

PLATOON #1

Hungarian Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 74)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Assault Pioneer Section (Fortress Budapest page 112) full strength	Regular	151
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Qty	Weapons	Range	Shots	Pen	Special
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11	Infantry with Rifle Motivated elite	24"	1	n/a	Motivated elite
1	NCO with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfausts in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	Free as per Tournament rules

Assault Pioneer Section (Fortress Budapest page 112)	Veteran	137
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Qty	Weapons	Range	Shots	Pen	Special
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3	Infantry with Rifle Motivated elite	24"	1	n/a	Motivated elite
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfausts in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

INFANTRY

Assault Pioneer Section (Fortress Budapest page 112)	Regular	121
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Qty	Weapons	Range	Shots	Pen	Special
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6	Infantry with Rifle Motivated elite	24"	1	n/a	Motivated elite
1	NCO with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfausts in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Border Guards Section (Fortress Budapest page 113)	Regular	86
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Qty	Weapons	Range	Shots	Pen	Special
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4	Infantry with Rifle Home Ground Guardians of the Carpathians	24"	1	n/a	Home Ground Guardians of the Carpathians
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault

MORTAR

Medium Mortar team (Armies of Italy and the Axis page 77)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of Italy and the Axis page 77)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Sniper	36"	1	n/a	Team (2 men), Sniper
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ARTILLERY

43M Sorozatveto (Fortress Budapest page 119)	Regular	65
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Qty	Weapons	Range	Shots	Pen	Special
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1	43M Sorozatveto	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher
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AXIS SUPPORT

Cossack Squad (Case Blue)	Regular	104
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Qty	Weapons	Range	Shots	Pen	Special
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7	Mounted Infantry with Rifle	24"	1	n/a	Tough Fighters, Cavalry
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Mounted NCO with Rifle	24"	1	n/a	Tough Fighter, Cavalry
Born in the Saddle				Cossacks can fire their rifles from horseback as well as when on foot
Cossack Spirit				Cossacks may never receive an officer bonus or Snap to Action

TANKS AND SP GUNS

40M Turán (Armies of Italy and the Axis page 79)

Regular

175

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	40M Turán	Tracked	-	9+
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward-facing hull-mounted MMG	36"	5	n/a Front arc

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flamethrower

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

Guardians of the Carpathians

Treat all woods (normally rough ground) as open ground for movement purposes.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Home Ground

This unit does not suffer the usual -1 on its roll to come on from reserve or outflank. In addition, if this unit is deploying on the table at the start of the game or in the first wave it may set up after all other units have deployed from both sides (b

Indirect fire

(p71)

Motivated elite

This unit removes D2 pins rather than one for passing order tests

Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Born in the Saddle

Cossacks are excellent horsemen, trained from childhood to ride a horse and fire a rifle. They can fire their rifles from horseback as well as on foot.

Cossack Spirit

Cossacks are not accustomed to strict military discipline and would often interpret commands as more of a suggestion than an order. Cossacks may never receive a morale bonus from friendly officers or be activated using "You Men, Snap to Action".

Pick List

Hungarian 40M Turán	1
Hungarian 43M Sorozatveto	1
Hungarian Infantry with Flamethrower (requires assistant)	1
Hungarian Infantry with Light Machine gun (requires loader)	2
Hungarian Infantry with Rifle	24
Hungarian Infantry with Submachine gun	4
Hungarian Medium Mortar	1
Hungarian men have Panzerfausts in addition to other weapons	5
Hungarian NCO with Submachine gun	4
Hungarian Panzer 35(t)	1
Hungarian Second Lieutenant	1
Hungarian Sniper	1
Hungarian Spotter	1