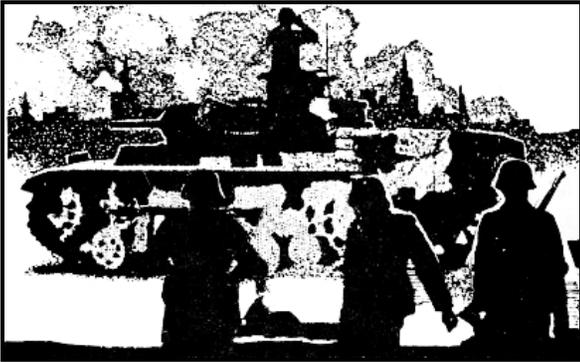


# BLUNTING THE SPEARHEAD

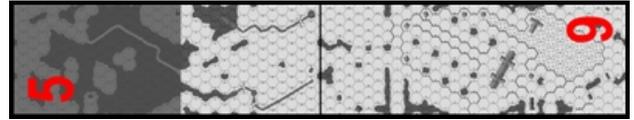
TAHGC GENERAL Scenario

090503



**SAR EGRES, HUNGARY, March 9, 1945:** Hitler's final offensive, SPRING AWAKENING was at its peak. After the 6th SS Panzer Army broke through two Russian Defensive lines, the lead elements of the 23rd Panzer, 506th Heavy Tank Battalion came upon a third. However, this Russian line was prepared and armed with anti-tank weapons. The piercing of the third defensive line was critical if the SS was to reach the Danube.

## BOARD CONFIGURATION:



Hex rows A thru R on board 5 are not in play.

**VICTORY CONDITIONS:** The German wins by exiting three or more tanks anywhere off the board, east of row Z on board 6. The Russian wins by preventing the German from winning.

## TURN RECORD CHART:

★ Russian sets up first	1	2	3	4	5	6	7	8	END
⊕ German moves first									

**⊕ Elements of 23rd Panzer** - enter Turn 1 on the west edge of board 5:

8-1  
4-6-7

4-3-6  
LMG 2-8 B12

24  
1S17PP

18  
1S15PP

15  
75LL 4J214

2                      3                      3

**Elements of the 560th PanzerJager Battalion** - Enter Turn 4, anywhere between 5CC10-6EE1, on boards 5 and 6 along the south edge.

15  
88LL 4J-

12  
88LL 4J214

Enter Turn 6, anywhere between Y1-U1 inclusive on board 6.

13  
88L 4J2

6-5-8

8  
X9+

3

**★ Elements of the Sar Egres PAK Defense Force, 26<sup>th</sup> Army** - set up on board 6 per designated hex(es):

In 6EE2:

8-0

5-7  
B12

Anywhere between Hexrow Z-FF inclusive:

4-10  
B11+

2-3-7

100L  
2

2                      2

May set up anywhere on board 6:

4-4-7

ATM  
X10+

4

Enter Turn 5 east edge of board 6:

16  
85L 4J2

12  
152

Set up anywhere on boards 5 or 6:

Roadblock

## SPECIAL SCENARIO RULES:

**SSR 1:** Mud rules are not in effect, however, all vehicle road and open ground movement costs are doubled. If at any time a vehicle moves off-road (or whenever it attempts to move back onto a road) it has the potential of bogging down due to the soft ground from recent rains. At the end of its off-road movement roll one die. A die result of '6' ('5' or '6' for Tanks) immobilizes the vehicle due to bog somewhere along its intended path. Starting from the time it entered its first non-road hex to its last non-road hex reroll 1 die for every 6 MP's (fru) used along its intended route to determine the number of MP's actually spent at the time the vehicle bogged down along its intended route after leaving a road hex. If the result is more than the actual MP's used the vehicle bogs in the last non-road hex it entered. Place a Bog counter on the vehicle. The vehicle may attempt to free itself in each Rally Phase with a die roll of 1 removing the immobilization. An immobilization due to bog is never made permanent regardless of the die roll. Immobilized vehicles may still fire their armament normally.

**SSR 2:** All of row FF on board 5 is mined with 12 Factors each.

**SSR 3:** Both sides may roll for air support.

**SSR 4:** Russians may utilize Boreighting for their ATGs only. Germans may use Smoke and both sides may utilize Intensive Fire rules.

**AFTERMATH:** The 23rd Panzer unit, stalled, tanks bogged down due to the mud. Nevertheless, Sar Egres was cleared at a high loss to the Germans. These high losses blunted the attack and SPRING AWAKENING ended a few days later.

©TAHGC GENERAL Scenario  
Original Scenario Design by Perry A. Moore;  
Since its original release some modifications and/or clarifications have been made for play balance,  
it is redesigned here for use with VSQ. Updated 090503; rev A  
Graphic Layout by Bill Sosnicki  
Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.