



HUSZÁR SZÁZAD



HUSZÁR SZÁZAD

CAVALRY COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



3

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

CAVALRY



4

CAVALRY



4

CAVALRY



4

WEAPONS PLATOONS

MACHINE-GUNS



5

MACHINE-GUNS



5

ARTILLERY



5

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



5

INFANTRY



6

ARMOUR



6

ARTILLERY



6

DIVISIONAL SUPPORT PLATOONS

ARMOUR



7

ARMOUR



7

ARMOUR



7

+

+

+

11

11

11

RECONNAISSANCE



7

ANTI-TANK



5

INFANTRY



8

8

+

12

ARTILLERY



9

ARTILLERY



10

+

12

ANTI-AIRCRAFT



10

AIRCRAFT



10

13

ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules in the rulebook.

HUNGARIAN SPECIAL RULES

HUSZÁR

Hungary has a strong cavalry tradition descended from Magyar horsemen. Hungarian knights often stood alone against the Ottoman Turks as the defenders of Europe and during the 17th to 19th Centuries they supplied the Habsburg Empire's elite light cavalry. Hungarian mobile troops are famed for their aggression and wide sweeping movements.

Hungarian platoons that are Huszár Platoons are so indicated under those platoons.

Any Huszár Platoon with a Command team may attempt a Huszár move at the start of the Shooting Step instead of shooting. If a platoon attempts to make a Huszár move, it may not shoot even if it fails to make a Huszár move.

Roll a Skill test for each platoon:

- If the test is successful, the platoon may move another 4"/10cm,
- Otherwise the platoon cannot move this step.

All normal rules apply for this movement. Platoons cannot make Huszár moves if they are Pinned Down or have moved At the Double. Bugged Down or Bailed vehicles cannot make Huszár moves.

Platoons that are made up entirely of Cavalry teams normally use the Advance at the Gallop rule (see page 202 of the rulebook). However, Hungarian Huszár Platoons that are made up entirely of Cavalry teams instead re-roll failed Skill Tests to make a Huszár move.

MOTIVATION AND SKILL

*The proud cavalry traditions of the Hungarians are famous around the world. Their horsemanship is second to none. A Huszár Század (pronounced...Hus-ar Sar-zod) is rated as **Confident Trained**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HUSZÁR SZÁZAD HQ

HEADQUARTERS

Company HQ

30 points

OPTION

- Add Cavalry 20mm 36M anti-tank rifle teams for +20 points per team.

A Huszár Század HQ is a Huszár Platoon.

The Huszár Század (Cavalry Company) is another important element in the make up of the Hungarian Mobile Corps. The Huszárs provide a mobile fighting force that is not restricted to the roads and can fight mounted or dismounted as required.



COMBAT PLATOONS

HUSZÁR PLATOON

PLATOON

HQ Section with:

3 Huszár Squads

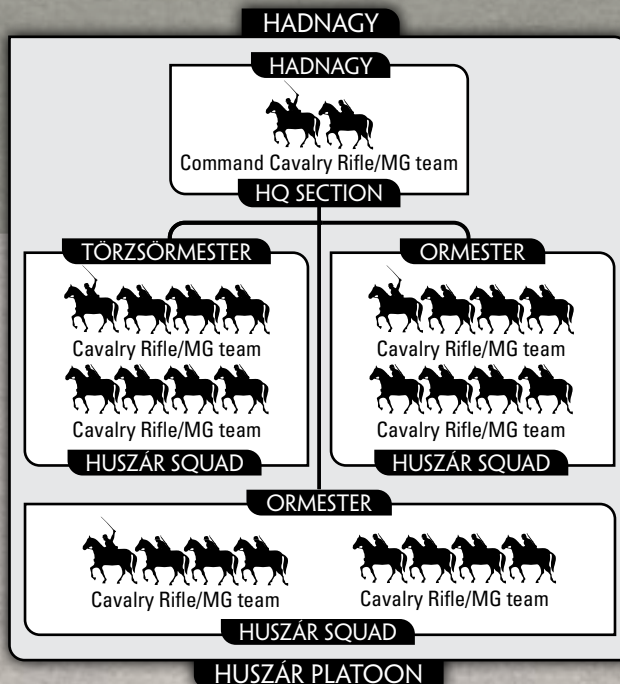
135 points

2 Huszár Squads

95 points

Huszár Platoons are Huszár Platoons.

The Huszár is trained to fight as a cavalryman and as an infantryman. Their horse gives them the ability to move with speed and surprise, catching the enemy off guard. They fight equally well on foot, using their horse to get them to where the fighting is at and dismounting to fight on foot.



DISMOUNTED HUSZÁR PLATOON

PLATOON

HQ Section with:

3 Huszár Squads

110 points

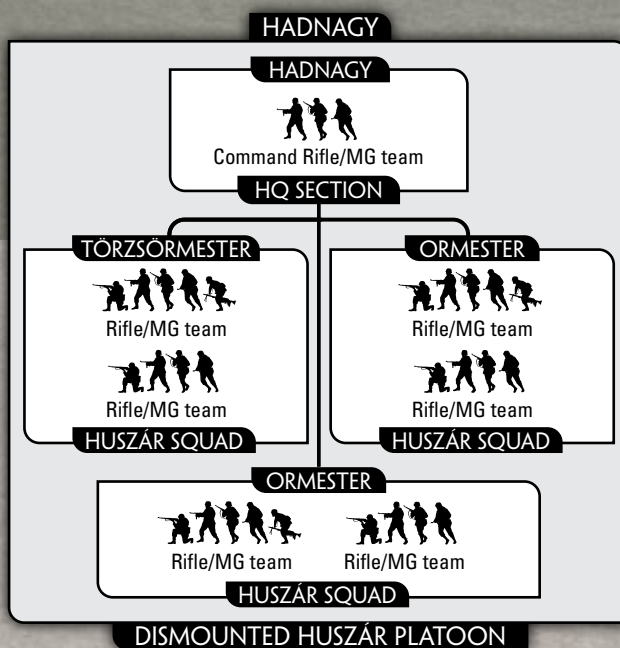
2 Huszár Squads

80 points

Huszár Platoons are Huszár Platoons.

