

# HUSZÁRS

## OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR THE HUNGARIAN 1ST CAVALRY DIVISION  
DURING OPERATION BAGRATION



*By Wayne Turner*

UPDATED ON  
1 AUGUST 2014

**FLAMES OF WAR.**  
THE WORLD WAR II MINIATURES GAME



# 1<sup>st</sup> Cavalry Division during Operation Bagration

In April 1944 the Hungarian 1<sup>st</sup> Cavalry Division was mobilised after pressure from the Germans. Admiral Horthy, Hungarian Regent and head of state, had wanted to keep this elite division for the defence of Hungary. The division was mobilised and put through intensive training during April and May and finally moved to the border between 10 and 18 June 1944.

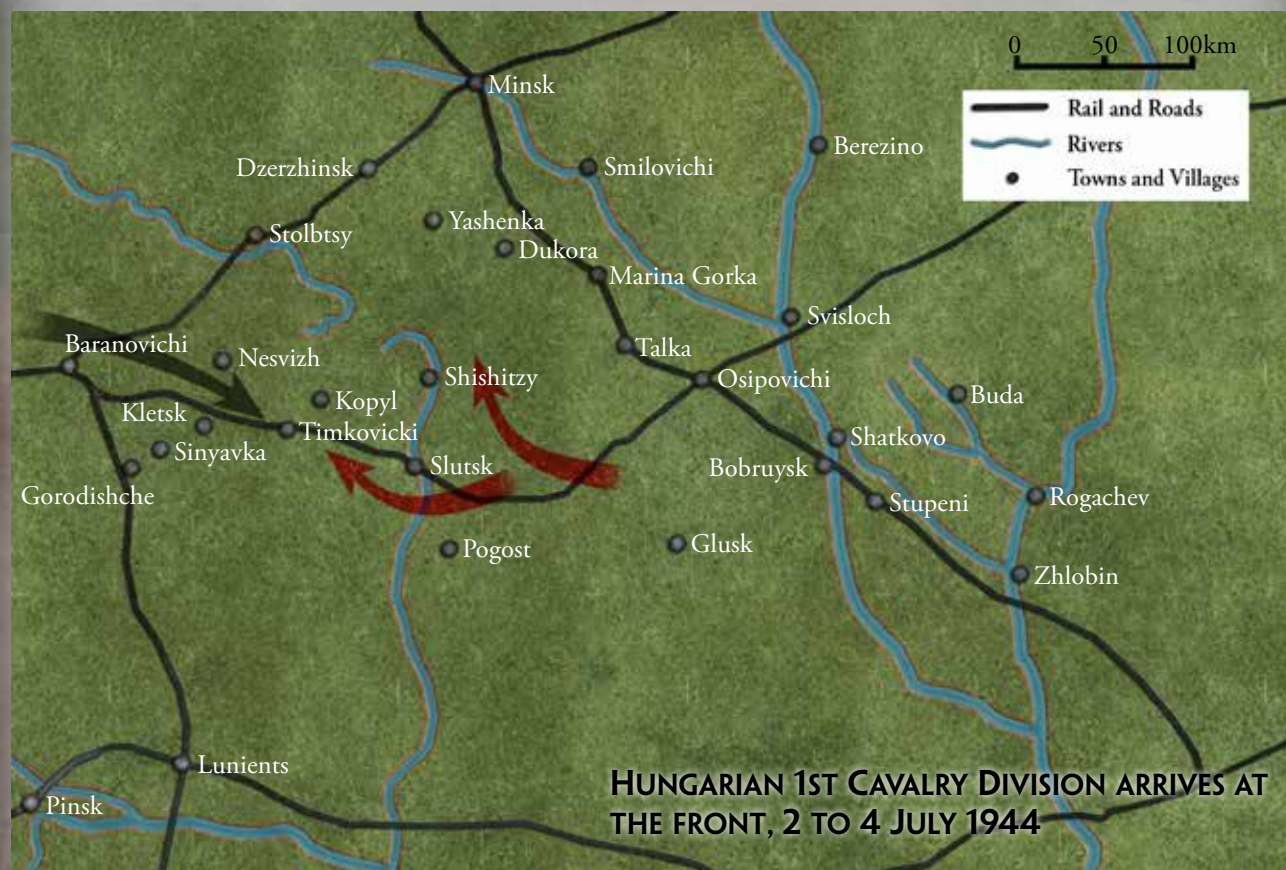
Unlike previous Hungarian mobile units the 1<sup>st</sup> Cavalry Division's armoured battalion was entirely equipped with Hungarian manufactured tanks. They left Hungary with 84 tanks (62 Turán I and 22 Turán II), 23 Csaba armoured cars and 7 Nimrod anti-aircraft tanks.

It was to be deployed on the left wing of the Hungarian First Army with promises from the Germans that it would not be used away from the rest of the Hungarian forces. However, the Germans were not good on their promise and the division was almost immediately moved to the Pripyat Marshes. Though it was assigned on paper to the Hungarian II Reserve Corps, a rear area security unit, in actuality it was attached to the German *I Kavaleriekorps*. Initially it took part in anti-partisan operations along the rail-lines in the area, but on 26 June the success of Soviet Operation Bagration saw them moved to the front.

The Soviets had burst through the front line of Army Group Centre and the Germans were assembling all available reserve units to plug the massive gap the Red Army had smashed

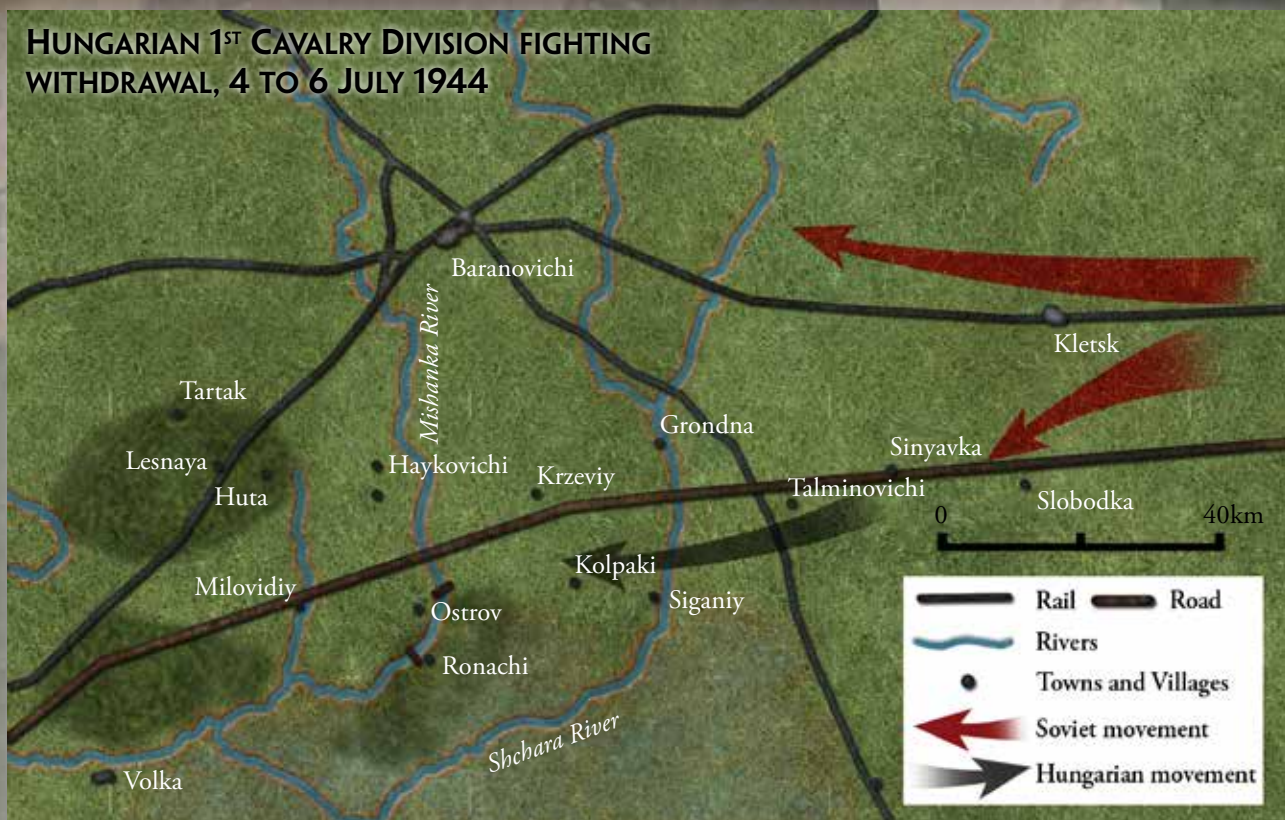
through their lines. The Hungarian cavalry marched 150km east. By 30 June Slutsk had fallen and the division was diverted north through wooded terrain. On 3 July they arrived in the combat zone to face four different Soviet tank units. They were immediately thrown into action, despite promises by the Germans to Horthy that the cavalry wouldn't be used against Soviet tanks. During the rush to the front the division's second in command, Major-General István Makay, was killed when his truck hit a mine, making him the highest ranking Hungarian officer killed in action during the war.

