



H8. Festung Budapest

Revised 03/12

Russian MMC

Festung Budapest Sheet 1

Counter	No.	ID	Nationality	Notes
6 <sup>2</sup> -2-8 Assault Engineers	18	A-R	Russian	
6-2-8 Elite	26	AA-ZZ	Russian	
4-5-8 Elite Square	52	AA-ZZ; a-z	Russian	
5-2-7 1st Line	26	AA-ZZ	Russian	
4-4-7 1st Line Square	72	AA-ZZ; a-z; aa-tt	Russian	
4-2-6 Conscript	26	AA-ZZ	Russian	
3-2-8 Elite HS	18	AA-RR	Russian	
2-4-8 Elite Square HS	26	AA-ZZ	Russian	
3-2-8 Assault Engineers HS	8	A-H	Russian	
1-2-7 Vehicular crew	8	11-18	Russian	

Russian Inf/SW/?

Festung Budapest Sheet 2

Counter	No.	ID	Nationality	Notes
6-2-8 Elite	14	a-n	Russian	
2-3-7 1st Line Square HS	30	AA-ZZ; a-d	Russian	
2-2-7 1st Line HS	18	AA-RR	Russian	
2-2-6 Conscript HS	18	AA-RR	Russian	
2-2-8 Infantry crew	16	11-26	Russian	
10-3	1		Russian	Gen Managarov
10-2	2		Russian	Gen Dunaev, Col Kovtun
9-2	4		Russian	Col Breyev, Col Bulygin, Col Burik, Col Fastovets
9-1	6		Russian	Col Droган, Col Nastagunin, Col Sled, Maj Martinov, Cpt Nikolai, Lt Nebogin
8-1	10		Russian	Lt Alonsonev, Lt Bukit, Lt Galets, Lt Grigorie, Lt Hodenko, Lt Larionov, Lt Orlov, Lt Samorokov, Lt Serov, Lt Zagorian
8-0	10		Russian	Sgt Adavkin, Sgt Dvornikov, Sgt Globe, Sgt Gusak, Sgt Isaev, Sgt Kutuzov, Sgt Svirin, Sgt Valkovsky, Sgt Yazykov, Sgt Zakusov
7-0	10		Russian	Sgt Argentov, Sgt Blantonov, Sgt Chuma, Sgt Krupiczter, Sgt Krylov, Sgt Matsigora, Sgt Noahvich, Sgt Smirnov, Sgt Zhazikov, Cpl Garvinov
6+1	4		Russian	Gen Afonyin, Gen Frolov, Col Lebed, Cpt Ostapenko
1-4-9	3		Russian	Boyko, Lisenkov, Shanidze
HMG .50 cal DShK 1938	3	A-C	Russian	
HMG DS1939	8	E-L	Russian	
MMG PM obr. 1910	6	G-L	Russian	
LMG DP 1928	30	L-Z; a-o	Russian	
ATR PTRD-41	8	F-M	Russian	
FT ROKS-2	2	E-F	Russian	
dm MTR 50mm [dm HMG .50 cal ]	2		Russian	



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Counter	No.	ID	Nationality	Notes
dm HMG .50 cal [dm MTR 50mm) ]			Russian	
dm MTR 50mm [dm MTR 82mm) ]	2		Russian	
dm MTR 82mm [dm MTR 50mm]		E-F	Russian	
Phone TAI-43	1	C	Russian	
Radio PPC	1	D	Russian	
Concealment 1/2-inch [CX]	70	EE-ZZ; a-z; aa-vv	Russian	
CX [Concealment 1/2-inch]			Game-Basic	
Russian VP Marker [1/2 VP Marker]	1		Russian	

