Debrecen, 1944 – Battle for Hungary
Flames of War Mega-Game Scenario

After the defection of Romania to the Allies, the Axis defenders of Hungary were suddenly faced with enemies on three sides. Trying to use the natural geography, they pushed to control the Carpathian passes, but were forced back by Soviet and Romanian forces.

Stalin was determined to knock Hungary out of the war, so heavy pressure was applied across the Hungarian Plain. With the 2nd Ukrainian Front launching an operation aimed to cut off and destroy the German 6th Army and Hungarian 3rd Army, with its focus on the Hungarian city of Debrecen.

As the Allied pincers closed on the city, a series of heavy armored clashes were fought. This scenario sees an interesting situation, with Soviet and Romanian forces pushing hard against time, while the German and Hungarian opponents try desperate counterattacks to slow their advance.
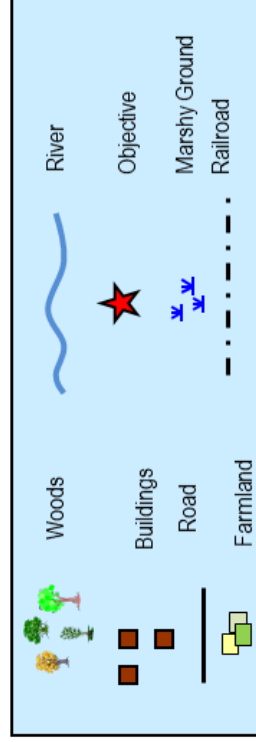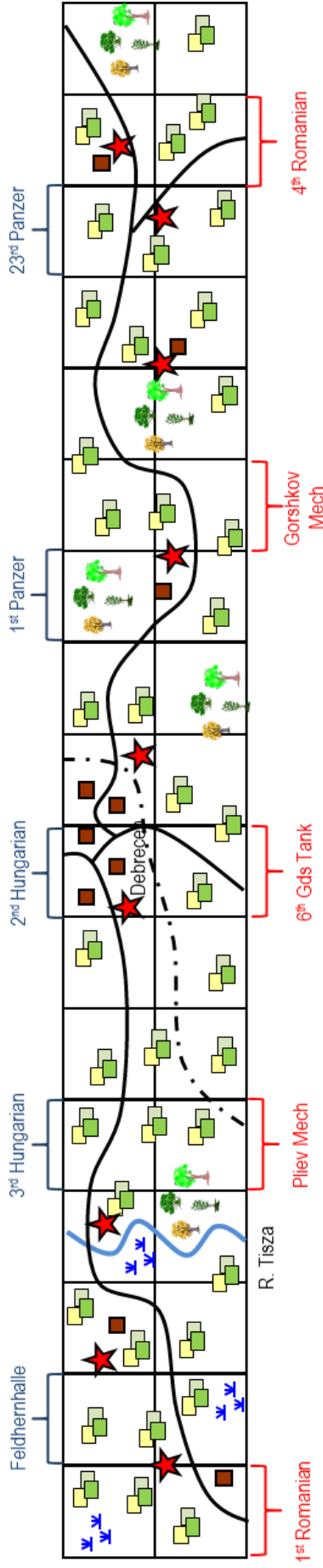
Special Terrain rules:
- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Marshes – this area has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult terrain but are impassable to wheeled vehicles and gun teams. They provide concealment to any infantry team touching them.
- Railroads– on the Hungarian plain, railway lines were typically raised, and require a cross check if crossed. Any unit moving along a railway line treats it as cross-country terrain. Railways are elevated enough to be treated as short terrain, and they provide bulletproof cover for infantry and gun teams in contact with them if shot at through the embankment.
- River – rivers in this area were significant obstacles. Rivers are impassable to vehicles and non-infantry gun teams, except at fords or bridges, and require a 4+ cross check for infantry. Fords are treated as difficult terrain.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. Most fields are short terrain, with a smattering of harvested fields which are just terrain.

Deployment:
See the Forces and Deployment sections below.