In the thick of battle it is sometimes best to dismount and send your horses to the safety of the rear. On these occasions the Huszárs fight with great determination and skill and are the equal to any specialist foot infantry.

Whether dismounted or mounted the Huszár is armed with a 95/31M carbine backed up by the squad's Solothurn 31M light machine-gun.



WEAPONS PLATOONS

HUSZÁR MACHINE-GUN PLATOON

PLATOON

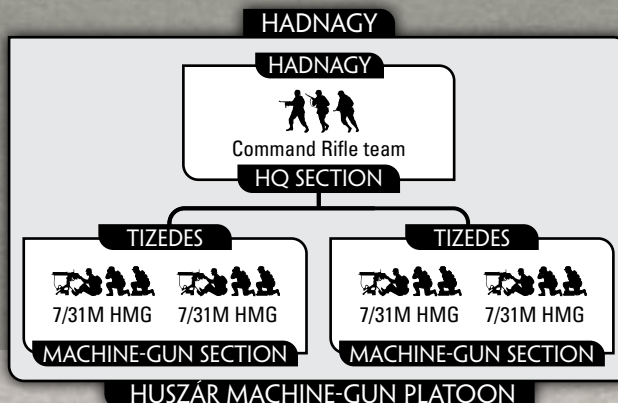
HQ Section with:

2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points

OPTION

- Mount Command Rifle team and 7/31 HMG teams as Cavalry for +10 points per section.

A Huszár Machine-gun Platoon may make Combat Attachments to Huszár Platoons.



Machine-gun support provides the Huszárs with additional firepower. These are often carried on a pack horse to keep up with the Huszárs.

HUSZÁR MORTAR PLATOON

PLATOON

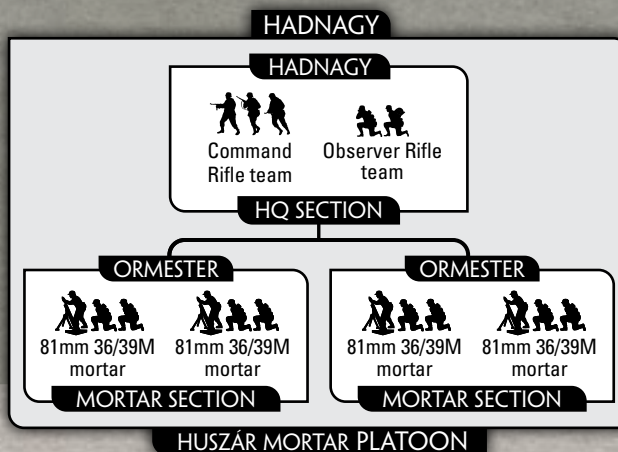
HQ Section with:

2 Mortar Sections	80 points
1 Mortar Section	45 points

OPTION

- Mount Command Rifle team, Observer Rifle team and 81mm 36/39M mortar teams as Cavalry for +10 points per section.

Mortars are the ideal light artillery support for the Huszárs. These light weapon are easily transported on horseback or foot and can be available to fire at short notice.



REGIMENTAL SUPPORT PLATOONS

MOTORISED ANTI-TANK PLATOON

PLATOON

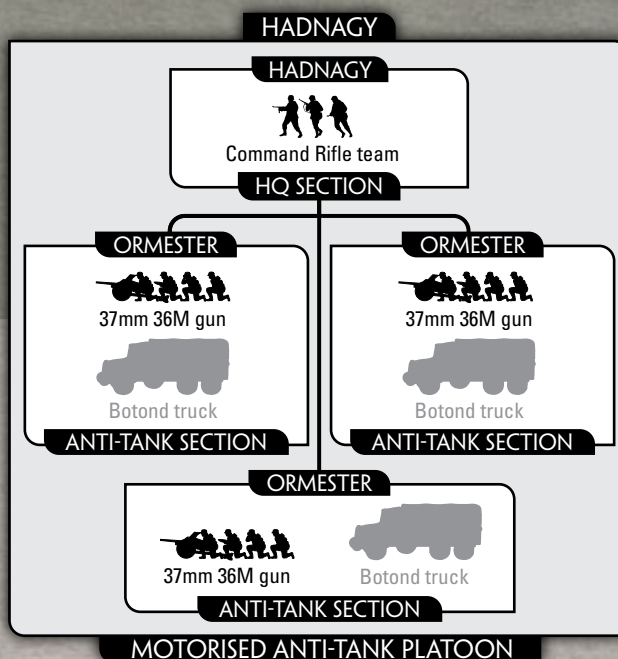
HQ Section with:

3 37mm 36M	90 points
2 37mm 36M	60 points

OPTION

- Add Botond trucks for +5 points for the platoon.

The Hungarians rely on licence built German 37mm anti-tank guns, designated the 36M, but virtually identical to the German 3.7cm PaK36 anti-tank gun.



