

# "Carpathian Cats"



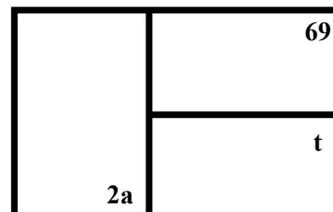
## Hill 514 near Saturnia, Galicia — July 24th, 1944

In July 1944, the Axis forces were streaming westward from the Ukraine towards the Balkans and the borders of the Reich. In Galicia, the 1st Ukrainian Front, Soviet 18th Army were driving towards Hungary. Retreating before them were mixed German and Hungarian units, all desperate to put the Carpathian Mountains between them and the Soviet juggernaut. The westernmost portions of Galicia were bordered by the Carpathians. It was here at the end of July that rear guard elements of the Hungarian 2nd Armored Division attempted to slow down the Soviets and allow more Axis units to escape into Hungary. As was frequently the case, the Hungarians deployed their few Tiger I's as the rear guard. On Hill 514, two of these Tiger I's led by Lt. Vitez Ervin Tarczay would take on a much larger Soviet force as they sought to halt the Soviet advance.

**VICTORY CONDITIONS:** The Soviet player wins the scenario by controlling Hex F5 on Board 2a without suffering greater than 100 CVP. Any other result is a Hungarian victory. For purposes of victory conditions in this scenario, the Soviet Player may control the victory location with any of his available units.



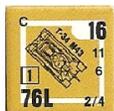
### Board Configuration:



Hungarian Player sets up first	1	2	3	4	5	6
Soviet Player moves first						



### Tank Elements of 18th Soviet Army (ELR 3) (SAN: 2) (Setup: enter Turn 1 on the east edge)



12

### Mechanized Elements of 18th Soviet Army (ELR 3) (SAN: 2) (Setup: enter per SSR 2)



8

2

4

4



### Elements of Hungarian 2nd Armored Division, 1/3 Battalion (ELR 5) (SAN: 4) (Setup: per SSR 3)



6

2

2

### Special Rules/Notes:

1. EC are moderate, with no wind at start.
2. The Soviet Mechanized reinforcements may enter during Turns 2, 3 or 4 at the Soviet player's discretion. The entry point for these units is based on the furthest position of Soviet forces. The reinforcements must enter on a road hex and may enter the selected road hex as long a good order Soviet unit is currently west of the selected entry point hex. Entry Hexes are: Board t II, Q1, or Y1 and Board 69 I10 and Y10.
3. Hungarians set up as follows: The Tiger I's must setup on any level 2 hex on Board 2a. The remaining Hungarian units must set up on or West of hex row H on Board 2a.
4. The Hungarian player may create two trail breaks in order to place the Tiger I's in the level 2 woods hexes.
5. The Hungarian 9-2 Armor Officer represents Lt. Vitez Ervin Tarczay. Lt. Tarczay imparts the following special capabilities for the Tiger I he occupies. While he occupies a particular Tiger I, its crew will be fanatic and their RoF is increased from 1 to 2.

**Aftermath:** The Soviets advanced towards the passes into the Carpathians beneath the watchful eyes of Lt. Tarczay and his two Tiger I's hidden on hill 514. Within 30 minutes, the Hungarian Tigers succeeded in destroying 14 of the attacking T-34/76's. Lt. Tarczay's feat would gain him fame as one of Hungary's top armor aces. Following several other notable actions, Tarczay would be promoted to Captain and knighted. However, his fame would be short-lived as Hungary's most notable tank ace would be killed in action in March 1945.

