4, Scenario 5.1: under Airbases delete the Axis Level 1 airbase in B41.05. It is outside the play area.

#### Soviet Tables & Order of Arrival:

1. 12 Oct 44 & 15 Oct 44 clarification: The Soviet Eq and Cav arriving these turns can rebuild units from Soviet Mobile Corps (Tank Corps, Mech Corps, Cav Corps), an exception to the RGVK rules. (These represent locally available troops and materiel.)

#### Counters:

1. Where does is the 8-2-2 Rum Mtn Div set up in the October scenario? This unit enters play according to HR 3.5d.

2. Where do the 3-3-6 Rum Tank Rgt (2) and the 16-1-2 Rum Arty Group set up, as they don't appear in any scenario? These units enter play in March 1945, after the game ends. They appear in a planned future scenario that covers the "Spring Awakening" battle.

**Map:**

1. Clarification: The road from A29.23 to A29.24 does not enter A30.23.

**Terrain Effects Chart:**

1. The Leg cost to cross the Danube ("All") should be shaded in blue to denote Frozen as per HR rule 1.4a.

**General Note:**

1. Nagyvarad is presently part of Romania and has been renamed Oradea.