The 1<sup>st</sup> Cavalry Division found itself filling gaps in the Germans line, but despite the overwhelming odds they performed well, doing their part to stabilise the front. On 2 July the Cavalry Tank Battalion was split into two battlegroups with accompanying cavalry and support units. Group Schell (under Colonel Zoltán Schell) contained a Heavy Tank Company, one and a half Huszár Regiments, two and half artillery battalions, one anti-aircraft battery, an armoured car platoon, and a German tank-hunter company. Group Schell replaced the German *4. Panzerdivision* units at Timkovicki bridgehead. The remainder of the 1<sup>st</sup> Cavalry Tank Battalion and the Reconnaissance Battalion were placed in reserve at Kletsk. Group Schell launched a counterattack from Timkovicki on 3 July, but ran into a Soviet armoured attack. The Heavy Tank Company, Turán II tanks under Captain Attila Reök, saved the day, managing to halt the Soviet armour without casualties.





## HUNGARIAN 1<sup>ST</sup> CAVALRY DIVISION FIGHTING WITHDRAWAL, 4 TO 6 JULY 1944



Further heavy fighting eventually led to the division being encircled at Klets. On 4 July they broke out of the encirclement with the Heavy Tank Company once more leading the way with support from Panzerfaust armed pioneers. They headed towards the Shchara River. A number of Soviet tanks were knocked out, but two Turán II tanks were lost and Captain Attila Reök was wounded, losing his arm while directing the breakout from his turret. Despite this, the breakout was a success and the division escaped beyond the Shchara River.

On 6 July they were occupying defensive positions on the Mishanka. The following day they were forced to withdraw

after both their flanks were threatened by rapidly advancing Soviet forces. After two weeks of heavy fighting most of the cavalry, having lost their horses, were dismounted and continued to fight on foot as infantry. They were once more forced to withdraw on 11 July from Ivacevici. They moved back to Biarosa-Kartuska and on to Syalyets where they delayed a Soviet force for some time. At this point they were also ordered to hold the Yaseilda Valley.

On 13 July the Soviets attacked the line held by the 3<sup>rd</sup> Huszár Regiment and the German 102. *Infanterie-Regiment*. The Hungarian 15<sup>th</sup> Bicycle Battalion immediately launched a counterattack from Bakuny in the direction of Malech. The



## HUNGARIAN 1<sup>ST</sup> CAVALRY DIVISION FIGHTING WITHDRAWAL TO THE YASEILDA VALLEY, 7 TO 15 JULY 1944

cyclists defeated the Soviets in hand-to-hand fighting throwing back the attack.

By 15 July the armoured strength of the division was all but exhausted, with only six Csaba armoured cars still in action. Two infantry companies were organised from the remaining tank crews. In the meantime, despite German orders to hold to the last man, the Hungarians continued a fighting withdrawal between 15 July and 2 August. They were constantly harried by Soviet forces, plagued by supply and ammunition shortages and casualties were mounting. Finally the Germans relieved the division and sent it northwest of Warsaw to refit and rest.

To replace some of its tank losses



a company of Hetzer assault guns with German crews was attached to the division. The Germans attempted to send the Hungarian Cavalry into Warsaw to help suppress the uprising. However, the division's new commander General Mihály vitéz Ibrányi refused to commit his unit sighting the long standing friendship between the Polish and Hungarian peoples.

During its refit the 1<sup>st</sup> Cavalry Division was renamed by Admiral Horthy the 'Huszár Division' for its excellent combat performance during the recent fighting. On 20 August it was assigned to the *IV SS-Panzerkorps* to defend Warsaw against the Soviets. They were involved in heavy fighting around Warsaw until 23 September when they left Poland to return to Hungary.

During their time with the Germans the Huszár Division was continually mentioned in German despatches for their excellent combat performance. They even gained praise from Guderian himself.

After returning to Hungary they received the 1<sup>st</sup> Huszár Replacement Regiment as reinforcements, but no more armour. During October to November 1944 they fought with three Huszár Regiments (2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup>), five artillery battalions (1<sup>st</sup>, 7<sup>th</sup>, 73<sup>rd</sup>, 82<sup>nd</sup> and IV Motorised), the 15<sup>th</sup> Bicycle Battalion, 3<sup>rd</sup> Reconnaissance Battalion, 55<sup>th</sup> Anti-aircraft Artillery Battalion, II Engineer Battalion, 1<sup>st</sup> Signals Battalion and a heavy anti-tank company. The 2<sup>nd</sup> Huszár Regiment fought at Szentes, covering withdrawing Hungarian troops from 7 October. Their heavy anti-tank company destroyed several Soviet tanks during the fighting. During the Soviet invasion the situation was very fluid and the Huszárs were split up and committed as needed along the front. During November the Huszár Division was south of Budapest defending Csepel Island. After the fall of Budapest the division withdrew west and ended the war in Austria where they surrendered to the US Army in March 1945.





## HUNGARIAN SPECIAL RULES

### HUSZÁR

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

*Hungarian platoons in a Huszár Század, Huszár Harckocsizó Század, and Heavy Huszár Harckocsizó Század, and their Hungarian Divisional Support Platoons are Huszár 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.*

### PREPARING FOR THE COMING STORM

The Hungarian have learnt harsh lessons on the Don front during the winter of 1942/43, so now when they prepare for defence they prepare well.

*Hungarian platoons may re-roll failed Skill Tests to Dig In.*

### HORTHY'S MEN

The 1<sup>st</sup> Cavalry Division were a picked elite that Admiral Horthy had hoped to keep back for the defence of Hungary. However, German pressure soon saw them in the thick of the fighting to hold back the tide of the Soviet Bagration breakthrough. Time and time again they proved their worth and an ability to keep fighting on in the face of overwhelming odds.