CAVALRY PIONEER PLATOON

PLATOON

HQ Section with:

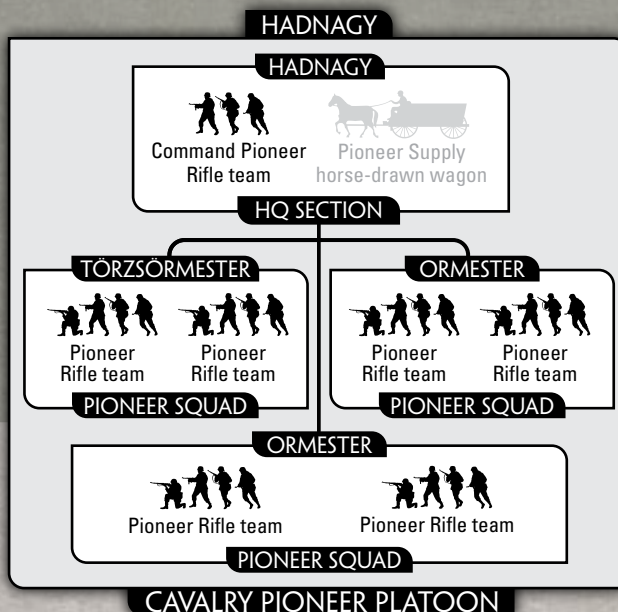
3 Pioneer Squads	120 points
2 Pioneer Squads	85 points

OPTIONS

- Mount all Rifle teams as Cavalry for +10 points per section.
- Add Pioneer Supply horse-drawn wagon for +20 points.

Cavalry Pioneer Platoons are Huszár Platoons.

The Huszárs have their own pioneers that can be mounted on horseback to keep up. However, they do their best work dismounted, clearing mines and removing obstacles to the Huszárs' advance.



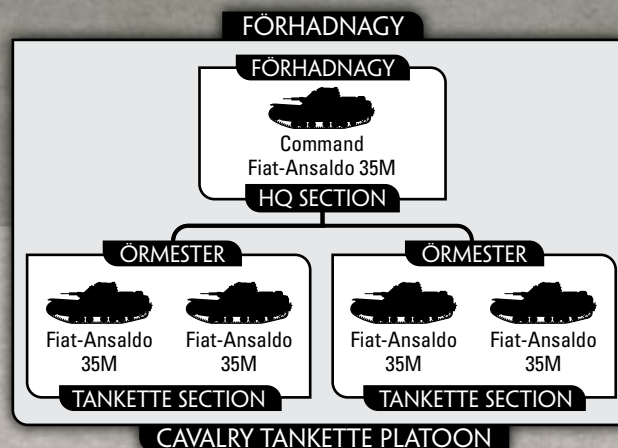
CAVALRY TANKETTE PLATOON

PLATOON

5 Fiat-Ansaldo 35M	150 points
4 Fiat-Ansaldo 35M	120 points
3 Fiat-Ansaldo 35M	90 points

Cavalry Tankette Platoons are Huszár Platoons.

The Huszár Regiments had their own allocation of tankette. These are ideal for offering additional machine-gun support to the Huszárs' attacks



REGIMENTAL GUN BATTERY

PLATOON

HQ Section with:

4 75mm 15/31M	95 points
2 75mm 15/31M	55 points

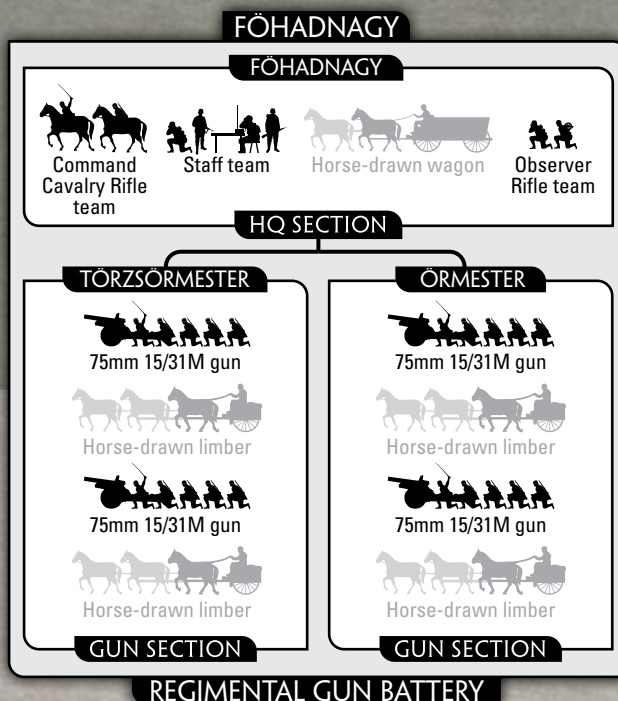
OPTIONS

- Mount Observer Rifle team as Cavalry for +5 points.
- Add Horse-drawn wagon and limbers for +5 points for the battery.

Regimental Gun Batteries are Huszár Platoons.

A Regimental Gun Battery uses the Horse Artillery special rule (see page 118 of the Flames Of War rulebook).

The Huszárs own regimental guns are light and mobile. They get into action fast to provide immediate support. With big six-horse limber teams they are able to get into position with speed.



DIVISIONAL SUPPORT

KÖNNYŰHARCKOCSIZÓ PLATOON

PLATOON

4 Toldi I	160 points
3 Toldi I	120 points

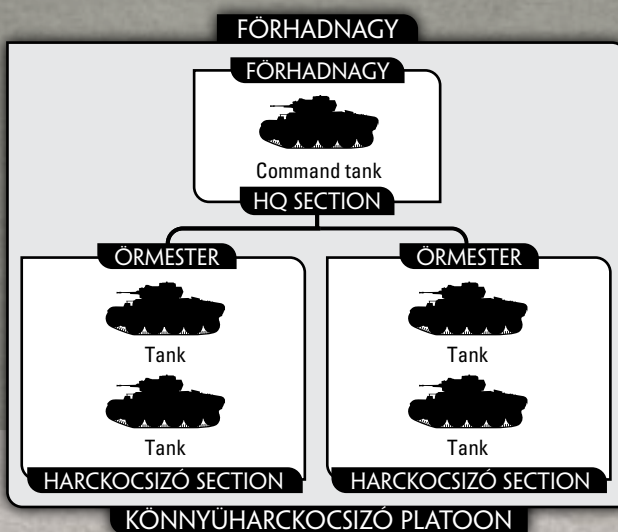
5 Fiat-Ansaldo 35M	150 points
4 Fiat-Ansaldo 35M	120 points
3 Fiat-Ansaldo 35M	90 points

OPTION

- Add an AA MG to Command Toldi I tank for +5 points.

