

OPERATION WHIRLWIND HISTORICAL SCENARIO

Brian Train, 2017

The basic version of *Operation Whirlwind* (any edition) gives the Soviet player great latitude in where and how he may enter and operate on the map. In history, the three divisions (plus reinforcing units from the Special Corps and the 7th Guards Airborne Division) had defined sectors within central Budapest to clear and occupy. The following directions will allow players to play a game a bit closer to the historical and operational limits faced by both sides.

Unless otherwise noted, all rules to the original game remain in effect unless noted below, as rules are altered by rule case order:



2.2 Map

The map is divided into three divisional sectors of operations. Refer to the map diagram above for the MDG and FDP editions.

- 2nd Guards Mechanized Division: northern Pest (all areas including and north of a line consisting of Areas 22, 26, 24, 20 and 15)
- 33rd Guards Mechanized Division: southern Pest (all areas south of the line of areas that delineates the 2nd Guards sector)
- 128th Motorized Division: Buda (all areas west of the Danube River).

During the game, units of one division may never move into the sector of another division.

2.4 Starting the Game.

- Add the 128th Motorized Division to the starting Soviet forces, at no cost in Victory Points (8.0). Battalions from the 7th Guards Airborne Division may be added to the Soviet forces at start, at the price of 1 VP each. Units of the 7th Guards Airborne may not be dropped into the city (so rule 7.1 is cancelled).
- There are no Hungarian Army units and there is no Western intervention of any kind.
- At the start of the game, units of the Special Corps (SC) and 7th Guards Airborne (if the player chooses to pay VP to add them) may be attached to any of the three divisions, but these attachments are permanent: the units are treated as integral units of that division during the entire game (6.2.6). However, if any of these units are eliminated in combat and later reconstituted from the dead pile (7.4), they may be attached to another division when they re-enter the game.
- On the first Game-turn all Soviet units will enter the map within their divisional sectors. The 2nd Guards Mechanized will enter along the north edge. The 33rd Guards Mechanized and 128th Motorized will enter along the south edge, to the east and west of the Danube River respectively.

5.0 MOVEMENT

- Soviet units from one division may never enter the sector of another division.
- Hungarian Militia and Sappers may move by either mode of movement: Regular (5.1) or Infiltration (5.2). Civilian and Recruit units may not move at all (these represent the large numbers of untrained and disorganized insurgents who turned out to defend their own neighbourhoods). As before, Anti-tank Guns may not move.

7.0 SPECIAL RULES

- There are no Airdrops, by either side (7.1), and there is no Western Intervention at all.
- Soviet Special Corps or 7th Guards Airborne units that are reconstituted from the dead pile (7.4) may be attached to any division when they re-enter the map.

8.0 VICTORY

Victory is judged as normal, except that the Soviet player does not lose Victory Points for entering units of the 128th Motorized Division (the 14 Victory Point non-penalty for use of this division is in compensation for the limits on Soviet movement during play).