Hungarian and Buda Volunteer Regiment

Festung Budapest Sheet 3

Counter	No.	ID	Nationality	Notes
10-3	1		Hungarian	Gen Kalándy
10-2	2		Hungarian	Gen Billnitzer, Maj Vannay
10-2 Armor Leader	1		Hungarian	Cpt
9-2	6		Hungarian	Col Veresváry, Cpt Bajzáth, Lt Elischer, Lt Horváth, Lt Pálházi, Lt Sajkás
9-2 Armor Leader	2		Hungarian	1st Lt
				Maj Csiky, Cpt Szabados, Lt Biró, Lt Kunfalvi, Lt Kovács, Lt Lieber, Lt Szamódy,
9-1	9		Hungarian	Lt Szekeres, Lt Verde
9-1 Armor Leader	3		Hungarian	2nd Lt
8-1	9		Hungarian	Cpt Hanák, Cpt Nagy, Lt Benkő, Lt Graszl, Lt Kanmerer, Lt Major, Lt Nándoki, Sgt Kováts, Sgt Pandura
8-1 Armor Leader	3		Hungarian	Sgt
8-0	9		Hungarian	Cpt Balás, Lt Bozsoki, Sgt Fodor, Sgt Füzy, Sgt Kukucska, Sgt Lajos, Sgt Lovass, Sgt Varosy, Sgt Zsoldos
7-0	9		Hungarian	Lt Csáthy, Lt Kokovay, Lt Kollarits, Cpl Kerekes, Cpl Köllö, Cpt Makrenko, Cpl Mérai, Cpl Váli Cpl Volosach
6+1	8		Hungarian	Gen Hindy, Col Kozma, Col Lehoczky, Col Vajda, Maj Bakó, Maj Viharos, Cpt Ostián, Cpl Csipkés
1-4-9	4		Hungarian	Galantáy, Ungváry, Váradi, Zwack
2-2-7 Infantry crew	12	9-20	Hungarian	
1-2-6 Vehicular crew	10	9-18	Hungarian	
HMG s.MG 08	10	D-M	Hungarian	
MMG MG 07/12(oe)	5	F-J	Hungarian	
LMG Madsen M1927	8	K-R	Hungarian	
dm HMG [dm MMG]	2		Hungarian	
dm MMG [dm HMG]			Hungarian	
dm MTR 81mm [dm HMG]	2	E-F	Hungarian	
dm HMG [dm MTR 81mm]			Hungarian	
Radio	2	C-D	Hungarian	



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Counter	No.	ID	Nationality	Notes
Phone	2	C-D	Hungarian	
PF Remaining	1		Hungarian	
10-3	1		BVR	Col Variházy
10-2	1		BVR	Col Sándor
9-2	2		BVR	Cpt Németh, Cpt Wáczek
9-1	4		BVR	Cpt Barangó, Cpt Nemish, Cpt Pogány, Cpt Várady
8-1	6		BVR	Cpt Mikó, Cpt Révay, Lt Kéthely, Lt Kudar, Lt Létay, Lt Salamon,
8-0	7		BVR	Lt Bonder, Lt Cseresnyés, Lt Gidófalvy, Lt Messik, Lt Olaf, Lt Széchenyi, <b>Note:</b> Sgt Strollár, Stg not Sgt
7-0	7		BVR	Sgt Borsanyi, Sgt Hajos, Sgt Harviala, Sgt Kardos, Sgt Kirkaldy, Sgt Zimányi, Cpl Ichnát
6+1	6		BVR	Gen Kiss, Col Hats, Maj Botond, Maj Nagy, Maj Tóth, Cpt Mikulich
1-4-9	2		BVR	Nevenkim, Számvéber
4 <sup>1</sup> -4-7 Elite	8	A-H	BVR	
3-4-7 1st Line	24	A-X	BVR	
3-3-6 Conscript	36	A-Z; AA-JJ	BVR	
2-4-7 Elite HS	8	A-H	BVR	
1-3-7 1st Line HS	14	A-N	BVR	
1-2-6 Conscript HS	14	A-N	BVR	
2-2-7 Infantry crew	4	1-4	BVR	
DC	8	G-N	Russian	
MTR 50* 50mm RM obr. 40	8	F-M	Russian	1.