Map:

FOW Mega-Game
Battle for Debrecen – October, 1944

N

Feldhernhalle
3rd Hungarian
2nd Hungarian
1st Panzer
23rd Panzer

1st Romanian
Pliev Mech
6th Gds Tank
Gorshkov Mech
4th Romanian

R. Tisza
Debrecen

Legend:
Woods
Buildings
Road
Farmland
River
Objective
Marshy Ground
Railroad

Allied Forces –

Each Allied player may field a 120-point force drawn from the specified book below. They may also utilize any associated command cards. Each formation also may field a bonus unit, or command card, as noted below.

Force	Book	Core Formation	Bonus Unit
1st Romanian Army	Bagration: Axis Allies	Any	Platoon of TACAM R-2
Pliev Mech Group	Bagration: Soviet	Recon Company	Platoon of 4 Hero T-34/85
6th Guards Tank Army	Bagration: Soviet	IS-2 Guards Tank Regt	Guards Command card*
Gorshkov Mech Group	Bagration: Soviet	Recon Company	Platoon of 4 Hero T-34/85
4th Romanian Army	Bagration: Axis Allies	Any	Platoon of TACAM R-2

* = any eligible formations receive the Guards Tanks or Guards Rifle command cards for all units in the formation at no cost

Allied Deployment –

Each Allied force is assigned an entry sector (noted on the map). The player may deploy any units with Spearhead on the table, within 12" of the table edge of their deployment zone. Any infantry or gun teams will start in prepared positions.

All of the player's remaining forces arrive one unit per turn, and measure their arrival move from the player's entry sector.

Axis Forces –

Each Axis player may field a 120-point force drawn from the specified book below. They may also utilize any associated command cards. Each formation also may field a bonus unit, or command card, as noted below.

Force	Book	Core Formation	Bonus Unit
Feldhernhalle PzGren	Bagration: German	Panzer IV/70 Tank Company	Full strength Storm Grenadier platoon
3rd Hungarian Army	Bagration: Axis Allies	Any	Full strength Hungarian Rifle platoon
2nd Hungarian Army	Bagration: Axis Allies	Any	Full strength Hungarian Rifle platoon
1st Panzer Div	Bagration: German	Any tank company	Platoon of 4x Panzer IV
23rd Panzer Div	Bagration: German	Any tank company	Platoon of 4x Panzer IV

Axis Deployment –

Each Axis force is assigned an entry sector (noted on the map). The player may deploy any units with Spearhead on the table, within 12" of the table edge of their deployment zone. Any infantry or gun teams will start in prepared positions.

All of the player's remaining forces arrive one unit per turn, and measure their arrival move from the player's entry sector.

First Turn –

After deployment has been completed, the Allied forces receive the first turn.

Weather –

The weather during the actions near Debrecen was generally good. Weather plays no role in the game.

Airpower –

Soviet forces had achieved air superiority over much of the Eastern Front by this point in the campaign, but the Luftwaffe was still a presence where it was a priority. The Soviets were hampered by their quick advance through Romania, having outrun the range many of their airfields. This, combined with the reduced numbers of German planes available for the area, meant that air support was quite sporadic for both sides, although the Soviets retained an advantage.

To reflect this, no players may purchase air support for their force. at the start of each turn commencing on turn two, each side's CiC may roll for airpower on the table below:

Roll	German Result	Soviet Result
1	-	-
2	-	-
3	-	IL-2 Shturmovik flight
4	-	IL-2 Shturmovik flight
5	Stuka flight – cannons	IL-2 Shturmovik flight
6	Stuka flight - bombs	2x IL-2 Shturmovik flight

Winning the Game –

The Allied forces wanted to seize the area around Debrecen, which would enable them to encircle a number of Axis formations. The Axis forces were trying to hold as long as possible, to delay the Allied advance and allow time for reinforcements from Germany and additional Hungarian mobilization.

To reflect this, there are nine objectives placed on the table. The side controlling the greater number of objectives at the end of turn 5 has won. If both sides control an equal number of objectives, the result is a draw.