

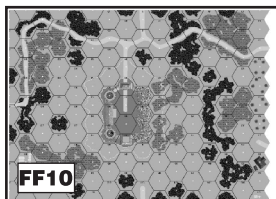
CASTLE KEEP



FF 10 HOB's FireFights!

Design: Burnie Hegdahl

Battlefield
Orientation:



Tactical Objective: The Russian Player wins by Controlling the Castle and all of its Rubble Locations.

SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.
Wrecks	Set up as per HSR 1.

Historical Rules:

1. Prior to set up, each player (alternating, beginning with the Russian), may place 3 AFV Wreck counters in any Open Ground/Brush hexes [EXC: H5 & H6.].
2. Russians may use PF as if Germans, with a +2 Availability drm.
3. The Stone building on FF10 is a 'Castle'. The Castle is defined as all stone locations rising from hill level 2. The outer walls of the castle are considered Fortified, i.e. +4 TEM for fire tracing *into* the Castle. Hexes G5 & G7 are castle towers they have a Ground, Level 1 and Level 2 location(s). and have a normal stacking capacity at Ground Level, but only 1 squad/EQUIV., at level 1 and 2. Hex G6 & H4 have only a Ground level location. Hex H4 represents the Gatehouse and the gates are closed. A successful DC (using Breach rules B23.711, but not halving the attack on the gates [IF MMC/Vehicle are in the gate hex, they are attacked at half]) HE attack resulting in a KIA eliminates the gates, creating factory debris (O5.41-5.42), then the gate hex is instead treated as if it were a Factory Entrance hex (B23.742). Hexes I5, I6 & I7 are Rubble with tank revetments plowed into them. Entry: Tanks may enter without Bog only through an Open Ground hexside from within the castle courtyard (hexes H5 & H6). Infantry may enter the Castle only through the Gatehouse (if the gates are blown) or across any rubbled hex(s).
4. German Tanks setting up in the Rubble revetments may either set up HD or take the +3 TEM.
5. **Map Note:** This FF map may also be used as a half-board overlay for ASL board 33.

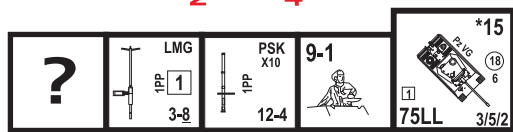
GERMANS [ELR: 3] [SAN: 4]

Elements, 5th SS Wiking Division: Set up Concealed in/adjacent to any Castle hex.



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Variable German Units: Make a secret pre-game DR and enter along west or south edge on Turn 1.

DR	Units
2-5	Pz VG (Panther), 5-4-8, PsK
6-7	Pz VG (Panther), 4-6-7, 8-0
8-12	Pz VG (Panther), 2 x 4-4-7



TURN

1★

2★

3

4

5

Historical Perspective: Near Biske, Hungary, 4

January, 1945: For weeks the troopers of the 5th SS Wiking Division had been desperately fighting for their lives before the Russian onslaught. Overlooking the Biske Road stood the ruins of an old castle with a commanding view of the surrounding area. In command of the strong point was Major Fritz Darges, who, with nightly resupply of ammunition and fuel, had managed to withstand the Russians for several days. Down to the last few tanks supported by a few troops, they prepared for yet another Russian attack.

This final battle would be at close quarters, as the Russians had brought up heavy Stalin tanks during the night. At dawn the Russians begin shelling the castle in an attempt to bring the walls down on the German defenders. Some were soon knocked out by the panzerfaust-toting Germans and the Panther tanks. In the end the Germans were forced to withdraw under increasing Russian pressure and resume their retreat to the west. It had seemed that for every Russian tank destroyed another two would take their place... while the Germans could replace nothing.

SIMULTANEOUS Set Up: Germans must pre-record their set up. See HSR 1.

RUSSIANS Move First [ELR: 4] [SAN: 4]

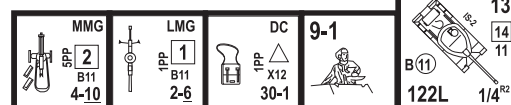
Elements, Guards Brigade: Set up anywhere on the board ≥ 4 hexes from any Level 2 hex. See HSR 2..



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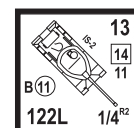
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Reinforcements: Enter along the east or north edge on Turn 1.



3

Variable Russian Units: Make a secret pre-game DR and enter along the north or east edge on Turn 2.

DR	Units
2-5	2 x IS-IIIm, 6-2-8, LMG, DC
6-7	2 x IS-IIIm, 6-2-8, DC, 8-1
8-12	3 x IS-IIIm