Könnnyűharckocsizó Platoons are Huszár Platoons.

While the Italian Fiat-Ansaldo 35M tankette is older design unsuitable for the rigors of modern warfare, the Toldi light tank was a relatively new design. The Toldi 38M was based on the Swedish Stridsvagn L-60 light tank and was built under licence from the Swedes. A few minor changes were made, like using the Hungarian built 20mm Solothurn anti-



tank rifle as its main armament. Later models also had increased armoured and 40mm gun armament.

Though no match for the Soviets T-34 and KV tanks, the Toldi proved itself an excellent light tank during the fighting in Yugoslavia and the USSR in 1941.

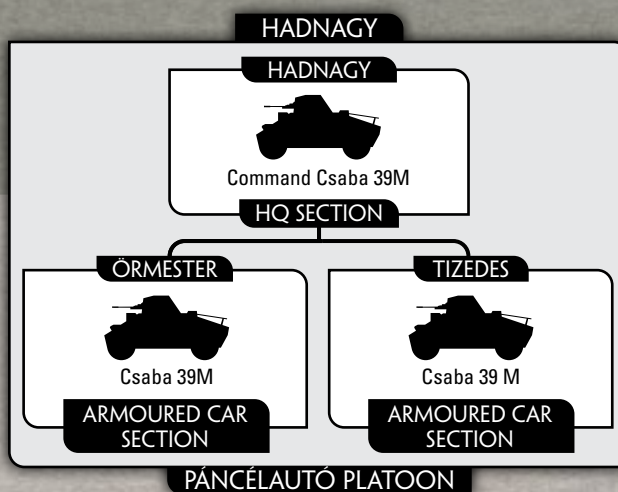
PÁNCÉLAUTÓ PLATOON

PLATOON

3 Csaba 39M	105 points
2 Csaba 39M	70 points

Páncélautó Platoon are Huszár and Reconnaissance Platoons.

Csaba (pronounced Cha-ba) armoured cars provided the Mobile Corps with its eyes and ears. They lead the advance, finding enemy troop concentrations, probing for gaps in the defence, and looking for ways to out manoeuvre the enemy.



ZÁSZLÓS LÁSZLÓ MERÉSZ

CHARACTERISTICS

Zászlós (Ensign) László Merész is a Warrior and a Recce Tank team and is rated **Fearless Veteran**. Merész replaces the Command Csaba armoured car in an Páncélautó Platoon (above) for an additional +40 points.

MAKE EVERY SHOT COUNT!

During his battle at Golovansvk Merész and his crew displayed incredible calm in battle, letting off shot after shot of machine-gun and 20mm rounds taking a heavy toll on the Soviet cavalry, trucks, infantry and tanks facing him.

Merész may re-roll any failed To Hit rolls when he shoots with the main gun of his armoured car.

LET THE HORDES APPROACH!

Merész and his platoon fought with great bravery despite the overwhelming odds facing them.

Merész and his Armoured Car Platoon pass Motivation tests on a 3+.

GÉPKOCSIZÓ LÖVÉSZ PLATOON

PLATOON

HQ Section with:

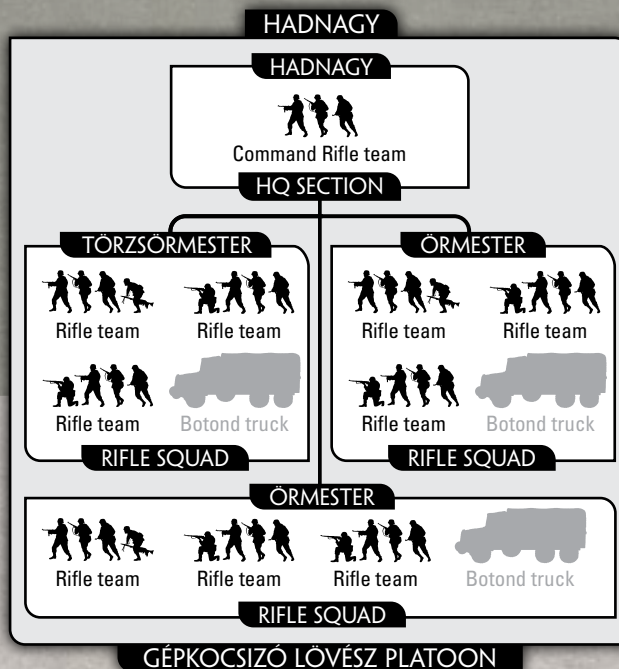
3 Rifle Squads	120 points
2 Rifle Squads	85 points

OPTIONS

- Replace the Command Rifle team with a Command Páncélvadász SMG team for +10 points.
- Add Botond trucks for +5 points for the platoon.

Gépkocsizó Lövész Platoons are Huszár Platoons.

The motorised infantry are mounted in all-terrain Botond trucks for the invasion of the Soviet Union. These trucks are hardy native designed that are able to cope with the rough country roads that run through Ukraine and Russia.