Hungarian Infantry

Festung Budapest Sheet 4

Counter	No.	ID	Nationality	Notes
4 <sup>1</sup> -4-7 Vannay	42	A-Z, AA-PP	Hungarian	
4 <sup>1</sup> -4-7 Elite	12	AA-LL	Hungarian	
<del>5</del> <sup>3</sup> - <del>3</del> - <del>7</del> Assault Engineers	10	A-J	Hungarian	
<del>5</del> <sup>1</sup> -3-7 1st Line Square	10	A-J	Hungarian	
3-4-7 1st Line	50	AA-ZZ; a-x	Hungarian	
3-3-6 Conscript	36	AA-ZZ; a-j	Hungarian	
2-4-7 Vannay HS	18	A-R	Hungarian	
2-4-7 Elite HS	8	M-T	Hungarian	
2-2- <del>7</del> Assault Engineer HS	10	A-J	Hungarian	
2-2-7 1st Line Square HS	10	A-J	Hungarian	
1-3-7 1st Line HS	24	N-Z; AA-KK	Hungarian	
1-2-6 Conscript HS	16	O-Z; AA-DD	Hungarian	
5-2- <del>6</del> Arrow Cross Milita	20	A-T	Hungarian	
2-2- <del>6</del> Arrow Cross Milita HS	14	A-N	Hungarian	



SS and Kampfgruppe Europa

Festung Budapest Sheet 5

Counter	No.	ID	Nationality	Notes
8 <sup>5</sup> -3-8 (SS) Elite Assault Engineers	12	A-L	German	
8 <sup>3</sup> -3-8 (SS) Elite	12	A-L	German	
6 <sup>2</sup> -5-8 (SS) Elite	26	AA-ZZ	German	
5 <sup>2</sup> -4-8 (SS) Elite Circle	26	A-Z	German	
4 <sup>2</sup> -6-8 (SS) Elite Square	26	AA-ZZ	German	
4-4-7 (SS) Elite 2nd Line	26	A-Z	German	
3-3-8 (SS) Elite Assault Engineer HS	10	A-J	German	
3-4-8 (SS) Elite HS	16	AA-PP	German	
3-3-8 (SS) Elite HS	10	A-J	German	
2-4-8 (SS) Elite Square HS	16	AA-PP	German	
2-3-8 (SS) Elite Circle HS	12	A-L	German	
2-3-7 (SS) Elite 2nd Line HS	16	A-P	German	
2-2-8 Infantry Crew	12	11-22	German	
4 <sup>2</sup> -6-8 Elite Square, Kampfgruppe Europa	4	A-D	German	Red ID
4 <sup>1</sup> -6-7 1st Line Kampfgruppe Europa	20	A-T	German	Red ID
4-4-7 2nd Line Kampfgruppe Europa	18	A-R	German	Red ID
4-3-6 Conscript Kampfgruppe Europa	18	A-R	German	Red ID

Panzer-Divisions 13 and "Feldhernnhalle"

