

# Bagration: Hungarian Force

Rifle Company		Hungarian	LH119	57
Rifle Company HQ	LH119	2		
2x 39M SMG team	2			
Rifle Platoon	LH120	13		
10x 31M MG & 95M rifle team	10			
• Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 points.				
• Add one Panzerschreck anti-tank team for +1 point.				
Rifle Platoon	LH120	13		
10x 31M MG & 95M rifle team	10			
• Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 points.				
• Add one Panzerschreck anti-tank team for +1 point.				
Rifle Platoon	LH120	12		
10x 31M MG & 95M rifle team	10			
• Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 points.				
81mm Mortar Platoon	LH122	6		
4x 81mm mortar	6			
7.5cm Heavy Anti-tank Platoon	LH126	11		
3x 7.5cm gun	11			
<b>Support</b>		<b>Hungarian</b>		<b>60</b>
Heavy Anti-aircraft Platoon	LH134	6		
2x 8.8cm AA gun	6			
7.5cm Heavy Anti-tank Platoon	LH126	11		
3x 7.5cm gun	11			
Zrínyi Assault Gun Platoon	LH113	16		
3x Zrínyi (105mm)	16			
Tiger II Training Platoon (German Allied Unit)	LG501	27		
2x Tiger II (8.8cm)	27			
<b>Bagration: Hungarian Command Cards</b>		<b>Hungarian</b>		<b>-12</b>
Volunteer Rifle Platoon		-12		
• Command Card Volunteer Rifle Platoon				
• Total of 10 man units: (3 selected)				

**Bagration-Hungarian**      **Unit Count: 11**      **Total Points : 105**

## Card List:

Volunteer Rifle Platoon  
 LG501 Tiger II Training Platoon  
 LH113 Zrínyi Assault Gun Platoon  
 LH119 Rifle Company HQ  
 LH120 Rifle Platoon  
 LH122 81mm Mortar Platoon  
 LH126 7.5cm Heavy Anti-tank Platoon  
 LH134 Heavy Anti-aircraft Platoon

## Pick List:

30 31M MG & 95M rifle team with Panzerfaust  
 2 39M SMG team  
 6 7.5cm gun  
 2 8.8cm AA gun  
 4 81mm mortar  
 2 Panzerschreck anti-tank  
 2 Tiger II (8.8cm)  
 3 Zrínyi (105mm)

# VOLUNTEER RIFLE PLATOON

*The volunteers of the University Assault Battalion, Vannay Alarm Battalion and Arrow Cross Militia are led by reserve officers. They are brave and know their city well, but many don't have a lot of military training.*

This Unit has the following characteristics and ratings for -4 points for 10x 31M MG & 95M rifle teams, or -2 points for 7x 31M MG & 95M rifle teams:

**MOTIVATION**  
**FEARLESS 3+**  
*Volunteer Last Stand* **4+**

**IS HIT ON**  
**AGGRESSIVE 3+**

**SKILL**  
**GREEN 5+**  
*Local Knowledge Tactics* **4+**

**Hungarian, Build, Unit (Rifle Platoon)** **0 POINTS**

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## TIGER II TRAINING PLATOON

**MOTIVATION**  
**CONFIDENT 4+**

**SKILL**  
**GREEN 5+**

• TANK UNIT • STORMTROOPERS •



**IS HIT ON**  
**AGGRESSIVE 3+**

**ARMOUR**  
**FRONT 16**  
**SLIDE 8**  
**REAR 8**  
**TOP 2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	3+
WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
Tiger II ( 8.8cm)	48"/120CM	2	17	3+
Tiger II ( Mgs)	16"/40CM	4	4	2
				6

## TIGER II TRAINING PLATOON

**TIGER II TRAINING PLATOON**  
**41 POINTS**  
**27 POINTS**

3x Tiger II ( 8.8cm)  
 2x Tiger II ( 8.8cm)

