

Hungarian Nightmare

Variant and Ideas

Tweaking Hungarian Nightmare

by Joe Youst

After several plays through the *Hungarian Nightmare* game, I begin tinkering with some aspects and liked the results. Try some or all of these out the next you play!

1. **Minor Ally Ratings:** The Rumanians are just rated way too high. 15 on assault and with B ratings? Halve their assault values (round up) and drop their ratings one level if any Germans are involved when they assault. Additionally, the 10th Hungarian Division was a veteran unit with a long lineage. Up its ratings to B.
2. **Initiative Tweaks:** On the first Game Turn, the Soviets automatically have the initiative. Also, one-half the DR result for the initiative winner equals how many Reserve markers currently not in use the initiative winner may claim. Each side starts with 6 on GT1.
3. **Crowding:** Multi-divisional Soviet presence in an Area means that all Soviet unit fire and assaults suffer an additional -1 DRM.
4. **Artillery:** Artillery units that move are marked with a Fired marker - unless they are Self-Propelled. Also, artillery units with a Fired marker (from the Joint Bomb phase) can only conduct a minimum move - unless Self Propelled.
5. **Combined Arms:** Anti-Tank units with infantry type units negate enemy combined arms. If both sides have combined arms, then no one gets it.

An Alternate History Scenario (Quick Game)

by Paul Kwon

Hungarian Nightmare was designed with the assumption that the relief of Budapest was impossible. Based upon my own researches, I judge that if the Germans had not launched *Konrad I* and *Konrad II*, and instead concentrated on a larger attack later in January 1945, there was a very good chance for them to break into Budapest to relieve it. To simulate this hypothesis (and enjoy a shorter game), play out the historical scenario with the following changes:

1. The historical offensives *Konrad I* and *Konrad II* are assumed not to take place. So the mandatory Soviet withdrawals currently stipulated on Turns 3, 4 and 5 do not take place either.
2. Instead, a single large German offensive is assumed to start on Turn 8. So when the Soviet player makes his withdrawals on Turns 8, 9 and 10, he must withdraw all of the 49th Guards Rifle and 99th Rifle Divisions on Turn 8, the 108th Rifle Division on Turn 9 and the 59th Guards Rifle Division on Turn 10 respectively.
3. These outside German attacking relief forces are assumed to enter Budapest on Turn 10, so if the Soviets haven't taken Area 16 before Turn 11, the Axis wins (Budapest is relieved)!
4. The sudden death clause requiring the Axis to control 7 areas of Pest till the end of Turn 9 still stands.