*A Hungarian 1<sup>st</sup> Cavalry Division Company may re-roll failed Company Morale Checks.*





# Huszár Század

CAVALRY COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



Huszár Század HQ

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

COMBAT PLATOONS

## INFANTRY



Huszár Platoon

## INFANTRY



Huszár Platoon

Dismounted Huszár Platoon

## INFANTRY



Huszár Platoon

Dismounted Huszár Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Huszár Machine-gun Platoon

## ARTILLERY



Huszár Mortar Platoon

## ANTI-TANK



Huszár Anti-tank Platoon

## INFANTRY



Huszár Pioneer Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Heavy Huszár Harckocsizó Platoon

Huszár Harckocsizó Platoon

## ARMOUR



Huszár Harckocsizó Platoon

German Panzer Platoon

German Tank-hunter Platoon

German Anti-tank Gun Platoon

## RECONNAISSANCE



Armoured Car Platoon

Bicycle Infantry Platoon

## INFANTRY



Assault Pioneer Platoon

Motorised Infantry Platoon

German Panzergrenadier Platoon

## ARTILLERY



Horse Artillery Battery

Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Platoon

Heavy Anti-aircraft Platoon

Self-propelled Anti-aircraft Platoon

## AIRCRAFT



Air Support

German Air Support

## ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

## MOTIVATION AND SKILL

The 1<sup>st</sup> Cavalry Division is one of Hungary's premier fighting formations, and its elite Huszárs are the very best. A Huszár Század is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### HUSZÁR SZÁZAD HQ

#### HEADQUARTERS

Company HQ 40 points

Add Anti-tank Section with:

2 20mm 36M Anti-tank Rifle teams +30 points

2 Panzerschreck teams +50 points

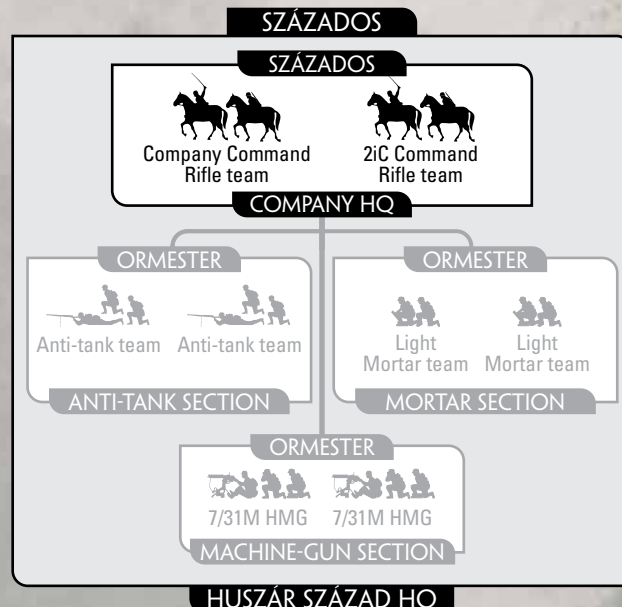
1 20mm 36M Anti-tank Rifle teams +15 points

1 Panzerschreck teams +25 points

#### OPTIONS

- Replace the Command Rifle teams with Command Páncélvadász SMG teams for +10 points per team or with Command Panzerfaust SMG teams for +15 points per team.
- Add Light Mortar teams for +15 points per team.
- Add 7/31M HMG teams for +30 points per team.
- Mount all 20mm 36M Anti-tank Rifle, Panzerschreck teams, Light Mortar and 7/31M HMG teams as Cavalry for +5 points per team.

The Huszárs have always been Hungary's elite and have the traditions of hundred's of years of warfare behind them.



However, they are a thoroughly modern fighting force. They are equally at home fighting on horseback or on foot and are supported by machine-guns, mortars, anti-tank guns and their own pioneers. Mounted they are equals to any cavalry or infantry force in the field, and on foot they defend with stubborn determination.

## COMBAT PLATOONS

### HUSZÁR PLATOON

#### PLATOON

HQ Section with:

3 Huszár Squads 175 points

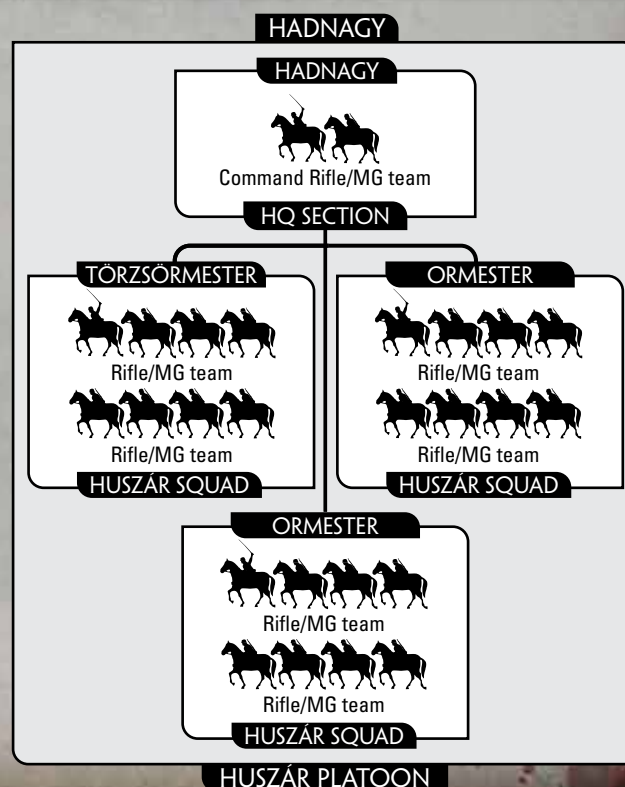
2 Huszár Squads 125 points

#### OPTION

- Replace the Command Rifle/MG team with a Command Páncélvadász SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

The advantages of the mounted Huszár become obvious on the Russian Front. A mounted force can easily navigate the open woodland and marshes of Byelorussia. Speed is their major asset, especially on the counterattack, where the enemy is not set for defence and the surprise of a cavalry force appearing on the flank can send even the steadiest company into disarray.

If the battle conditions do not suit cavalry operations the Huszárs simply dismount and fight as elite infantry with all the skill and will of any full-time infantry platoon.





## DISMOUNTED HUSZÁR PLATOON

### PLATOON

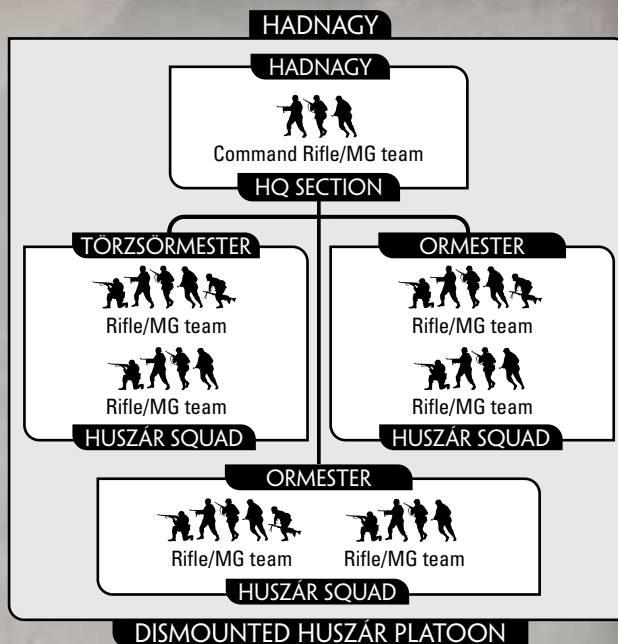
HQ Section with:

3 Huszár Squads	145 points
2 Huszár Squads	105 points

### OPTION

- Replace the Command Rifle/MG team with a Command Páncélvadász SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

During the hard fighting with in Byelorussia many of the Huszár Platoons were forced to fight on foot due to heavy losses to their horses. This didn't dampen their fighting spirit. They were well equipped with German Panzerfaust anti-tank weapons, rifles and machine-guns.



