

## ARMY SPECIAL RULES

### AXIS SUPPORT

A Hungarian force may include a single unit from either the German or Italian army lists (though no German or Italian army special rules apply, except for Hitler's Buzzsaw). This unit must be included as part of a platoon, taking the slot of the equivalent unit type (e.g. a sniper team for a sniper team, a tank for a tank), and may not be one of that platoon's mandatory units. In addition, this

unit may not be a Veteran unit, nor a vehicle with a Damage Value of 10 or higher (except for a Tiger I).

### ROVING PATROLS

When fighting against Hungarians, enemy snipers, observers and spotters cannot use their special deployment rules, and must instead be deployed like the rest of the force. In addition, enemies cannot outflank the Hungarians, but must always come in from their own table edge when arriving from Reserve.

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

|                |   |
|----------------|---|
| <b>Cost</b>    | - Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)<br>- Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran) |
| <b>Team</b>    | 1 officer and up to 2 further men   |
| <b>Weapons</b> | Pistol, submachine gun or rifle, as depicted on the models  |
| <b>Options</b> | - The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)  |

#### Medic

|                |   |
|----------------|---|
| <b>Cost</b>    | 30pts (Veteran)   |
| <b>Team</b>    | 1 medic and up to 2 further men   |
| <b>Weapons</b> | None  |
| <b>Options</b> | - The medic may be accompanied by up to 2 unarmed men at a cost of +11pts per man (Veteran) |

#### Forward Observer

|                      |  |
|----------------------|--|
| <b>Cost</b>          | Forward Observer (artillery) 75pts (Regular), 90pts (Veteran)  |
| <b>Team</b>          | 1 Forward Observer and up to 2 further men   |
| <b>Weapons</b>       | Pistol, submachine gun or rifle, as depicted on the models   |
| <b>Options</b>       | - The observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran) |
| <b>Special Rules</b> | - Infiltrator  |

### INFANTRY SQUADS AND TEAMS

#### Infantry Section

|                      |  |
|----------------------|--|
| <b>Cost</b>          | 34pts (Inexperienced), 49pts (Regular), 64pts (Veteran)  |
| <b>Composition</b>   | 1 NCO and 4 men  |
| <b>Weapons</b>       | The NCO is armed with a pistol, all others with rifles   |
| <b>Options</b>       | - Add up to 8 additional men with rifles at +7pts each (Inexperienced), at +10pts each (Regular) or at +13pts (Veteran)<br>- One man may have a light machine gun for +15pts - another man becomes the loader<br>- Equip the NCO with a submachine gun for +5pts<br>- One man may have a panzerfaust for +15pts<br>- Equip the entire squad with anti-tank grenades for +2pts per model<br>- The entire squad may be given the Engineers special rule for +1pt per man<br>- If the Engineers special rule is taken, one man may replace his rifle with a flamethrower for +30pts - another man becomes the assistant<br>- Veteran units may be given the Stubborn special rule for +1pt per model (Paratroopers or Gendarmerie), or the Fieldcraft special rule (Mountain Troops) for +1pt per model |
| <b>Special Rules</b> | - Tank Hunters (if equipped with anti-tank grenades)<br>- Engineers (if option is taken)   |

#### Cavalry Section

|                      |  |
|----------------------|--|
| <b>Cost</b>          | 96pts (Veteran)  |
| <b>Composition</b>   | 1 NCO and 5 men mounted on horses  |
| <b>Weapons</b>       | Cavalry carbines   |
| <b>Options</b>       | - Add up to 4 additional men at +16pts each<br>- One man may have a light machine gun for +15pts - another man becomes the loader<br>- One man may have a panzerfaust for +15pts |
| <b>Special Rules</b> | - Cavalry carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot   |

## Machine Gun Team

|               |  |
|---------------|--|
| Cost          | 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)                          |
| Team          | 3 men  |
| Weapons       | 1 medium machine gun   |
| Special Rules | <ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Fixed</li> </ul> |

## Mortar Team

|               |  |
|---------------|--|
| Cost          | 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)  |
| Team          | 2 men  |
| Weapons       | 1 light mortar   |
| Options       | <ul style="list-style-type: none"> <li>- Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule.</li> <li>- Medium mortars may add a spotter for +10pts</li> </ul> |
| Special Rules | <ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Fixed (if medium mortar option is taken)</li> </ul>  |

## Anti-Tank Team

|               |   |
|---------------|---|
| Cost          | 18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)   |
| Team          | 2 men   |
| Weapons       | 1 anti-tank rifle   |
| Options       | - Upgrade the anti-tank rifle to a panzerschreck for +55pts   |
| Special Rules | <ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Shaped charge (if option is taken)</li> </ul> |

## Sniper Team

|               |  |
|---------------|--|
| Cost          | 52pts (Regular), 67pts (Veteran)   |
| Team          | 2 men  |
| Weapons       | Sniper has a rifle and a pistol, spotter has a pistol  |
| Special Rules | <ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Sniper</li> <li>- Infiltrator</li> </ul> |

## Flamethrower Team

|               |   |
|---------------|---|
| Cost          | 50pts (Regular), 65pts (Veteran)  |
| Team          | 2 men   |
| Weapons       | 1 infantry flamethrower   |
| Special Rules | <ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Flamethrower</li> </ul> |