ASSAULT PIONEER PLATOON

PLATOON

HQ Section with:

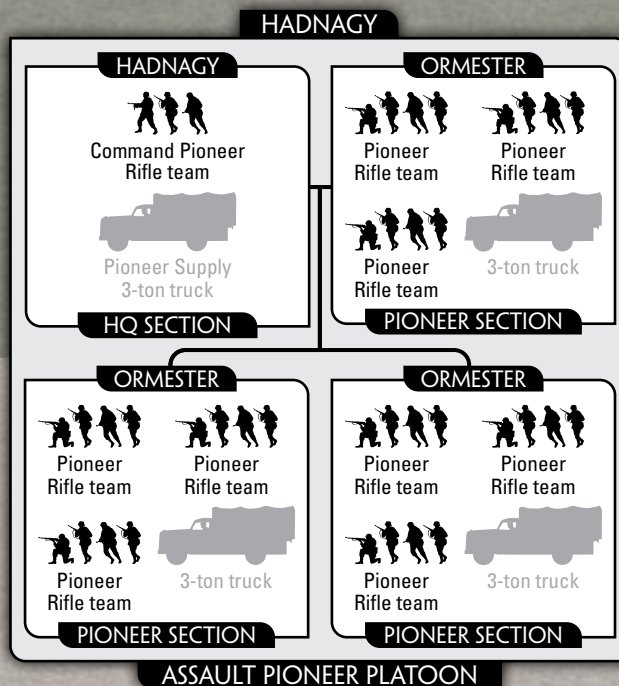
3 Pioneer Squads	170 points
2 Pioneer Squads	120 points

OPTIONS

- Add 3-ton trucks for +5 points for the platoon.
- Add Pioneer Supply 3-ton truck for +25 points.

You may replace up to two Pioneer Rifle teams with Flame-thrower teams at the start of the before deployment.

The Corps level assault pioneers come forward when fortifications need to be stormed or cleared.



MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section with:

4 105mm 37M

260 points

2 105mm 37M

135 points

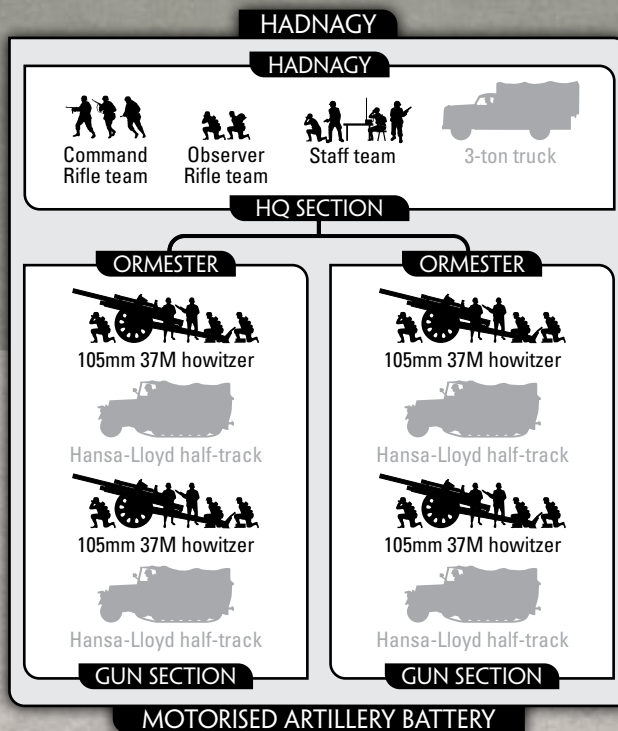
OPTION

- Add 3-ton truck and Hahsa-Lloyd half-tracks for +5 points for the battery.

Motorised Artillery Batteries are Huszár Platoons.

A Motorised Artillery Battery may not be deployed in Ambush.

The motorised portion of the Mobile Corps artillery are armed with 105mm 37M howitzers, a licence built version of the German 10.5cm leFH18 howitzer, and towed by licence built half-tracks.



HORSE ARTILLERY BATTERY

PLATOON

HQ Section with:

4 80mm 05/08M

215 points

2 80mm 05/08M

110 points

OPTIONS

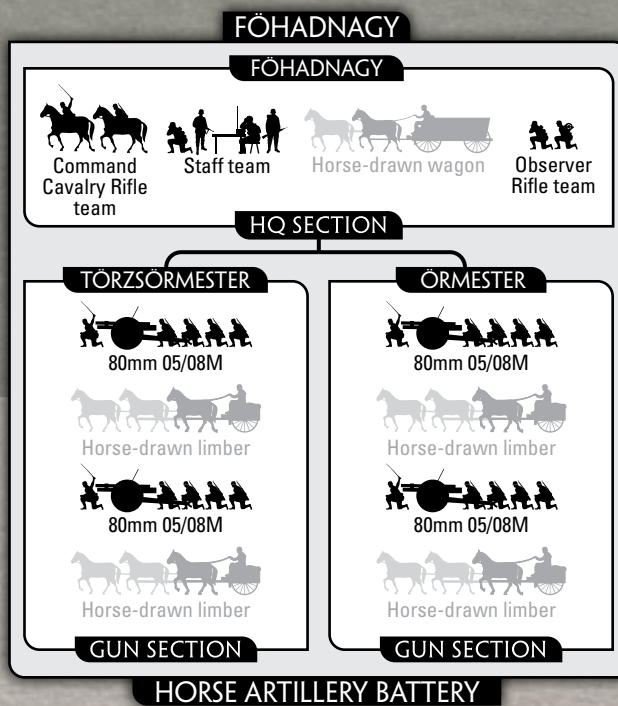
- Mount Observer Rifle team as Cavalry for +5 points.
- Add Horse-drawn wagon and limbers for +5 points for the battery.