## WEAPONS Platoons

### HUSZÁR MACHINE-GUN PLATOON

### PLATOON

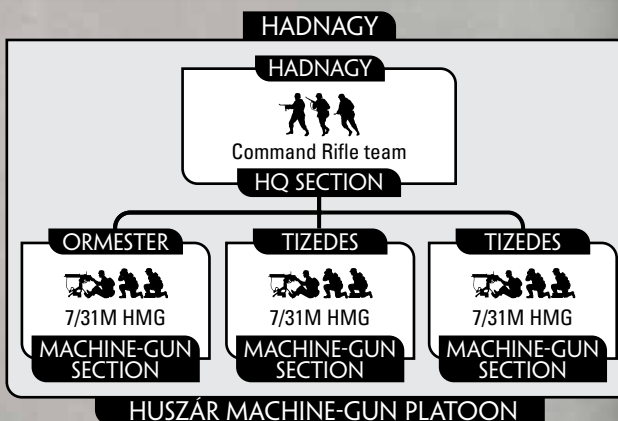
HQ Section with:

3 Machine-gun Sections	100 points
2 Machine-gun Sections	70 points

### OPTION

- Mount Command Rifle team and all 7/31M HMG teams as Cavalry for +5 points per team.

The old Austrian Schwarzlose 7/31M provide the Huszárs with a reliable heavy machine-gun. These guns are strapped to horses for quick movement, but must be dismounted to set-up and fire.



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

### HUSZÁR MORTAR PLATOON

### PLATOON

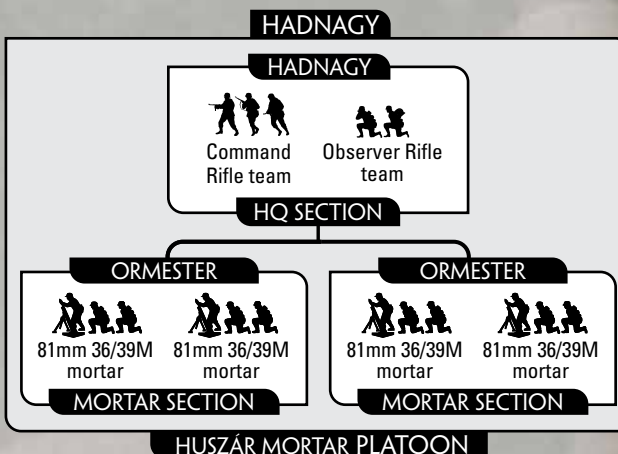
HQ Section with:

2 Mortar Sections	120 points
1 Mortar Section	75 points

### OPTION

- Mount all Rifle teams and 81mm 36/39 mortar teams as Cavalry for +5 points per team.

The Huszár Mortar Platoon provides the advancing Huszárs with covering fire, keeping the enemies' heads down while the Huszárs advance. The Huszárs use the 81.4mm 36/39M mortar firing a 4.125kg shell and can drop smoke to conceal the movements of advancing troops.









# Huszár Harckocsizó Század

CAVALRY TANK COMPANY

(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Huszár Harckocsizó Század HQ

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

COMBAT PLATOONS

## ARMOUR



Huszár Harckocsizó Platoon

## ARMOUR



Huszár Harckocsizó Platoon

## ARMOUR



Huszár Harckocsizó Platoon

## ARMOUR



Huszár Harckocsizó Platoon

## ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

WEAPONS PLATOONS

## ARMOUR



Heavy Huszár Harckocsizó Platoon

## INFANTRY



Motorised Infantry Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



German Panzer Platoon



German Tank-hunter Platoon



German Anti-tank Gun Platoon



## RECONNAISSANCE



Armoured Car Platoon



Bicycle Infantry Platoon



## INFANTRY



Huszár Platoon



Assault Pioneer Platoon



German Panzergrenadier Platoon



## ARTILLERY



Horse Artillery Battery



Artillery Battery



## ANTI-AIRCRAFT



Self-propelled Anti-aircraft Platoon



Heavy Anti-aircraft Platoon



Anti-aircraft Platoon



## AIRCRAFT



Air Support



German Air Support





## MOTIVATION AND SKILL

The tank battalion of the 1st Cavalry Division have been training hard under veteran German and Hungarian instructors. Many officers have served on the front with the 1st Armoured Field Division in 1942 and 1943. A Huszár Harckocsizó Század is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### HUSZÁR HARCKOCSIZÓ SZÁZAD HQ

#### HEADQUARTERS

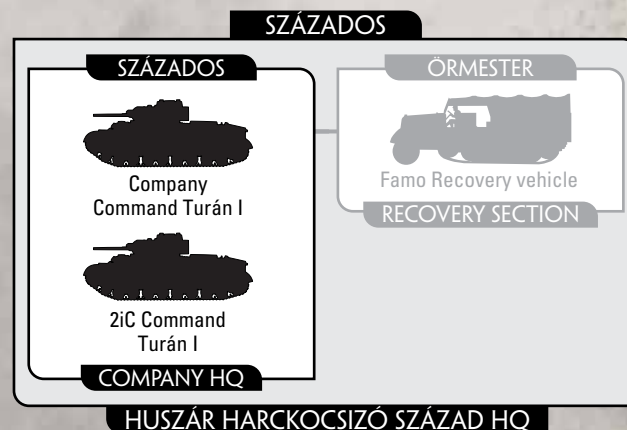
2 Turán I

115 points

#### OPTION

- Add Famo recovery vehicle for +5 points.

The Huszár Armoured Battalion is equipped with Turán tanks, two medium companies with 40mm armed Turán I tanks and two heavy companies with 75mm armed Turán II tanks. The medium tanks can call on the 75mm Turán II tanks for support as well as motorised infantry, Huszárs, armoured car and self-propelled anti-aircraft. They also have artillery, aircraft and German platoons available.



## COMBAT PLATOONS

### HUSZÁR HARCKOCSIZÓ PLATOON

#### PLATOON

5 Turán I

290 points

4 Turán I

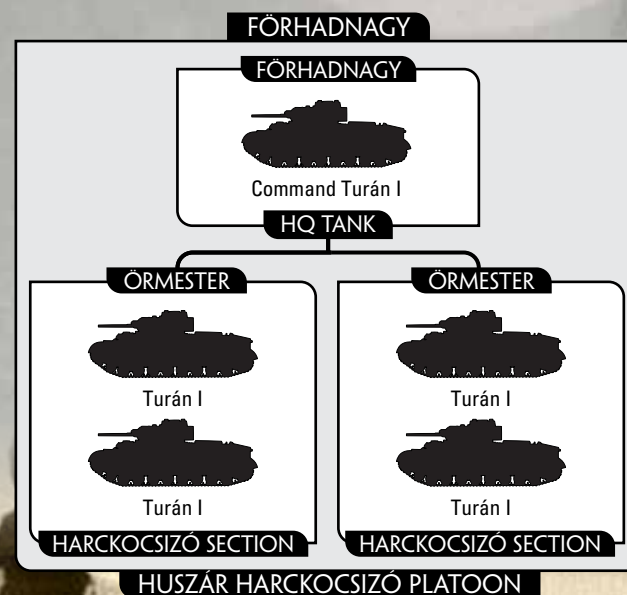
230 points

3 Turán I

170 points

The Huszár Turán I tanks support the Huszárs offering machine-gun and 40mm fire support against the enemy. While the 40mm is no match for the thick frontal armour of many soviet tanks, its high rate of fire is devastating against lightly armoured or unarmoured targets.

However, the experienced Huszár tank crew used aggressive tactics to close on enemy armour and get round their flanks to gain an advantage.