Festung Budapest Sheet 6

Counter	No.	ID	Nationality	Notes
8 <sup>5</sup> -3-8 Assault Engineers PzDiv13	10	A-J	German	
5 <sup>2</sup> -4-8 Elite Circle PzDiv13	13	A-M	German	
4 <sup>2</sup> -6-8 Elite Square PzDiv13	19	A-S	German	
4 <sup>1</sup> -6-7 1st Line PzDiv13	18	A-R	German	
4-4-7 2nd Line PzDiv	12	A-L	German	
4-3-6 Conscript PzDiv13	12	A-L	German	
3-3-8 Assault Engineer HS PzDiv13	8	A-H	German	
2-4-8 Elite Square HS PzDiv13	12	A-L	German	
2-3-8 Elite Circle HS PzDiv13	8	A-H	German	
2-4-7 1st Line HS PzDiv13	10	A-J	German	
2-3-7 2nd Line HS PzDiv13	10	A-J	German	
2-3-6 Conscript HS PzDiv13	10	A-J	German	
5 <sup>2</sup> -4-8 Elite Circle PzDiv Feldhernnhalle	10	A-J	German	
4 <sup>2</sup> -6-8 Elite Square PzDiv Feldhernnhalle	14	A-N	German	
4 <sup>1</sup> -6-7 1st Line PzDiv Feldhernnhalle	12	A-L	German	
4-4-7 2nd Line PzDiv Feldhernnhalle	10	A-J	German	
4-3-6 Conscript PzDiv Feldhernnhalle	10	A-J	German	
2-4-8 Elite Square HS PzDiv Feldhernnhalle	8	A-H	German	
2-3-8 Elite Circle HS PzDiv Feldhernnhalle	6	A-F	German	
2-4-7 1st Line HS PzDiv Feldhernnhalle	8	A-H	German	
2-3-7 2nd Line HS PzDiv Feldhernnhalle	8	A-H	German	
2-3-6 Conscript HS PzDiv Feldhernnhalle	8	A-H	German	



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Counter	No.	ID	Nationality	Notes
2-4-8 Elite Square HS Kampfgruppe Europa	4	A-D	German	Red ID
2-4-7 1st Line HS Kampfgruppe Europa	12	A-L	German	Red ID
2-3-7 2nd Line HS Kampfgruppe Europa	9	A-I	German	Red ID
2-3-6 Conscript HS Kampfgruppe Europa	9	A-I	German	Red ID
1-2-7 Vehicular crew	4	11-14	German	
DC Geballte Ladung 3 Kg.	6	G-L	German	

German SMC and Miscellaneous

Festung Budapest Sheet 7

Counter	No.	ID	Nationality	Notes
10-3	2		German	Col Dörner, Col Schöning
10-2	3		German	Col Krämer, Col Wolff, Maj Kessler
9-2	6		German	Maj Drexlar, Maj Krauss, Maj Schack, Maj Vogel Cpt Böttcher, Cpt Klett
9-1	8		German	Cpt Boosfeld, Cpt Greger, Cpt Hauser, Cpt Klein, Cpt Phönix, Cpt Portugall, Lt Klauss, Lt Räder
8-1	9		German	Lt Dallmann, Lt Günther, Lt Hamel, Lt Kitchner, Lt Korth, Lt Kretzig, Lt Müller, Sgt Buck, Sgt Krüger
8-0	9		German	Sgt Bader, Sgt Graef, Sgt Kerkan, Sgt Koehler, Sgt Manrique, Sgt Meissner, Sgt Sörensen, Sgt Tauer, Sgt Wenger
7-0	8		German	Sgt Ewen, Sgt Seifert, Sgt Ulrich, Sgt Weber, Sgt Weltner, Cpl Keller, Cpl Klempan, Cpl Krafft
6+1	4		German	Gen Pfeffer, Col Ekessparre, Col Lindenau, Lt Betzler
1-4-9	4		German	Büchner, Charpentier, Maringegele, Mösslacher
HMG MG42	8	G-N	German	
MMG MG34 or MG42	10	G-P	German	
LMG MG34	16	M-Z; AA-BB	German	
Radio	1	D	German	
dm MMG [dm HMG]	6	G-L	German	
dm HMG [dm MMG]		G-L	German	
dm MTR 81mm [dm 50mm MTR]	4	A-D	German	
dm MTR 50mm [dm 81mm MTR]			German	
Concealment 1/2-inch [CX]	69	AA-ZZ; a-z a-z; aa-qq	German	
CX [Concealment 1/2-inch]			Game-Basic	
Elite ELR	1		German	
Non-Elite ELR	1		German	
CVP	1		German	
SAN	1		German	
VP	1		German	
Ammunition Shortage Level	1		Germ-Hung.	
Booby Trap Level	1		Germ-Hung.	
Elite ELR	1		Hungarian	
Non-Elite ELR	1		Hungarian	