**SPECIAL RULES**  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

GS01





# RIFLE COMPANY HQ



MOTIVATION

**CONFIDENT 4+**

*Home Defence  
Last Stand*

3+

SKILL

**TRAINED 4+**

IS HIT ON

**CAREFUL 4+**

SAVE



3+

• INFANTRY FORMATION •



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

39M SMG team

RANGE

4"/10CM

HALTED

3

MOVING

3

ROF

3

ANTI-TANK

1

FIRE POWER

6

NOTES

Pinned ROF 1



# ZRINYI ASSAULT GUN PLATOON



MOTIVATION

**FEARLESS 3+**

*SP Gun  
Counterattack*

5+

SKILL

**VETERAN 3+**

*SP Gun  
Assault*

4+

• TANK UNIT • BAZOOKA SKIRTS •



IS HIT ON

**CAREFUL 4+**

ARMOUR

**FRONT 7**

**SIDE & REAR 2**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Zrinyi (105mm)  
or Direct Fire

RANGE

64"/160CM

HALTED

2

MOVING

1

ROF

3

ANTI-TANK

10

FIRE POWER

2+

NOTES

Forward Firing

Brutal, Forward Firing, HEAT, Slow Firing



# RIFLE COMPANY HQ



## RIFLE COMPANY HQ

2x 39M SMG team

2 POINTS

### SPECIAL RULES

**Pinned ROF 1:** Reduce ROF to 1 when Pinned Down.



## BAGRATON RIFLE COMPANY

### FORMATION CONTAINS:

- 1 Rifle Company HQ (LH119)
- 2-3 Rifle Platoon (LH120)
- 0-1 7/31M Machine-gun Platoon (LH121)
- 0-1 81mm Mortar Platoon (LH122)
- 0-1 40mm Anti-tank Platoon (LH125)
- 0-1 Anti-tank Rocket Platoon (LH124)
- 0-1 7.5cm Heavy Anti-tank Platoon (LH126)
- 0-1 120mm Mortar Platoon (LH123)
- 0-1 Scout Platoon (LH128)
- 0<sup>or</sup> Huszár Troop (LH127)



# ZRINYI ASSAULT GUN PLATOON



## ZRINYI ASSAULT GUN PLATOON

3x Zrinyi (105mm)

16 POINTS

### SPECIAL RULES

**Bazooka Skirts:** Side Armour is 5 against weapons with Firepower 5+ or 6.

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**HEAT:** Target Armour is not increased for range over 16"/40cm.

**Slow Firing:** +1 To Hit for Moving ROF.

LH113



# 81MM MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION  
**CONFIDENT 4+**  
*Home Defence  
Last Stand*

SKILL  
**TRAINED 4+**  
*Heavy Weapon  
Assault*

IS HIT ON  
**CAREFUL 4+**  
SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
6"/15CM	8"/20CM	8"/20CM	8"/20CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	40"/100CM	ARTILLERY	1	4+	Smoke Bombardment



# 81MM MORTAR PLATOON

  
**81MM MORTAR PLATOON**

4x 81mm mortar  
2x 81mm mortar  
**6 POINTS**  
**3 POINTS**

**SPECIAL RULES**  
*Heavy Weapon:* Team cannot Charge into Contact.  
*Smoke Bombardment:* Once per game can fire a Smoke Bombardment.

**LH122**

# RIFLE PLATOON

• INFANTRY UNIT •

MOTIVATION  
**CONFIDENT 4+**  
*Home Defence  
Last Stand*

SKILL  
**TRAINED 4+**

IS HIT ON  
**CAREFUL 4+**  
SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
31M MG & 95M rifle team	16"/40CM	2	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	5+	Limited 1, Slow Firing
OPTIONAL 7/31M HMG	24"/60CM	6	2	6	Assault 5+, Heavy Weapon
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	5+	Assault 5+, Slow Firing



# RIFLE PLATOON

  
**RIFLE PLATOON**

10x 31M MG & 95M rifle team  
7x 31M MG & 95M rifle team  
**10 POINTS**  
**6 POINTS**

**OPTIONS**

- Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 points.
- Add one Panzerschreck anti-tank team for +1 point.
- Add one 7/31M HMG team for +1 point.

**SPECIAL RULES**  
*Assault 5+:* Team hits on 5+ in Assaults.  
*Heavy Weapon:* Team cannot Charge into Contact.  
*Limited 1:* Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.  
*Slow Firing:* +1 To Hit for Moving ROF.

**LH120**





# HEAVY ANTI-AIRCRAFT PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**TRAINED 4+**  
Gun Assault **5+**

IS HIT ON

**CAREFUL 4+**

SAVE

**4+**

• GUN UNIT • LARGE GUN •



TACTICAL

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	4"/10CM	4"/10CM	6

WEAPON

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
80mm AA gun	32"/80CM	2	1	11	3+	Self-defence AA
8.8cm AA gun	40"/100CM	2	1	14	3+	Gun Shield, Self-defence AA



# HEAVY ANTI-AIRCRAFT PLATOON



**HEAVY ANTI-AIRCRAFT PLATOON**

2x 80mm AA gun  
2x 8.8cm AA gun

**4 POINTS**

**6 POINTS**

## SPECIAL RULES

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**Large Gun:** Cannot be placed from Ambush within 16"/40cm of the enemy.

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

**[H134]**



# 7.5CM HEAVY ANTI-TANK PLATOON



MOTIVATION

**CONFIDENT 4+**  
Home Defence Last Stand **3+**

SKILL

**TRAINED 4+**  
Gun Assault **5+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

• GUN UNIT • GUN SHIELD •



TACTICAL

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	4"/10CM	6"/15CM	5+

WEAPON

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
7.5cm gun	32"/80CM	2	1	12	3+	Forward Firing



# 7.5CM HEAVY ANTI-TANK PLATOON



**7.5CM HEAVY ANTI-TANK PLATOON**

3x 7.5cm gun  
2x 7.5cm gun

**11 POINTS**

**7 POINTS**

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**[H126]**