# Heavy Huszár Harckocsizó Század

HEAVY CAVALRY TANK COMPANY

(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Heavy Huszár  
Harckocsizó Század HQ

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

COMBAT PLATOONS

## ARMOUR



Heavy Huszár  
Harckocsizó Platoon

## ARMOUR



Heavy Huszár  
Harckocsizó Platoon

## ARMOUR



Heavy Huszár  
Harckocsizó Platoon

WEAPONS PLATOONS

## ARMOUR



Huszár Harckocsizó  
Platoon

## INFANTRY



Motorised Infantry  
Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



German Panzer Platoon



German Tank-hunter Platoon



German Anti-tank Gun  
Platoon



## RECONNAISSANCE



Armoured Car Platoon



Bicycle Infantry Platoon

## INFANTRY



Huszár Platoon



Assault Pioneer Platoon

German Panzergrenadier  
Platoon



## ANTI-AIRCRAFT



Self-propelled  
Anti-aircraft Platoon



Heavy  
Anti-aircraft Platoon



Anti-aircraft Platoon

## ARTILLERY



Horse Artillery Battery



Artillery Battery



## AIRCRAFT



Air Support



German Air Support



## ALLIED PLATOONS



German Platoons in your  
force are Allies and follow  
the Allies rules on page 70  
of the rulebook.



## MOTIVATION AND SKILL

The tank battalion of the 1st Cavalry Division have been training hard under veteran German and Hungarian instructors. Many officers have served on the front with the 1st Armoured Field Division in 1942 and 1943. A Huszár Harckocsizó Század is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### HEAVY HUSZÁR HARCKOCSIZÓ SZÁZAD HQ

#### HEADQUARTERS

2 Turán II

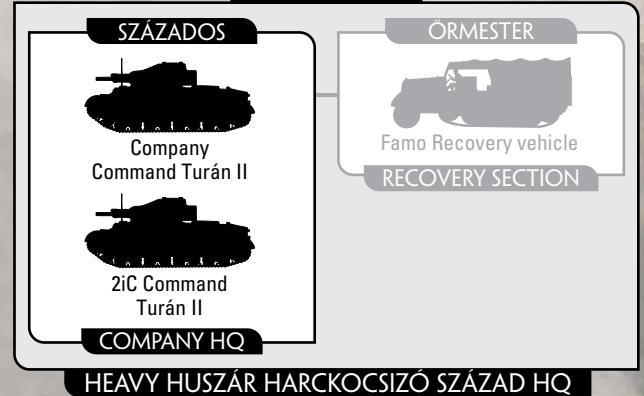
115 points

#### OPTION

- Add Famo recovery vehicle for +5 points.

The two heavy companies of Turán II tanks often led the counterattacks of the division. They fought with the medium tanks and the Huszárs to hold back the advancing Soviet breakthrough forces. However, their smaller number meant they were a precious resource that could not be squandered.

#### SZÁZADOS



## COMBAT PLATOONS

### HEAVY HUSZÁR HARCKOCSIZÓ PLATOON

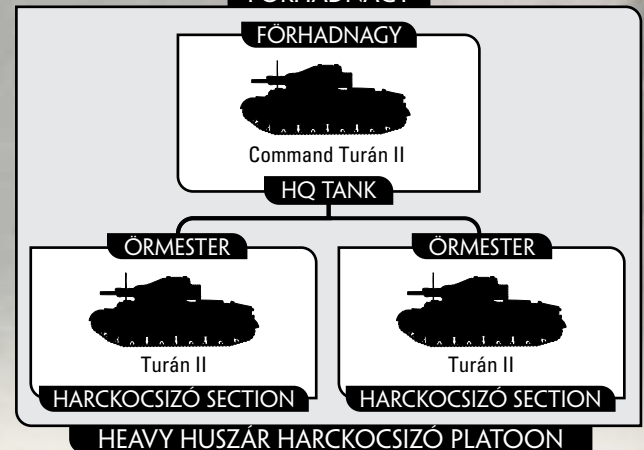
#### PLATOON

3 Turán II

170 points

The heavy 75mm Turán II tanks have large enough guns to deal with medium Soviet armour. They provide the heavy firepower for the Huszár Armoured Battalion, combining better anti-armour capability with a larger high-explosive round for dealing with dug-in enemy.

#### FÖRHADNAGY





## WEAPONS PLATOONS

### MOTORISED INFANTRY PLATOON

#### PLATOON

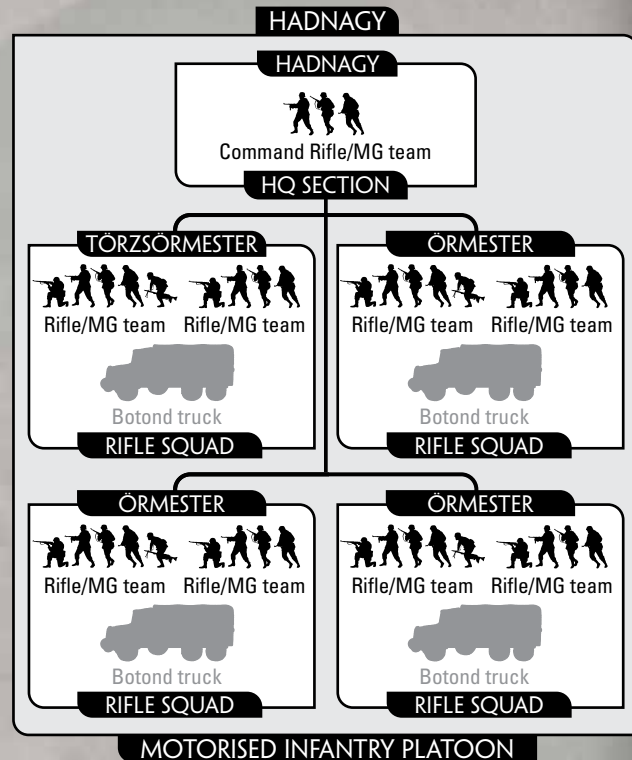
HQ Section with:

4 Rifle Squads	185 points
3 Rifle Squads	145 points
2 Rifle Squads	105 points

#### OPTIONS

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

For a country with as few trucks as Hungary, the motorised infantry of the 1<sup>st</sup> Cavalry Division are extremely fortunate. Rather than walking into battle they ride in trucks. They are fight with the tanks, making them perhaps the best troops in the division.





# Divisional Support

## MOTIVATION AND SKILL

The 1<sup>st</sup> Cavalry Division is one of Hungary's premier fighting formations. They are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

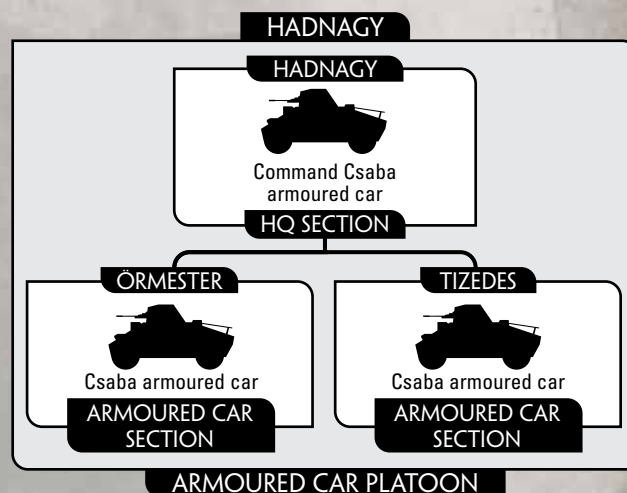
## ARMoured CAR PLATOON

### PLATOON

3 Csaba armoured cars	115 points
2 Csaba armoured cars	75 points

The Csaba armoured car takes on the role of reconnaissance in the 1<sup>st</sup> Cavalry Division providing fast mobile scouting with protection and firepower the traditional cavalry scout can not provide.

