Bagration: Hungarian Force

<u> </u>	_	,			
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 pc Add one Panzerschreck anti-tank team for +1 point. 	oints.				
Rifle Platoon		LH120	13		
10x 31M MG & 95M rifle team	10				
 Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 po Add one Panzerschreck anti-tank team for +1 point. 	oints.				
Rifle Platoon		LH120	12		
10x 31M MG & 95M rifle team	10				
 Equip 31M MG & 95M rifle teams with Panzerfaust anti-tank for +2 po 	oints.				
81mm Mortar Platoon		LH122	6		
4x 81mm mortar	6				
7.5cm Heavy Anti-tank Platoon		LH126	11		
3x 7.5cm gun	11				

Support	Hungarian 6
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

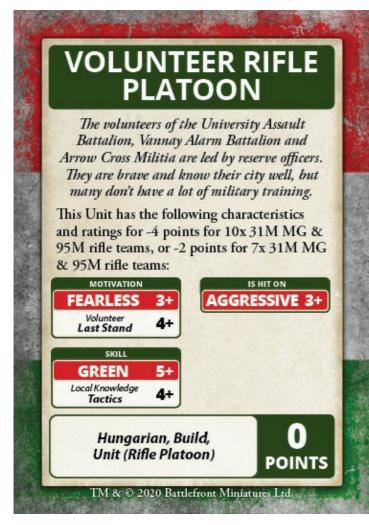
Bagration: Hungarian Command Cards	Hungarian	-12
Volunteer Rifle Platoon	-12	

- Command Card Volunteer Rifle Platoon
- Total of 10 man units: (3 selected)

LH134 Heavy Anti-aircraft Platoon

Bagrati	on-Hungarian	Unit Count: 11	Total Points : 105
Card List:		Pick List:	
	Volunteer Rifle Platoon	30 31M MG & 95M rifle team with Panzerfaus	st
LG501	Tiger II Training Platoon	2 39M SMG team	
LH113	Zrínyi Assault Gun Platoon	6 7.5cm gun	
LH119	Rifle Company HQ	2 8.8cm AA gun	
LH120	Rifle Platoon	4 81mm mortar	
LH122	81mm Mortar Platoon	2 Panzerschreck anti-tank	
LH126	7.5cm Heavy Anti-tank Platoon	2 Tiger II (8.8cm)	

3 Zrínyi (105mm)













ZRÍNYI ASSAULT GUN PLATOON

16 POINTS

SPECIAL RULES

■ H119

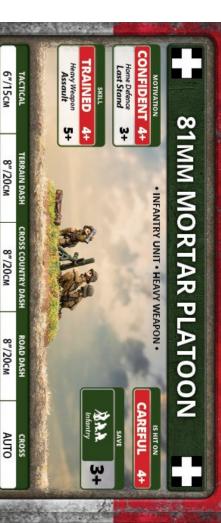
Brutal: Infantry, Gun, and Unarmoured Bazooka Skirts: Side Armour is 5 against weapons with Firepower 5+ or 6.

HEAT: Target Armour is not increased for Forward Firing: Weapon can only hit targets fully in front of the Team

Tank Teams re-roll successful Saves.

Slow Firing: +1 To Hit for Moving ROF range over 16"/40cm.

■H113



81mm mortar

40"/100cm

RANGE

ROF HALTED MOVING ARTILLERY

TANK POWER

NOTES

4

Smoke Bombardment

WEAPON





81 MM MORTAR PLATOON

2x 81mm mortar 4x 81mm mortar

3 POINTS

6 POINTS

SPECIAL RULES

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

H122





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

Heavy Weapon: Team cannot Charge into Assault 5+: Team hits on 5+ in Assaults.

Limited 1: Each time this Unit Shoots, one one Team may use a Panzerfaust time this Unit rolls To Hit in an Assault, Team may Shoot as a Panzerfaust. Each

Slow Firing: +1 To Hit for Moving ROF

■ H120









■H134

Forward Firing: Weapon can only hit SPECIAL RULES

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

■H126