



HUNGARIAN

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PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic
4/5



Morale/Panic
3/4



Morale/Panic
2/3



Morale/Panic
3/4

VETERAN

VETERAN

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VETERAN

CCV	GM/PIN	LM	0/+1
SMG	7/3	Pts	40/50

CCV	GM/PIN	Points
SMG	6/2	38

CCV	GM/PIN	Points
Rifle	7/3	7

CCV	GM/PIN	WF/REP	Points
LMG	4/0	-7/1+	31



HUNGARIAN



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Add "To Hit" result to FV (To Hit must inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # Target in Wood/Jungle/Orchard Ignore Terrain CV			
RANGE	To Hit #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	1	2	0

5cm MORTAR



MMG



FLAMETHROWER



GUN CREWMAN



5cm MORTAR

CLOSE	MEDIUM	LONG	EXTREME	Morale/Panic
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)	3/4

VETERAN

CLOSE	Morale/Panic
+5	3/4

VETERAN

CLOSE	Morale/Panic
	1/2

VETERAN

CLOSE	Morale/Panic
	3/4

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	3/0	-7(-5)/2+	67

CCV	GM/PIN	WF/REP	Points
FT	2/0	-5/7	36

CCV	GM/PIN	Points
Rifle	6/2	6

CCV	GM/PIN	WF/REP	Points
5cm	3/0	-5(-2)/3+	33

WF/REP	Points
-5/2+	98

WF/REP	Points
-5/2+	173

WF/REP	Points
-5/2+	223




Dam/Des
5/9

SOLOTHURN 2cm

SOLOTHURN 2cm




Dam/Des
5/9

Pak 36

Pak 36




Dam/Des
5/9

Pak 38

Pak 38

RANGE	To Hit	AP	HE
CLOSE	0-2	6	-1
MEDIUM	0-1	4	-1
LONG	1	2	-1
EXTREME	2	1	-1

Add "To Hit" result to HE FV (if To Hit inc "0")
 One man crew "To Hit" -1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No moving fire.

RANGE	To Hit	AP	HE
CLOSE	0-5	6	-1
MEDIUM	0-3	4	-1
LONG	0-1	2	-1
EXTREME	2	1	-1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	8	0
MEDIUM	0-3	6	0
LONG	0-1	4	0
EXTREME	1	3	0

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

Target Moving: Positive "To Hit" #
 Target Acquired: "To Hit" +1
 Add "To Hit" result to HE FV (if To Hit inc "0")

EXTREME	2	4	0	-1	0/0
LONG	0-1	2	1	-1	1/1
MEDIUM	0-3	0-1	3	-1	2/2
CLOSE	0-5	0-3	5	-1	3/2

RANGE	To Hit #	AP	HE	MG
CE/BU				

39M CSABA

39M CSABA



FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2

Morale/CE
4/9

CE/BU

OVR	2/1	WF/Rep Main (MG)	Points
BOG	5/4	-5(-7)/2+	162

RANGE	MG
CE/BU	
CLOSE	4/-
MEDIUM	3/-
LONG	2/-
EXTREME	1/-

CV 33

CV 33



FRONT	1	0	0
K/S/I			
SIDE	0	-1	-1

Morale/CE
4/9

CE/BU

OVR	1/0	WF/Rep MG	Points
BOG	7/6	-5/2+	90

No Moving Fire
 Target Moving: Positive "To Hit" #
 Target Acquired: "To Hit" +1
 Add "To Hit" result to HE FV (if To Hit inc "0")

EXTREME	2	4	5	2	0/0
LONG	0-1	2	6	2	1/1
MEDIUM	0-3	0-1	8	2	2/2
CLOSE	0-5	0-3	10	2	3/2

RANGE	To Hit #	AP	HE	MG
CE/BU				

JgdPz 38(t)

JgdPz 38(t)



FRONT	8	7	6
K/S/I			
SIDE	3	2	1

Morale/CE
4/9

CE/BU

OVR	2/1	WF/Rep Main (MG)	Points
BOG	7/6	-5(-7)/2+	476