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Counter	No.	ID	Nationality	Notes
CVP	1		Hungarian	
SAN	1		Hungarian	
VP	1		Hungarian	
Elite ELR	1		Russian	
Non-Elite ELR	1		Russian	
CVP	1		Russian	
SAN	1		Russian	
ELR	1		Russian-BVR	
SAN	1		Russian-BVR	
Minefield [Minefield 12]	4		Game-Terr	
Minefield 12 [Minefield]			Game-Terr	
Minefield [Minefield 8]	4		Game-Terr	
Minefield 8 [Minefield]			Game-Terr	
Minefield [Minefield 6]	6		Game-Terr	
Minefield 6 [Minefield]			Game-Terr	
Minefield [AT Mines 5]	2		Game-Terr	
AT Mines 5 [Minefield]			Game-Terr	
Minefield [AT Mines 4]	2		Game-Terr	
AT Mines 4 [Minefield]			Game-Terr	
Minefield [AT Mines 3]	3		Game-Terr	
AT Mines 3 [Minefield]			Game-Terr	
Minefield [AT Mines 2]	4		Game-Terr	
AT Mines 2 [Minefield]			Game-Terr	
Minefield [AT Mines 1]	4		Game-Terr	
AT Mines 1 [Minefield]			Game-Terr	
Turn Counter (Hungarian/German/Russian )	2		Game-Basic	
Out of Gas	9		Game-Veh/Ord	
6+1 Armor Leader Inexperienced	4		Game-Veh/Ord	
Shock [UK]	2		Game-Veh/Ord	
UK [Shock]			Game-Veh/Ord	
Target Acquisition	6	A-F	Game-Basic	(Brown)
Hero [Hero Wounded]	2		Game-Basic	
Hero Wounded [Hero]			Game-Basic	
Star Shell	5		Game-Basic	
AAMG Malfunction [AAMG Disabled]	2		Game-Veh/Ord	
AAMG Disabled [AAMG Malfunction]			Game-Veh/Ord	
BMG Malfunction [BMG Disabled]	2		Game-Veh/Ord	
BMG Disabled [BMG Malfunction]			Game-Veh/Ord	
CMG Malfunction [CMG Disabled]	2		Game-Veh/Ord	
CMG Disabled [CMG Malfunction]			Game-Veh/Ord	
Gun Malfunction [Gun Disabled]	8		Game-Veh/Ord	
Gun Disabled [Gun Malfunction]			Game-Veh/Ord	
MA Malfunction [MA Disabled]	2		Game-Veh/Ord	



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Counter	No.	ID	Nationality	Notes
MA Disabled [MA Malfunction]			Game-Veh/Ord	
H-to-H Melee [CC]	10		Game-Basic	
CC [H-to-H Melee]			Game-Basic	
Fanatic	5		Game-Basic	
PF Remaining	1		Game-Veh/Ord	
STUN [RECALL +1]	2		Game-Veh/Ord	
RECALL +1 [STUN]			Game-Veh/Ord	
stun [+1]	2		Game-Veh/Ord	

Markers & 5/8"