Horse Artillery Batteries are Huszár Platoons.

A Horse Artillery Battery uses the Horse Artillery special rule (see page 118 of the Flames Of War rulebook).

A Horse Artillery Battery may not be deployed in Ambush.

The horse artillery inbody all the cavalry traditions of the Huszárs, and provide them with artillery support that they can call on as needed. They are armed with 80mm 05/08M guns that are easily pulled by horse-drawn limbers.



CORPS ARTILLERY BATTERY

PLATOON

HQ Section with:

4 100mm 14M	245 points
2 100mm 14M	130 points
4 149mm 14/31M	260 points
2 149mm 14/31M	135 points

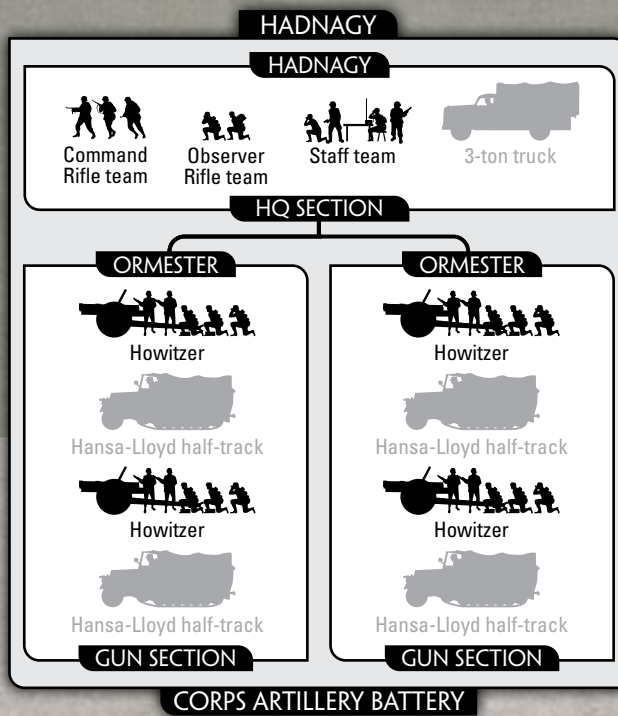
OPTION

- Add 3-ton truck and Hansa-Lloyd half-tracks for +5 points for the battery.

A Corps Artillery Battery may not be deployed in Ambush.

Some batteries are armed with older Skoda 100mm 14M howitzers and the heavy artillery are armed with 149mm 14/31M heavy howitzers. Tow vehicles consisted of a range of half-tracks and artillery tractors.

Though dating from WWI, these howitzers were still powerful weapons on the battlefield, able to pound enemy positions into submission with ease.



ANTI-AIRCRAFT PLATOON

PLATOON

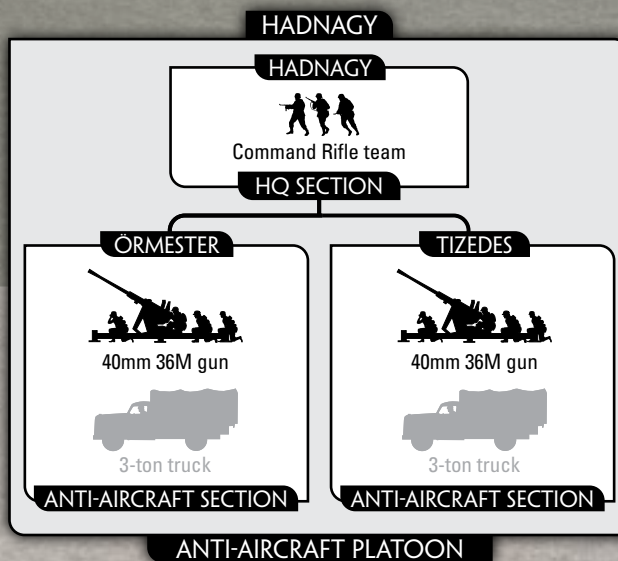
HQ Section with:

2 40mm 36M	110 points
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OPTION

- Add 3-ton trucks for +5 points for the platoon.

The Swedish 40mm Bofors anti-aircraft guns were built in Hungary under licence and provided the Mobile Corps with excellent anti-aircraft protection.



AIR SUPPORT

LIMITED AIR SUPPORT

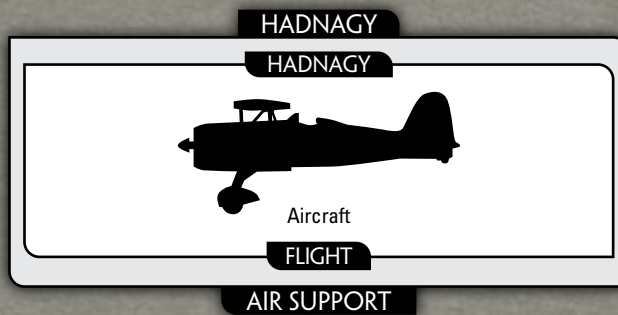
Fiat CR.42	115 points
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SPORADIC AIR SUPPORT

Fiat CR.42	90 points
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GERMAN SPORADIC AIR SUPPORT

Ju 87B Stuka	90 points
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German Support

MOTIVATION AND SKILL



The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe!

