

Bisce
3rd January, 1945
(Hungary)

A Rapid Fire 2 scenario V1.0 (28/8/08)
By Brad Smith

Background

In early 1945, while Soviet forces were closing on Berlin, IV SS Panzer Corp was tasked with retaking Budapest in Hungary. Spearheading the attack was SS Kampfgruppe Ney, supported by the 5th SS Panzer Division Wiking. As Axis forces neared the town of Biscke, they were confronted with a powerful blocking force built around the 18th Tank Corps.



German armour and motorised infantry advance across the light snow
(Figures and vehicles from collection of Tim O'Connor, photos by Andrew Wheeler)

The Wargame Scenario

The game is played on an 9' x 5' table. The terrain is covered in *light snow* not affecting movement. *Buildings* start intact. *Woods* are dense. Elevations are a continuous obstacle to movement. The game is 8 moves long.

Points are awarded for eliminating enemy forces (destruction, rout or surrender) as follows:

Type	Points
Aircraft, JSII, Panther	10
Panzer IV, Hetzer	8
Su76, Sdkfz 141/1, Lynx	6
Truck, ATG, HT, S/car, A/car	4
Car	2
Infantry	1

To win the German forces must inflict at least 120 casualty points and have at least 50 points "worth" of combat capable forces beyond the line A-B at the end of the game. To win, Soviet forces must inflict at least 120 casualty points and have at least 50 points "worth" of combat capable forces beyond the line C-D at the end of the game. If both sides achieve their objective, or neither side does, it is a draw.

Sources

Battle for Budapest (Part 2) - Darren Makepeace and Richard Marsh
<http://www.rapid-fire.uk.com/budapest2.pdf>

Battle for Budapest - 100 Days in World War II - K. Ungvary



Soviet JSII heavy tanks (foreground) counterattack towards German held territory (background)
 (Figures and vehicles from collection of Tim O'Connor, photos by Andrew Wheeler)

Soviet Order of Battle - all regular except where noted
 elements of 18th Tank Corps

Guards Motor Rifle Brigade (3 battalions*) test @ 20 casualties each
 HQ CO + 3 figures, 50mm mortar car / jeep
 3 x rifle companies each 8 figures, truck
 HW Company 14 figures, 2 x MMG, 2 x ATR, 81mm mortar, 57mm ATG, 2 x trucks
 * elite for morale only ^ 45mm ATG in 1st battalion only

2 x Heavy Tank Regiments (regular) each:
 2 x JSII

2 x Light SP Regiment (regular) each:
 3 x SU76

Reconnaissance Platoon
 White S/car (.50 cal), 4 figures

[off-board artillery]

Guards Mortar Battalion (regular)
 2 x Katyushas (off-board), 2 figure OP team, car

[air-support]

Yak 9T 2 x HMG, 37mm cannon

AFVs test by regiment

Soviet scenario rules

Soviet forces start as per the map with troops embussed and guns towed. At the start of each turn, a D6 is rolled and on a 5 or 6, a friendly aircraft appears that turn. Aircraft can test to target any forces not in woods or intact buildings. Target switching rules apply to aircraft attacks and IDF. The Soviet player moves first.

Axis Order of Battle - all regular except where noted
elements Kampfgruppe Ney and 5th SS Panzer Division Wiking

Kampfgruppe Ney (2 battalions*) test @ 20 casualties each:

HQ	CO + 3 figures, P/schrecke, car
2 x companies	each 8 figures, P/faust, truck
1 x company	8 figures, P/faust, Sdkfz 251/1 HT
HW company	15 figures, 2 x MMG, 81mm mortar, 120mm mortar, 75mm ATG, 2 x trucks

* elite except for firing

1st Battalion Westland Panzer Grenadier Regiment

HQ	CO + 3 figures, P/schrecke, car
3 x companies	each 8 figures, P/faust^

^ tank riders (see below) - 4 figures per tank

5th SS Panzer Division Wiking (regular)

company	3 x Panthers^
company	3 x Panzer IV^
AT company	2 x Hetzers
Reconnaissance Coy	Sdkfz 141/1 (20mm)
Lynx	

^ carrying tank riders

[air support]

Messerschmidt BF 109G (2 x HMG, 30mm cannon)

AFVs test by company



German Panzer IVs setup a gunline

(Figures and vehicles from collection of Tim O'Connor, photos by Andrew Wheeler)

Axis scenario rules

Axis forces start as per the map with troops embussed and guns towed. At the start of each turn an axis aircraft is available as per the allied scenario rules. German aircraft can appear no more than 2 turns. The German player moves second.

Battle Map: Bische