Festung Budapest Sheet 8

Counter	No.	ID	Nationality	Notes
Location Hungarian/German [Location Russian]	34		Game-CG	
Location Russian [Location Hungarian/German]				
Hungarian/German Hex [Russian Hex]	6		Game-CG	
Russian Hex [Hungarian/German Hex]				
Perimeter Hungarian/German	25		Game-CG	
Perimeter Russian	25		Game-CG	
Prep Fire [Bounding Fire]	10		Game-Basic	
Bounding Fire [Prep Fire]				
First Fire [Final Fire]	10		Game-Basic	
Final Fire [First Fire]				
Intensive Fire [No Fire]	2		Game-Basic	
No Fire [Intensive Fire]				
Residual Fire 2 [Residual Fire 1]	4		Game-Basic	
Residual Fire 1 [Residual Fire 2]			Game-Basic	
Residual Fire 4 [Residual Fire 6]	2		Game-Basic	
Residual Fire 6 [Residual Fire 4]			Game-Basic	
Residual Fire 8 [Residual Fire 12]	2		Game-Basic	
Residual Fire 12 [Residual Fire 8]			Game-Basic	
Fire Lane 1R [Fire Lane 1L]	2	E-F	Game-Basic	
Fire Lane 1L [Fire Lane 1R]		E-F	Game-Basic	
Fire Lane 2R [Fire Lane 2L]	2	D-E	Game-Basic	
Fire Lane 2L [Fire Lane 2R]		D-E	Game-Basic	
Fire Lane 4R [Fire Lane 4L]	2	D-E	Game-Basic	
Fire Lane 4L [Fire Lane 4R]		D-E	Game-Basic	
Fire Lane 6R [Fire Lane 6L]	1	C	Game-Basic	
Fire Lane 6L [Fire Lane 6R]		C	Game-Basic	
DM [Low Ammo]	16		Game-Basic	
Low Ammo [DM]				
TI [DISRUPT]	6		Game-Basic	
DISRUPT [TI]				
PIN	6		Game-Basic	



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Counter	No.	ID	Nationality	Notes
TCA CE [TCA BU]	5		Game-Veh/Ord	
TCA BU [TCA CE]			Game-Veh/Ord	
CA MG [CA Gun]	4		Game-Veh/Ord	
CA Gun [CA MG]			Game-Veh/Ord	
Wall Advantage [Foot Bridge]	3		Game-Basic	
Foot Bridge [Wall Advantage]			Game-Terr.	
Encircled	3		Game-Basic	
Breach, Wall [Breach, Hedge]	5		Game-Terr.	
Breach, Hedge [Breach, Wall]			Game-Terr.	
Abandoned [Scrounged]	5		Game-Veh/Ord	
Scrounged [Abandoned]			Game-Veh/Ord	
Sniper	1		German	
Sniper	1		BVR	
Sniper	1		Hungarian	
SPW 251/21	4	A-D	German	66.1
MTR 81* 8cm GrW 34	6	E-F; a-d	German	2.
40M Turan I(r)	1	a	Hungarian	9.
41M Turan II(r)	1	a	Hungarian	10.
Zrinyi II	6	a-f	Hungarian	13.
39M Csaba	2	a-b	Hungarian	14.
40M Csaba	1	C	Hungarian	14.
40M Nimrod	3	A-C	Hungarian	16.
StuG IIIG(g)	2	a-b	Hungarian	40. Common
MTR 81* Brandt M27/31	7	E-F; a-e	Hungarian	47. Common
MTR 120* PM obr. 38	2	A-B	Hungarian	48. Common
AT 75L 7.5cm PaK 40(g)	3	A-C	Hungarian	55. Common
ART 76L 76.2mm P obr. 39(r)	2	A-B	Hungarian	12.
ART 105 10.5 cm leFH 18(g)	3	A-C	Hungarian	62. Common
AA 40L Bofors 40mm AA	3	A-B; a	Hungarian	74. Common
AA 80L Bofors 80mm M29/38	2	C-D	Hungarian	27. Common
FB 1944	3	A-C	Hungarian	
Initiative Attack Hungarian/German	1		Game-Basic	
Initiative Idle Hungarian/German			Game-Basic	
Initiative Attack Russian	1		Game-Basic	
Initiative Idle Russian			Game-Basic	
Rain [Heavy Rain]	1		Game-Terr	
Falling Snow [Heavy Snow]	1		Game-Terr	
Mist LV [Clear & Gusty]	1		Game-Terr	
Gusts [No Gusts]	1		Game-Terr	
Clear [Overcast]	1		Game-Terr	
Ground Snow [Deep Snow]	1		Game-Terr	
Railroad Underpass [Roadblock]	1		Game-Terr	
Roadblock [Railroad Overpass]			Game-Terr	