HEER

RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS

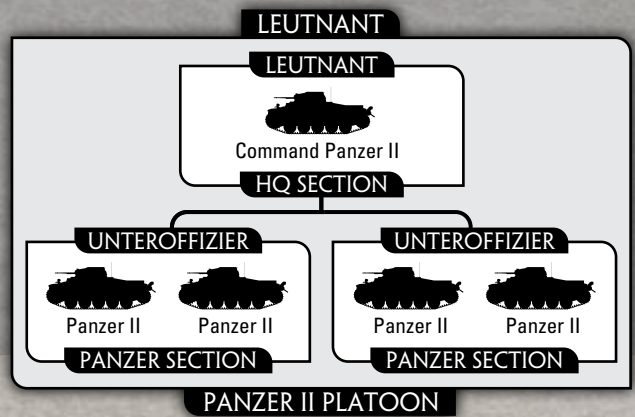
RELUKTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

PANZER II PLATOON

PLATOON

5 Panzer II C (late)	280 points
4 Panzer II C (late)	225 points
3 Panzer II C (late)	170 points
5 Panzer II F	335 points
4 Panzer II F	270 points
3 Panzer II F	205 points



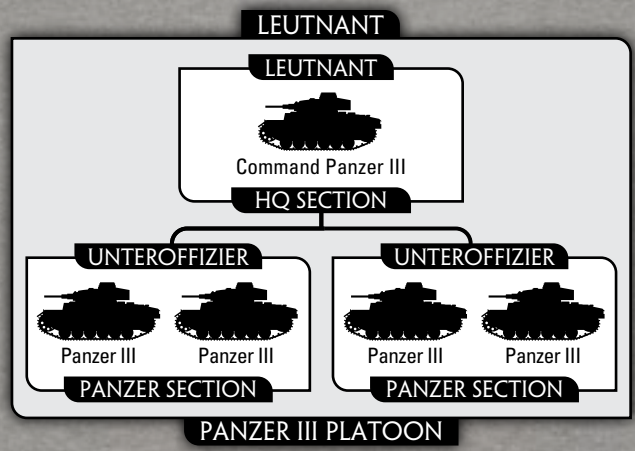
PANZER III PLATOON

PLATOON

5 Panzer III F (late) or G	770 points
4 Panzer III F (late) or G	615 points
3 Panzer III F (late) or G	460 points

OPTIONS

- Replace up to two Panzer III F (late) or G tanks with Panzer III E for -20 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III H for +55 points per tank.
- Replace any or all Panzer III F (late) or G tanks with Panzer III J for +80 points per tank.



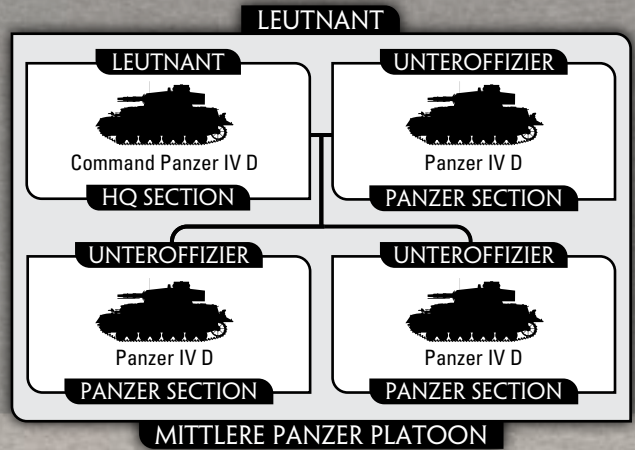
MITTLERE PANZER PLATOON

PLATOON

4 Panzer IV D	600 points
3 Panzer IV D	450 points
2 Panzer IV D	300 points

OPTIONS

- Replace any or all Panzer IV D tanks with Panzer IV E for +70 points per tank.
- Replace any or all Panzer IV D tanks with Panzer IV F for +95 points per tank.



INFANTERIE PLATOON

PLATOON

HQ Section with:

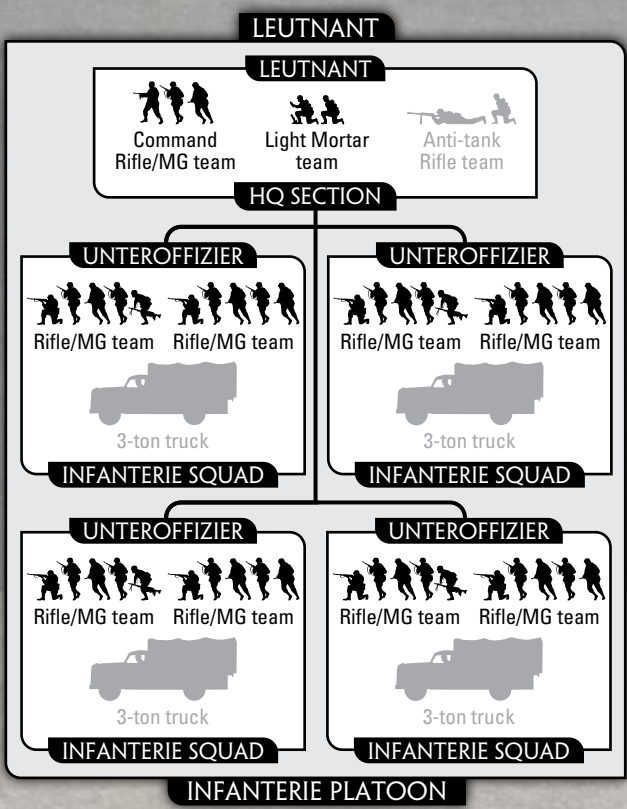
	 HEER	 SS
4 Infanterie Squads	220 points	260 points
3 Infanterie Squads	175 points	210 points
2 Infanterie Squads	130 points	155 points
Add Anti-tank Rifle team	+20 points	+25 points

OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
- Add 3-ton trucks for +5 points for the platoon.

The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance.

The bulk of the German infantry travel on foot. This does not diminish their fighting ability or importance to the German war effort.



