

DAS FORT DER UNBEUGSAM

OPT 6.1

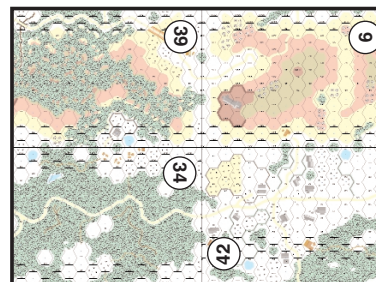
SCENARIO DESIGN BY CHRIS OLDEN



VICTORY CONDITIONS: The Germans win at Game End by Controlling 10 of the 12 stone buildings (one of which must be building 9D3) and/or if there are no unbroken Russian MMCs on/Adjacent to the road which runs 34P5-42P3.

OUTSIDE OF BICSKE, HUNGARY 7 JANUARY 1945:

On January 1st, the Germans launched the first of 3 attempts (Konrad I, II, and III) to relieve the surrounded Hungarian and German forces in Budapest. Led by the 3rd and 5th SS Panzer Divisions, the attack ground forward through the hills West of Budapest. By January 4th, lead elements of the “Wiking” Division were outside of the key road junction town of Bicske. Units from the “Norge” Panzer Grenadier Battalion found themselves cut off in Hegyks Castle, on a hill overlooking Bicske. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.



Rows A-P (inclusive) on boards 34, 39 & 42 are in play. Hexrows R-GG (inclusive) are in play on board 9.

RUSSIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	11	
GERMANS MOVE FIRST												

Elements of the 41st Guards Rifle Division and supporting elements of the 16th Guards Mechanized Brigade [ELR: 4]

Set up anywhere on board 42, and/or anywhere East of hexrow N on boards 34 & 39(see SSR#6) {SAN:4}:

RUSSIAN

Reinforcements enter on specified turn from hexes 42 P3 and/or 42 I10:

					2	25	2	3	5		10	4				2	2

Turn 5:

Turn 6:

Turn 7:

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Elements of the “Norge” Panzergrenadier Battalion and supporting elements of Panzer Regiment 5 5th SS “Wiking” Division [ELR:4]

Set up on board 9, ≤ 3 hexes from 9EE4.(see SSR's 3, 4 and 5) {SAN:3}:

GERMAN

Reinforcements enter from West edge of playing area on/after turn 2:

				6	2		2	3						2	5

Turn 2:

Turn 3:

Turn 4:

Turn 5:

Turn 6:

Turn 7:

Turn 8:

Turn 9:

Turn 10:

Turn 11:

Turn 12:

Turn 13:

Turn 14:

Turn 15:

SSR:

- EC is SNOW; with Deep Snow in effect.(E 3.73) Falling Snow will re-occur on a wind change DR ≥10.(E 3.71) Both Russian and German units(including AFV's) have Winter Camouflage. Alpine Hill Option(B 10.211) is in effect. All Woods hexes are Pine Woods.(P 1) Forest Hexes are in effect.(B 13.7) Only Road 34 P5-N6-F6-B5-42 B5-G4-P3 is Plowed and paved. Hut hexes on board 34 are treated as Open Ground.
- Building 9DD3 has Ground, 1st & 2nd Level and RB Cellars, with inherent stairwells in each hex. All Locations of building 9DD3 are Fortified.(B23.9) Any attack against locations in building 9DD3 that have the possibility of causing Rubble, add an additional +1 to the Rubble dr.(In addition to the +1 drm for Stone building) No vehicle may set up in, or move into, building 9DD3. No VBM of building 9DD3 is allowed along the hexsides of hexes 9EE4/EE5 and 9EE4/FF4.
- The PzKw Vg's in the German on-board forces OB, have an H.E. depletion number of 7. The PzKwVg's may set up in crest status.
- The German squads do not have an underlined morale. (See R 6.2 for SS unit replacement due to ELR failure. German units ≤1 hex from, and ADJACENT to, building 9DD3 are Fanatic.

- Only TH case H applies to usage of the captured Russian ATG's in the on-board German OB.(A 21.1-.13 are N/A)
- The Russian player may set up no more than 10 squads(and any leaders/SW that set up with them) per board in their set-up area. Russian onboard forces may Bore-sight hexes on boards 34 & 39. The radio in the Russian OB represents one module of 80mm battalion mortar OBA with plentiful ammunition. The OBA spotter may use H.I.P.
- Both sides may declare HtH CC.

AFTERMATH:

Soviet infantry, accompanied by mortar barrages and Stalin tanks, continually stormed the castle and it's defenders. The Norwegians of the “Norge” battalion fought off the attacks in vicious hand to hand fighting, and wrecks of Soviet tanks littered the hill around the castle. After three days of being under siege, the Norwegians were relieved. Two days later, the “Wiking” division was on the attack again as Konrad II got underway.