# ARTILLERY

## ANTI-TANK GUNS

### Anti-Tank Guns

|               |   |
|---------------|---|
| Cost          | 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)   |
| Team          | 3 men   |
| Weapons       | 1 light anti-tank gun   |
| Options       | <ul style="list-style-type: none"> <li>- Upgrade the gun to a medium anti-tank gun for +20pts, or to a heavy anti-tank gun and gain 1 extra man for +50pts</li> </ul> |
| Special Rules | - Gun shield  |

### Mace Thrower

|               |  |
|---------------|--|
| Cost          | 96pts (Inexperienced), 120pts (Regular)  |
| Team          | 4 men  |
| Weapons       | 1 rocket launcher  |
| Special Rules | <ul style="list-style-type: none"> <li>- Fixed</li> <li>- Team</li> <li>- Shaped charge</li> <li>- Two-rocket salvo: The weapon has two ammunition types, and has the below profiles. Declare which profile you are using before firing. You must load two rockets of the same type, so the next shot taken on a subsequent turn will need to use the same profile. Then, when both rockets have been fired, you can start the process again.<br/>Buzogány (mace): Range: (36") Shots: 1 Pen: +7<br/>Zápor (rainfall): Range: (36") Shots: 1 Pen: HE (3")</li> <li>- Small carriage: The weapon system was actually mounted on captured Soviet Maxim machine gun carriages. As such, the weapon was too small to tow behind a vehicle. The crew and weapon are instead counted as infantry when being transported, taking up 6 transport slots inside a vehicle. The crew may move the weapon up to 6" when given a <i>Run</i> order, even over rough ground.</li> </ul> |

## FIELD ARTILLERY

### Howitzers

|               |   |
|---------------|---|
| Cost          | 32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)   |
| Team          | 3 men   |
| Weapons       | 1 light howitzer  |
| Options       | <ul style="list-style-type: none"> <li>- Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts</li> <li>- Add gun shield for +5pts</li> <li>- Medium and heavy howitzers may add a spotter for +10pts</li> </ul> |
| Special Rules | - Gun shield (if option is taken)   |

### 150mm Nebelwerfer 41

|               |   |
|---------------|---|
| Cost          | 46pts (Inexperienced), 65pts (Regular), 85pts (Veteran) |
| Team          | 4 men   |
| Weapons       | 1 Nebelwerfer (treat as heavy mortar)                   |
| Special Rules | - Multiple launcher                                     |

## ANTI-AIRCRAFT GUNS

### AA Automatic Cannons

|               |   |
|---------------|---|
| Cost          | 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) |
| Team          | 4 men   |
| Weapons       | 1 heavy automatic cannon on a rotating platform         |
| Special Rules | - Flak  |

# VEHICLES

## TANKS

### CV33 or CV35 Tankette

|              |   |
|--------------|---|
| Cost         | 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)                               |
| Weapons      | 1 forward-facing hull-mounted medium machine gun                                      |
| Damage Value | 7+ (armoured car)   |
| Options      | - CV35: replace the single medium machine gun with two medium machine guns for +10pts |

### Toldi II

|              |   |
|--------------|---|
| Cost         | 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)            |
| Weapons      | Turret-mounted anti-tank rifle with co-axial medium machine gun     |
| Damage Value | 8+ (light tank)   |
| Options      | - Replace the anti-tank rifle with a light anti-tank gun for +35pts |

### 40M Turán

|              |   |
|--------------|---|
| Cost         | 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)  |
| Weapons      | Turret-mounted light anti-tank gun with co-axial medium machine gun, forward-facing hull-mounted medium machine gun |
| Damage Value | 9+ (medium tank)  |
| Options      | - Replace the turret-mounted light anti-tank gun with a medium anti-tank gun (Turán II) for +20pts                  |

## ASSAULT GUNS

### 43M Zrínyi II

|               |   |
|---------------|---|
| Cost          | 160pts (Inexperienced), 200pts (Regular), 240pts (Veteran)  |
| Weapons       | 1 forward-facing hull-mounted medium howitzer and one crew-carried medium machine gun with 360° arc of fire |
| Damage Value  | 9+ (medium tank)  |
| Options       | - Add a forward-facing pintle-mounted medium machine gun for +15pts   |
| Special Rules | - The crew can either shoot the Zrínyi's main gun or the medium machine gun – but not both                  |

## ARMoured CARS AND RECCE VEHICLES

### Armoured Cars

|               |  |
|---------------|--|
| Cost          | 64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)  |
| Weapons       | 1 turret-mounted anti-tank rifle with co-axial medium machine gun (Toldi I, CSABA 39M)   |
| Damage Value  | 7+ (armoured car)  |
| Options       | - Replace the anti-tank rifle and co-axial medium machine gun with a turret-mounted medium machine gun and the Command Vehicle rule for free (40M CSABA) |
| Special Rules | - Recce (CSABA 39M and 40M also have dual direction steering)<br>- Command Vehicle (if CSABA 40M option is chosen)                                       |

## ANTI-AIRCRAFT VEHICLES

### Nimrod Self-Propelled Anti-Aircraft Gun

|               |  |
|---------------|--|
| Cost          | 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran) |
| Weapons       | 1 turret-mounted heavy autocannon                        |
| Damage Value  | 7+ (armoured car)  |
| Special Rules | - Flak<br>- Open-topped                                  |

## TRANSPORTS AND TOWS

### Common vehicles only