

## 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

Enemies cannot make *Outflanking Manoeuvres* and cannot use the *Infiltrators* special rule for deployment.

## INFANTRY

### HEADQUARTERS UNITS

#### Officer

Cost	<ul style="list-style-type: none"> <li>Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)</li> <li>Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)</li> </ul>
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> <li>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)</li> </ul>

### INFANTRY SQUADS AND TEAMS

#### Infantry Section

Cost	34pts (Inexperienced), 49pts (Regular), 64pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Pistol (NCO), rifles (men)
Options	<ul style="list-style-type: none"> <li>Add up to 8 additional men with rifles at +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran)</li> <li>One man may have a light machine gun for +15pts – another man becomes the loader</li> <li>Equip the NCO with a submachine gun for +5pts</li> <li>One man may have a panzerfaust for +15pts</li> <li>Equip the entire squad with anti-tank grenades for +2pts per model</li> <li>The entire squad may be given the Engineers special rule for +1pt per man</li> <li>If the Engineers special rule is taken, one man may replace his rifle with a flamethrower for +30pts – another man becomes the assistant</li> <li>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</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>Tank Hunters (if equipped with anti-tank grenades)</li> <li>Engineers (if option is taken)</li> </ul>

#### Cavalry Section

Cost	96pts (Veteran)
Composition	1 NCO and 5 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> <li>Add up to 4 additional mounted men with cavalry carbines at +16pts each</li> <li>One man may have a light machine gun for +15pts – another man becomes the loader</li> <li>One man may have a panzerfaust for +15pts</li> </ul>
Special Rules	Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot

#### Medic

Cost	30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	<ul style="list-style-type: none"> <li>The medic may be accompanied by up to 2 unarmed men at a cost of +11pts per man (Veteran)</li> </ul>

#### Forward Observer

Cost	75pts (Regular), 90pts (Veteran)
Team	1 artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> <li>The artillery forward observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)</li> </ul>
Special Rules	– Infiltrator



## 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 mace thrower (see rules below)
Special Rules	<ul style="list-style-type: none"> <li>- Fixed</li> <li>- Shaped Charge</li> <li>- Two-Rocket Salvo: The weapon has two ammunition types, with 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. Buzogány (mace): Range: (36") Shots: 1 Pen: +7 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 multiple launcher
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

### 38M 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 - Gain Reinforced Front Armour (42M Toldi IIa) for +20pts
Special Rules	- Reinforced Front Armour (if 42M Toldi IIa option taken)

### 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 (41M 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) - 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 - Open-Topped

## TRANSPORTS AND TOWS

### Common vehicles only