*An Armoured Car Platoon is a Reconnaissance Platoon.*



## ASSAULT PIONEER PLATOON

### PLATOON

HQ Section with:

3 Pioneer Squads	270 points
2 Pioneer Squads	190 points

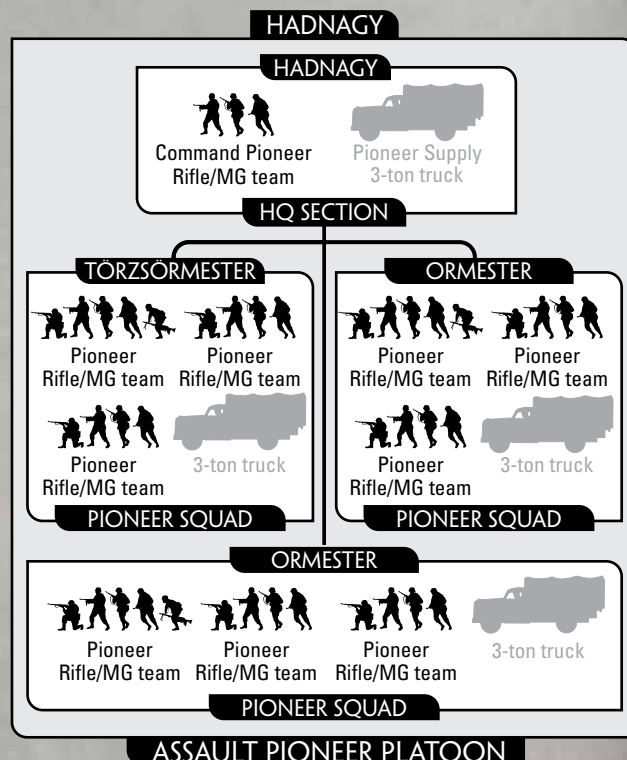
### OPTIONS

- Replace the Command Pioneer Rifle/MG team with a Command Panzerfaust Pioneer SMG team for +10 points.
- Add 3-ton trucks for +5 points for the platoon.
- Add Pioneer Supply 3-ton truck for +25 points.

The 1<sup>st</sup> Cavalry Division has a battalion of specialist pioneers for dealing with enemy fortifications as well as overseeing the construction of the defensive positions.

In times of need they also act as elite assault infantry to storm fortifications and trench lines where specialist equipment like flame-throwers makes them especially potent.

*You may replace up to two Pioneer Rifle/MG team with a Flame-thrower team at the start of the game before deployment.*





## BICYCLE INFANTRY PLATOON

### PLATOON

HQ Section with:

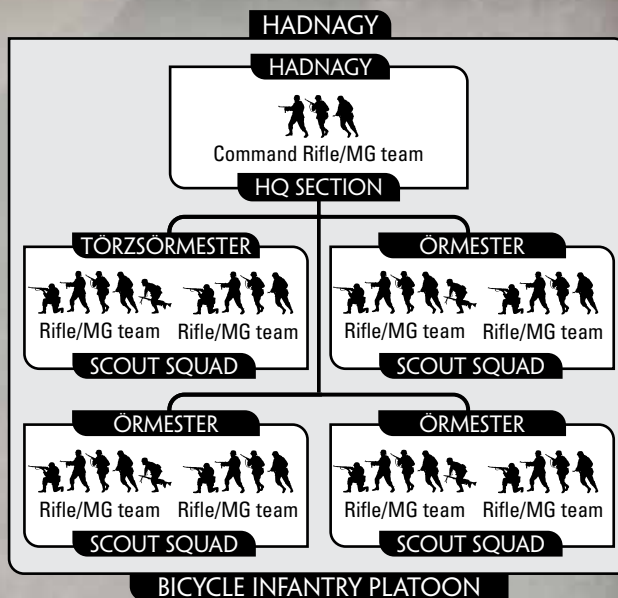
4 Scout Squads	245 points
3 Scout Squads	190 points
2 Scout Squads	135 points

### OPTIONS

- Replace all Rifle/MG teams with Motorcycle Rifle/MG teams for +5 points per team.
- Replace the Command Rifle/MG team with a Command Páncélvadász SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

The bicycle mounted infantry battalion of the 1<sup>st</sup> Cavalry Division's reconnaissance regiment provide the Huszárs with expert scouts.

For further improved mobility one company is mounted on motorcycles to keep pace with the tanks, motorised infantry and fast moving Huszárs.



*A Bicycle Infantry Platoon is a Reconnaissance Platoon.*

*A Bicycle Infantry Platoon with Motorcycle Rifle/MG or SMG teams uses the Motorcycle Reconnaissance rules.*

## HORSE ARTILLERY BATTERY

### PLATOON

HQ Section with:

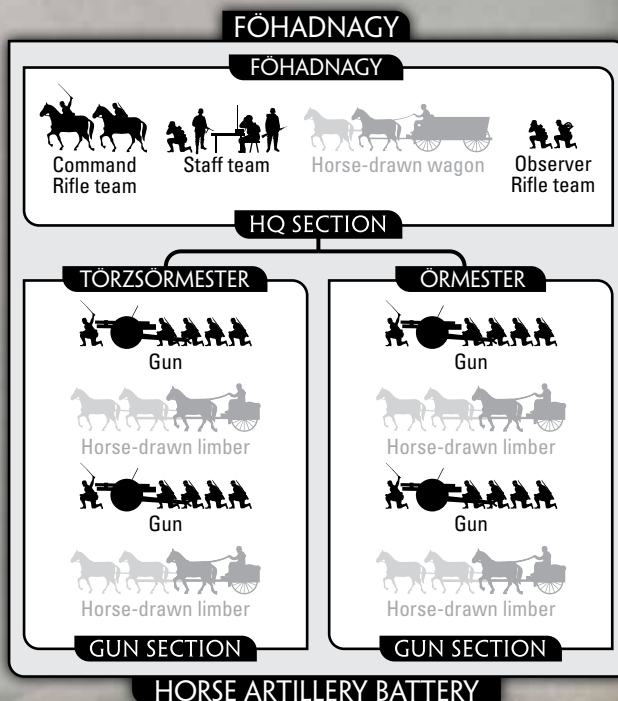
4 80mm 5/8M guns	145 points
2 80mm 5/8M guns	90 points
4 75mm 15/35M guns	135 points
2 75mm 15/35M guns	85 points

### OPTIONS

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

The natural compliment to the cavalry regiments of the 1<sup>st</sup> Cavalry Division is equally mobile and flexible artillery support. This is provided by the horse artillery.

*A Horse Artillery Battery uses the Horse Artillery movement special rule (page 118 of the rulebook).*





## ARTILLERY BATTERY

### PLATOON

HQ Section with:

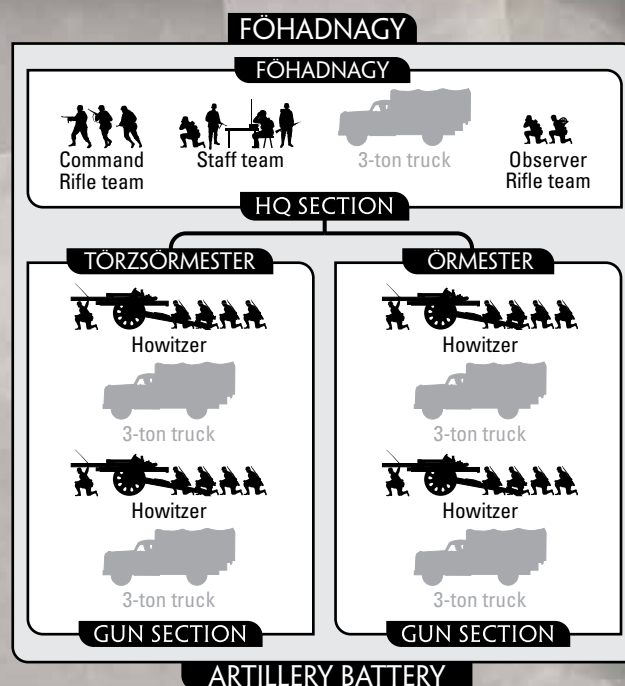
4 105mm 37M howitzers	205 points
2 105mm 37M howitzers	115 points
4 149mm 14/31M howitzers	240 points
2 149mm 14/31M howitzers	135 points

### OPTION

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

Two battalions of the 1<sup>st</sup> Cavalry Division's artillery is horse artillery, but the third is equipped with heavier howitzers towed with trucks. These 105mm 37M howitzers are modern weapons supplied by the Germans and provide excellent fire support.

