

Reinforced Platoon						
Order Dice: 13 Points: 1000						
Hungary - Reinforced Platoon						
Axis Allies, Experienced Officer Corps						
Required Selection						
Second Lieutenant			1 Man		Regular	50 points
Fanatics						
#	Name	Range	Shots/Dice Pen		Special	
*	Rifle	24"	1	-		
*	Pistol	6"	1	-	Assault	
*	SMG	12"	2	-	Assault	
Assault Pioneer Section			5 Men		Regular	94 points
Motivated elite						
#	Name	Range	Shots/Dice Pen		Special	
1	Rifle	24"	1	-		
1	SMG (NCO)	12"	2	-	Assault	
2	SMG	12"	2	-	Assault	
1	Infantry Flamethrower	6"	D6	3	Team, Flamethrower	
2	Panzerfaust	12"	1	6	Shaped Charge, One-shot	
Assault Pioneer Section			5 Men		Regular	94 points
Motivated elite						
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1	Rifle	24"	1	-		
1	SMG (NCO)	12"	2	-	Assault	
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Infantry						
Assault Pioneer Section			5 Men		Regular	94 points
Motivated elite						
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2	Panzerfaust	12"	1	6	Shaped Charge, One-shot
Medium Mortar Team			3 Men		Inexperienced 35 points
Team (3 Men)					
#	Name	Range	Shots/Dice Pen		Special
1	Medium Mortar	12"-60"	1	HE	Fixed, Indirect Fire, HE (2")
Flamethrower Team			2 Men		Regular 50 points
#	Name	Range	Shots/Dice Pen		Special
2	Infantry Flamethrower	6"	D6	3	Team, Flamethrower
Artillery					
43M Sorozatveto			4 Men		Inexperienced 52 points
Team (4 Men)					
#	Name	Range	Shots/Dice Pen		Special
1	Heavy Mortar (Rocket Launcher)	12"-72"	1	HE	Fixed, HE (3"), Indirect Fire, Multiple launcher
Vehicles					
Nimrod AA Gun			Vehicle		Regular 90 points
Type	Transport	Damage Value	Tow		Special
Tracked	none	7	0		
#	Name [Arc]	Range	Shots/Dice Pen		Special
1	Turret Heavy Auto Cannon [All]	72"	2	3	HE (1"), Flak
Axis Support					
Polizei M15/42 Tank			Vehicle		Regular 145 points
Type	Transport	Damage Value	Tow		Special
Tracked	none	8	0		Italian Machine Guns

#	Name [Arc]	Range	Shots/Dice Pen		Special
1	Turret Light AT Gun [All]	48"	1	4	HE (1")
1	Turret (coaxial) MMG [All]	36"	6	-	
1	Turret (coaxial) MMG [All]	36"	6	-	
1	Hull MMG [Front]	36"	6	-	
1	Hull MMG [Front]	36"	6	-	

Tows and Transports

Truck [Any Army]		Vehicle	Regular	54 points
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Type	Transport	Damage Value	Tow		Special
Wheeled	Light Howitzer, Light AT, Med AT, Light AA	6	12		

#	Name [Arc]	Range	Shots/Dice Pen		Special
1	Pintle MMG [Front]	36"	6	-	Flak

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Wheeled	Light Howitzer, Light AT, Med AT, Light AA	6	12		

#	Name [Arc]	Range	Shots/Dice Pen		Special
1	Pintle MMG [Front]	36"	6	-	Flak

* - Unit is equipped as modeled.

Assault	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters. When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.
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Axis Allies	This army may include one extra unit from either the German list in the Bolt Action Rule book or Armies of Germany Rulebook. This unit cannot be Veteran and cannot be a vehicle with a Damage Value of 10 or greater, with the exception of a Tiger I.
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Experienced Officer Corps	All Hungarian HQ units recieve the Fanatics rule.
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Fanatics	When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fantic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.
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Fixed	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.
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Flak	All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)
Flamethrower	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 flamerthrower, add +1 to damage effects chart.
HE (1")	PEN: +1 PINS: D2 [D3 if in building] Infantry and artillery can go down to halve the hits taken.
HE (2")	PEN: +2 PINS: D3 [D6 if in building] Infantry and artillery can go down to halve the hits taken.
HE (3")	PEN: +3 PINS: D3 [2D6 if in building] Infantry and artillery can go down to halve the hits taken.
Indirect Fire	Indirect fire weapons cannot be fired at targets within their minimum range. Must have line of sight to target, unless spotter is employed. May shoot over friendly units. Initially hits on a 6, subsequent shots have +1 to hit. Once hit target is ranged in and further shots need a 2+ to hit. If target or shooter move, to hit resets to a 6. If shooter fires at another target, to hit resets to a 6. Always hits top armor of a vehicle. Additional +1 penetration on open topped vehicles. May fire smoke.
Italian Machine Guns	This tank does not benefit from Hitler's Buzzsaw special rule.
Motivated elite	This unit removes D2 pins rather than one for passing order tests
Multiple launcher	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	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	Never suffer the -1 penetration modifier for firing at long range.
Team	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 -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)	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 -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)	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 -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.