LIGHT ARTILLERY BATTERY

PLATOON

HQ Section with:

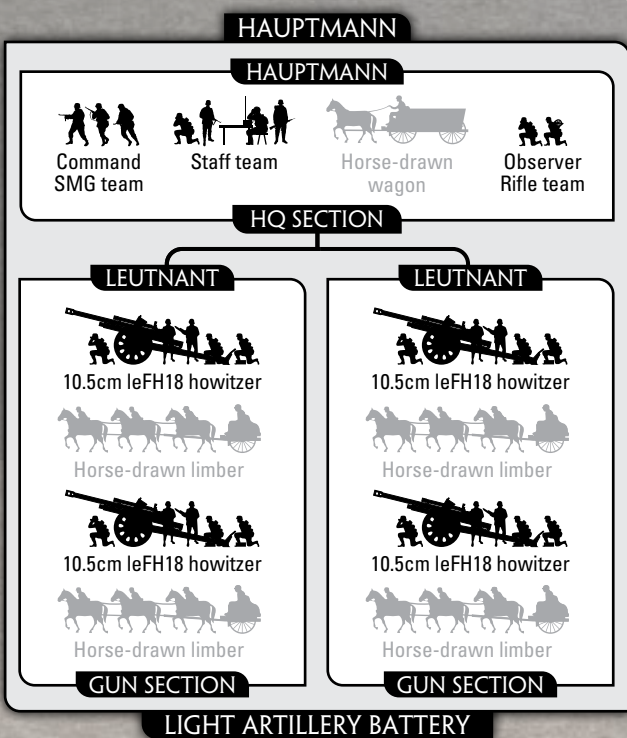
	 HEER	 SS
4 10.5cm leFH18	360 points	405 points
2 10.5cm leFH18	190 points	215 points

OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.

A Light Artillery Battery may not be deployed in Ambush.

The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.



AIR SUPPORT

PRIORITY AIR SUPPORT

Ju 87B Stuka

150 points

- Establish a Stuka Schwerpunkt for +25 points.

LIMITED AIR SUPPORT

Ju 87B Stuka

115 points

STUKA SCHWERPUNKT

The role of the *Luftwaffe* (Air Force) in Operation Barbarossa was to focus its efforts at the breakthrough points, totally dominating the air above the battle.

If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.

LEUTNANT

LEUTNANT



Ju 87B Stuka

FLIGHT

AIR SUPPORT

The Junkers Ju 87B dive bomber was known by both sides as the Stuka (an abbreviation for the German word for dive bomber). The bent wing silhouette of the Stuka epitomised Blitzkrieg warfare, developing a fearsome reputation during the Polish campaign, which it further enhanced with massed dive-bombing attacks during the Battle of France. They were once more in action during Operation Barbarossa, leading the assault on Soviet airfields and troop concentrations.

HUNGARIAN ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TANKS

Fiat-Ansaldo 35M	Half-tracked	1	0	1	Twin MG, Unreliable.
Toldi I <i>20mm 36M anti-tank rifle</i>	Standard Tank <i>16"/40cm</i>	1 3	1 5	1 5+	Co-ax MG.

ARMoured CARS

Csaba 39M <i>20mm 36M anti-tank rifle</i>	Wheeled <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG.
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GERMAN LIGHT TANKS

Panzer II C (late) <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	2 3	1 5	1 5+	Co-ax MG, Protected ammo.
Panzer II F <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Protected ammo.

GERMAN MEDIUM TANKS

Panzer III E or F <i>3.7cm KwK gun</i>	Standard Tank <i>24"/60cm</i>	3 3	3 6	1 4+	Twin co-ax MG, Hull MG, Protected ammo.
Panzer III F (late) or G <i>5cm KwK38 gun</i>	Standard Tank <i>24"/60cm</i>	3 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III H <i>5cm KwK38 gun</i>	Standard Tank <i>24"/60cm</i>	4 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III J <i>5cm KwK38 gun</i>	Standard Tank <i>24"/60cm</i>	5 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV D <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	3 2 -	2 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>
Panzer IV E <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	4 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>
Panzer IV F <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	5 2 -	3 7 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ANTI-TANK RIFLES						
20mm 36M anti-tank rifle	Man-packed	16"/40cm	3	5	5+	Tank assault 3.
MACHINE-GUNS						
7/31M HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MORTARS						
81mm 36/39M mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
ANTI-AIRCRAFT GUNS						
40mm 36M (Bofors 40mm) gun	Immobile	24"/60cm	4	7	4+	Anti-aircraft, Turntable.
ANTI-TANK GUNS						
37mm 36M (3.7cm PaK36) gun	Light	24"/60cm	3	6	4+	Gun shield.
ARTILLERY						
75mm 15/31M (GebK15) gun	Light	16"/40cm	2	5	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
80mm 5/8M (75/27) gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
100mm 14M (100/17) howitzer	Immobile	24"/60cm	1	7	2+	Gun shield, Breakthrough gun.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
105mm 37M (10.5cm leFH18) how	Immobile	24"/60cm	1	9	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
149mm 14/31M howitzer	Immobile	16"/40cm	1	8	1+	Gun shield, Bunker buster.
Firing bombardments		72"/180cm	-	5	2+	

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Horch or Steyr (Kfz 15) field car	Jeep	-	-	-	
Botond 38M 1.5-ton	Wheeled	-	-	-	
Ford-Marmon (Opel) 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
TRACTORS					
Hansa-Lloyd (Sd Kfz 11) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4. Páncélvadász teams are rated Tank Assault 3. German Panzerknacker teams are rated Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Fiat CR.42	MG	3+	5	5+	
	Bombs	4+	5	2+	
Ju 87B Stuka	Bombs	4+	5	2+	