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Counter	No.	ID	Nationality	Notes
Railroad Underpass [Wire]	1		Game-Terr	
Wire [Railroad Overpass]				
Fortifications and Misc			Festung Budapest Sheet 9	
Counter	No.	ID	Nationality	Notes
Sniper	1		Russian	
SU-76M	3	a-c	Russian	30.
MTR 82* 82mm BM obr. 37	2	E-F	Russian	2.
MTR 120* 120mm PM obr. 38	2	E-F	Russian	4.
AT 57LL 57mm PTP obr. 43	2	A-B	Russian	9.
ART 76L 76.2mm PTP obr. 39	4	A-B; a-b	Russian	15.
ART 122 122mm G obr. 38	3	D-F	Russian	20.
ART 152 152mm GP obr. 37	4	A-D	Russian	23.
AA 37L 37mm ZP obr. 39	2	A-B	Russian	25.
Debris [Stone Rubble]	44		Game-Terr	
Stone Rubble [Debris]			Game-Terr	
Debris, Wide City Boulevards [Stone Rubble]	6		Game-Terr	
Stone Rubble [Debris, Wide City Boulevards]			Game-Terr	
Cellar [Roof]	12		Game-Terr	
Roof [Cellar]			Game-Terr	
Level 3 [Roof]	2		Game-Terr	
Roof [Level 3]			Game-Terr	
Level 1 [Level 2]	16		Game-Terr	
Level 2 [Level 1]			Game-Terr	
Roof [Cellar]	8		Game-Terr	
Cellar [Roof]			Game-Terr	
Railroad Turntable [Wire]	2		Game-Terr	
Wire [Railroad Turntable]			Game-Terr	
AT Ditch [Burnt-Out Wreck]	8		Game-Terr	
Burnt-Out Wreck [AT Ditch]			Game-Terr	
Foxhole [Trench]	4			
Trench [Foxhole]				
Fortified Building Level 0 [Fortified Building Level 1]	8		Game-Terr	
Fortified Building Level 1 [Fortified Building Level 0]			Game-Terr	
Fortified Building Level 0 [Fortified Building Level 2]	6		Game-Terr	
Fortified Building Level 2 [Fortified Building Level 0]			Game-Terr	
Fortified Building Level 0 [Fortified Building Level 3]	4		Game-Terr	
Fortified Building Level 3 [Fortified Building Level 0]			Game-Terr	



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No Move [Roadblock]	4		Game-Terr	
Roadblock [No Move]			Game-Terr	
No Move [Wire]	4		Game-Terr	
Wire [No Move]			Game-Terr	
No Move [Drift]	8		Game-Terr	
Drift [No Move]		GG-NN	Game-Terr	
Area Acquisition	6	a-f	Game-Veh/Ord	(Brown)
FB 1944	3	A-C	Russian	
Glider	8	GG-NN	Game-Veh/Ord	

Scenarios

Mapsheets

Name	ID	ID	Description
Uncles and Pups	HASL FB01	FB (NE)	Northeast Buda
The Devils Free to Have a Try	HASL FB02	FB (NW)	Northwest Buda
Furor Hungaricus	HASL FB03	FB (SE)	Southeast Buda
HKL 259	HASL FB04	FB (SW)	Southwest Buda
Siesta Time	HASL FB05		
Came Tumbling After	HASL FB06		
The Terror of the Castle	HASL FB07		
For Want of Either Crust or Crumb	HASL FB08		
The Shooting Gallery	HASL FB09		
Return of The Black Company	HASL FB10		
Boy Soldier	HASL FB11		
The Black Ravens are Flying	HASL FB12		
Don't Economize	HASL FB13		
At the Narrow Passage	HASL FB14		
The Taking of Object 59	HASL FB15		
Crossing the Bloody Meadow	HASL FB16		
Stalingrad Redux	HASL FB17		
Pearl of the Danube	FB CG I		
The Swept Away City	FB CG II		
City of Eternal Heroes	FB CG III		