In addition a single battery of older 149mm 14/31M howitzers is attached to the division and provide hard hitting firepower ideal against enemy entrenchments.



## ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

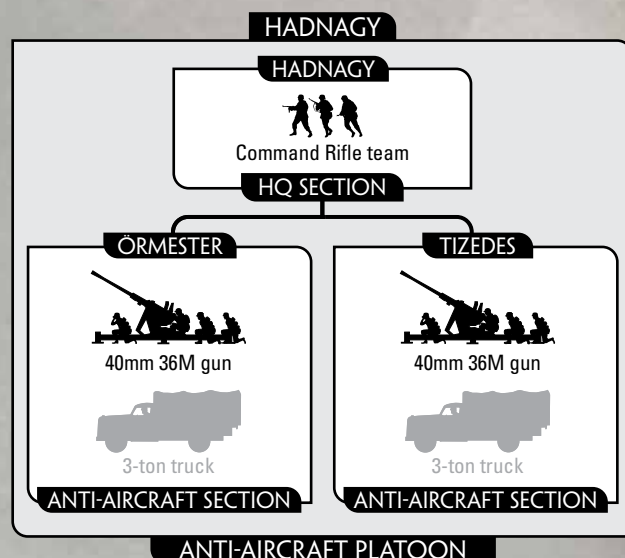
2 Anti-aircraft Sections	70 points
--------------------------	-----------

### OPTION

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

The Swedish 40mm 36M Bofors gun was the standard light anti-aircraft gun of the Hungarian army continues to provide the Huszárs capable cover from enemy aircraft.

The improved anti-tank round they share with the 40mm 40M anti-tank gun makes them a handy asset against light armoured breakthroughs.



## HEAVY ANTI-AIRCRAFT PLATOON

### PLATOON

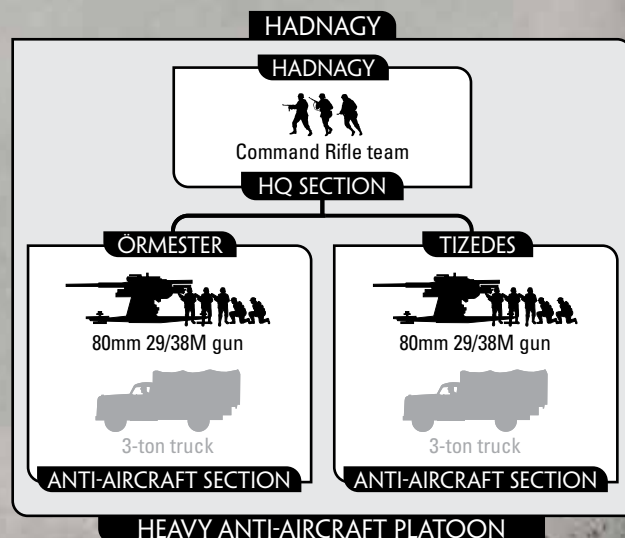
HQ Section with:

2 Anti-aircraft Sections	105 points
--------------------------	------------

### OPTIONS

- Model 80mm 29/38M gun with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add 3-ton trucks for +5 points for the platoon.

In 1944 the Hungarian started to utilise their 80mm 29/38M Bofors anti-aircraft guns against enemy armour. The 1<sup>st</sup> Cavalry Division only had four of these large guns so they were only used as a last resort to hold off Soviet breakthroughs.





## SELF-PROPELLED ANTI-AIRCRAFT PLATOON

### PLATOON

2 Nimrod

115 points

The Swedish designed self-propelled anti-aircraft guns were made under license in Hungary as the Nimrod. They provide the ideal weapon to protect the highly mobile division from enemy aircraft.

HADNAGY

HADNAGY



Command Nimrod

TIZEDES



Nimrod

HQ SECTION

ANTI-AIRCRAFT SECTION

SELF-PROPELLED ANTI-AIRCRAFT PLATOON

## AIR SUPPORT

### SPORADIC AIR SUPPORT

Ju 87D Stuka

100 points

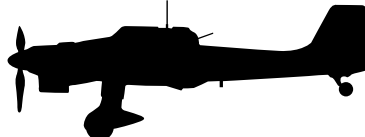
Ju 87G Stuka

100 points

Elements of the Hungarian air force operated on the Russian front in 1944, but the 1<sup>st</sup> Cavalry Division got most of its air support from the German *Luftwaffe*.

HADNAGY

HADNAGY



Aircraft

FLIGHT

AIR SUPPORT





# German Support

## MOTIVATION AND SKILL

During the fighting to halt the Soviet Bagration breakthrough the Hungarian 1st Cavalry Division was fought along side a number of German units.. German platoons are rated **Confident Veteran** and follow the Allies rules on page 70 of the rulebook.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

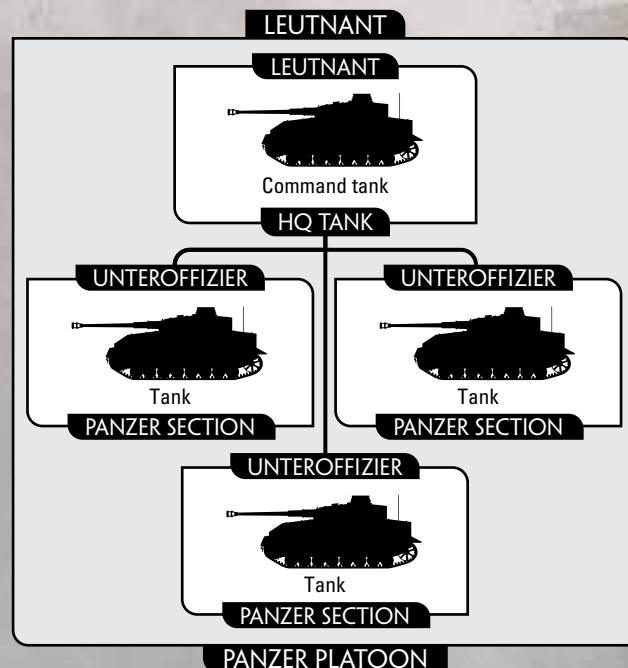
## GERMAN PANZER PLATOON

### PLATOON

4 Panzer IV H	360 points
3 Panzer IV H	270 points
4 Panther A	750 points
3 Panther A	560 points

During their fighting in Byelorussia the Hungarian 1st Cavalry Division fought alongside elements of the 4. and 12. Panzer divisions.

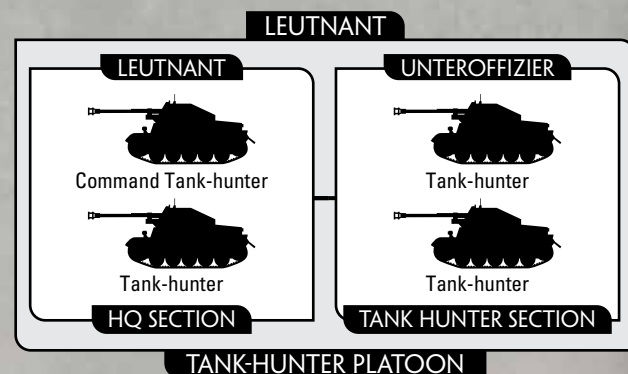
Most of their operations were alongside *Kampfgruppe Harteneck* of the 12. Panzerdivision, especially around Timkovicki and Ketsk.



