

# DEATH BOX



## ASL SCENARIO 295

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**VICTORY CONDITIONS:** The Axis win at game end by Controlling all woods and wooden building hexes in/adjacent-to  $\geq 5$  of the following hexes: G6, G10, H3, H12, H14, I8, K14, L5, L11.

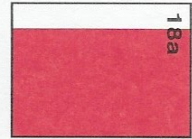
**BUDAPEST, HUNGARY, 10 January 1945:** By 9 January, Major-General Grigory Lazlo's 30th Rifle Corps, 7th Guards Army, of Marshal Rodion Malinovsky's 2nd Ukrainian Front had advanced from the outer suburbs on the northern side of Pest, toward the more densely populated portions of the city. On the Corps' left flank, elements of the 36th Guards Rifle Division, under the command of Major-General Georgy Lilienkov, had successfully fought their way across the natural barriers provided by the Rákospátek, a deep stream that served as an anti-tank ditch, and the heavily fortified embankments of the circular railway line that cut across the eastern part of the city. The division now faced the prospect of clearing the Városliget, a vast park area in central Pest that was home to a variety of attractions including a zoo, an amusement park, the Széchenyi Medicinal Baths, and the Vajdahunyad Castle. Built in 1896 using various architectural stylings including Romanesque, Gothic, Renaissance, and Baroque, the castle was constructed as part of the Millennial Exhibition to celebrate 1,000 years of Hungarian history dating back to the Hungarian conquest of the Carpathian Basin in the year 895. Key to enabling the initial Soviet entry of the eastern corner of the park was the assault led by 32-year-old Senior-Sergeant Grogory Kulik, a platoon commander with the 104th Guards Rifle Regiment. Kulik was credited with capturing a tactically important fortified building at the corner of Thököly út and Mexikói út, where he and his comrades neutralized approximately 100 enemy soldiers in brutal hand-to-hand combat. For his actions, Kulik was awarded the highest Soviet military decoration, Hero of the Soviet Union Gold Star.

### BOARD CONFIGURATION:

#### BALANCE:

★ Add two WFP Points to the Russian at-start OB.

☒☒ The 43M Zrinyi II enters on Turn 4.



(Only hexrows D-Q are playable)

### TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	1	2	3	4★	☒☒5	6	END
☒☒ AXIS Moves First [106]							



Elements of 151st Rifle and 36th Guards Rifle Divisions, 30th Rifle Corps [ELR: 3]  
set up on/north-of hexrow M: {SAN: 3}

6-2-8	4-5-8	5-2-7	4-4-7	2-2-8	2-2-8	2-2-8	2-2-8	50° [3-20]	7 morale	37L (8)	WFP Points
2	3	2	2	2	2	2	2	6	7	7	7

Enter on Turn 4 along the north edge (see SSR 2):

5-2-7	4-4-7	2-2-8	2-2-8	2-2-8	2-2-8	1 HT 2-6	76L	WFP Points
2	3	2	2	2	2	2	4	4

Russian WFP Table			
(SSR TotR3; Purchase Point cost in RED)			
ATR 1	DC 1	LMG 1.5	MMG 3
HMG 6	FT 6	4 x ? 0.5	2 x FH 1
+1 SAN 2			

### SPECIAL RULES:

- See TotR SSR. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. Rooftops (B23.8) are in effect.
- During the Russian Player Turn 4 MPh, the entering Russian crew *must* enter pushing (C10.3) the 76.2mm obr. 39 ART Gun. For this MPh only, the crew has its (un)broken Morale Level increased by 2 and may expend a total of 8 MF while pushing the ART Gun [EXC: Leader Bonus (A4.12) and Double Time (A4.5) are NA]. Additionally, no Manhandling DRs are required for this Gun during this MPh.
- No Quarter (A20.3) is in effect for both sides. Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/or are Withdrawing/pinned.

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