## GERMAN TANK-HUNTER PLATOON

### PLATOON

4 Marder III H	260 points
3 Marder III H	195 points
2 Marder III H	130 points
4 Marder III M	255 points
3 Marder III M	190 points
2 Marder III M	125 points
4 Hetzer	340 points
3 Hetzer	255 points
2 Hetzer	170 points



A German Tank-hunter Platoon with Hetzer tank-hunters cannot be fielded in a force that contains any Huszár Harckocsizó or Heavy Huszár Harckocsizó Platoons.

During the chaotic fighting between Kletsk and the Yaseilda Valley the Huszars fought alongside a number of different German formations, both infantry and armoured units, and tank-hunters were among them.

After refitting and re-entering combat around warsaw they were supported by German Hetzers to replace the tanks they had lost in Byelorussia.



## GERMAN ANTI-TANK GUN PLATOON

### PLATOON

HQ Section with:

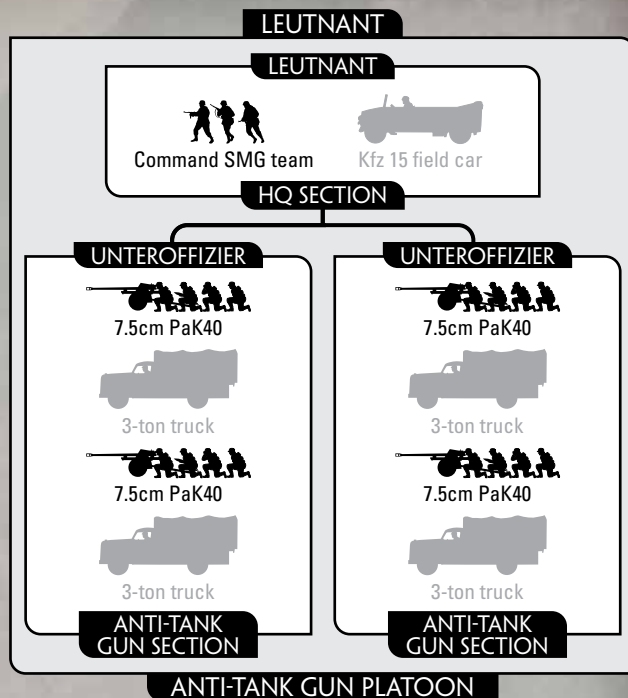
4 7.5cm PaK40	205 points
2 7.5cm PaK40	105 points

### OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

During their fighting in Byelorussia the Hungarian 1st Cavalry Division fought alongside a number of different German formations, both infantry and armoured units.

During the fighting they would sometimes be covered by German ant-tank guns setup in blocking positions.



## GERMAN PANZERGRENADIER PLATOON

### PLATOON

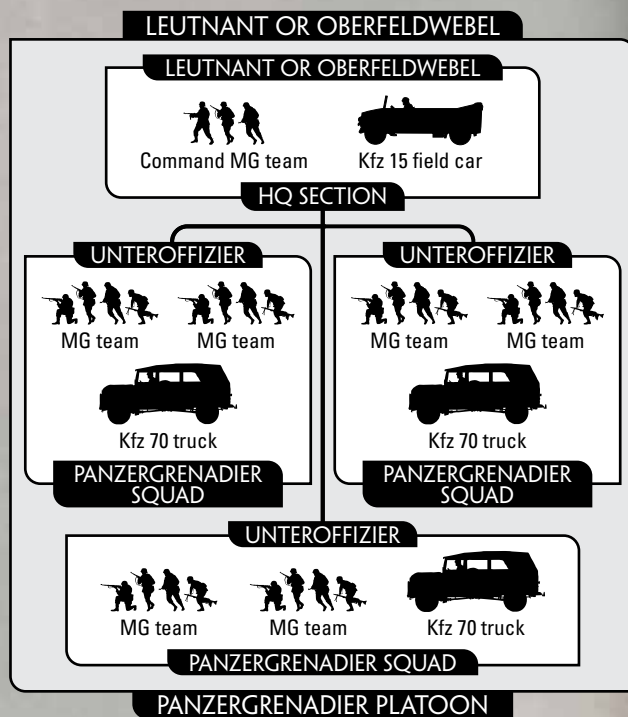
HQ Section with:

3 Panzergrenadier Squads	185 points
2 Panzergrenadier Squads	135 points

### OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Remove Kfz 15 field car and replace all Kfz 70 trucks with 3-ton trucks at no cost.

On their fighting withdrawal between Kletsk and the Yaseilda Valley the Huszárs fought alongside a number of different German formations. Often they fought alongside elements of the 4. and 12. Panzer divisions in a variety of *Kampfgruppen*.

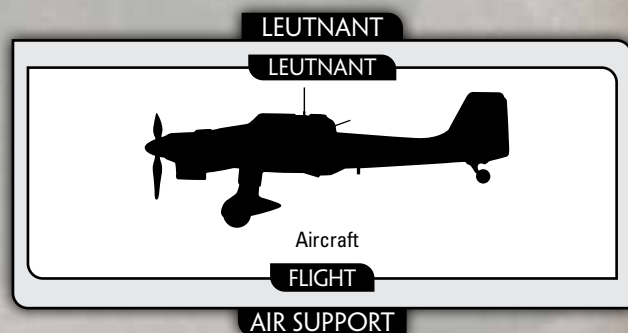


## GERMAN AIR SUPPORT

### SPORADIC AIR SUPPORT

Ju 87D Stuka	100 points
Ju 87G Stuka	100 points

As the Huszárs fought intermixed with German units they were also covered by the German *Luftwaffe*.





## HUNGARIAN EQUIPMENT RECOGNITION GUIDE

Hungarian Name	Foreign Name	Original Nationality	Model to Use
Huszár Platoon (1 Squad)	cavalry squad	Hungarian	HU708
Turán I	-	Hungarian	HU030
Turán II	-	Hungarian	HU030
Nimrod	Lansverk Anti II	Swedish	HU160
Csaba	-	Hungarian	HU300
Famo	Sd Kfz 9 (18t) half-track	German	GE600
40mm 36M gun	40mm Bofors gun	Swedish	US541, BR540
80mm 29/38M gun	80mm Bofors Model 1929 gun	Swedish	HBX02
40mm 40M gun	3.7cm PaK36 gun	German	GE501
80mm 5/8M gun	75/27 gun	German	IT570
75mm 15/35M gun	75mm M1915 Skoda mountain gun	Czech	GE553
105mm M37 howitzer	10.5cm leFH18 howitzer	German	GE572
149mm M14/35 howitzer	149mm M1914 Skoda howitzer	Czech	HBX02
Botond truck	-	Hungarian	HU420
3-ton truck	ZIS-5, Opel Blitz	Soviet, German	SU422, GE431

## SPECIAL ORDER CATALOGUE

Remember the Hungarians appear in the Special Order Catalogue where you can get the HSO101 Hungarian Artillery Group.



## CONVERTING HUSZÁRS

Before Evan and James made the new Hungarian Huszárs (HU708) for **Grey Wolf I** I converted my first platoon of Huszárs from Cossack and Romanian cavalry. At first glance the conversions I have done to create my Huszárs may seem involved, but most of the work was quite simple. I used both Cossacks and Romanian cavalry to convert the Huszárs, this allowed me to mix a number of the sabre waving miniatures from the Cossack range with the Romanians to give the Huszárs a more aggressive feel. If you are just converting the one platoon making all your Huszárs from just the Romanians will look equally as good.

Most of the conversions involved simple headswaps utilising the GSO189 heads from the Special Order range, though I did also use heads from Hungarian Puskás Platoon commander and company commander in caps for variety. Available in the special order range are the GSO189 German heads for converting Soviet Cossacks (SSO142) or Romanian Cavalry (RO708) into Huszárs.

See the full article on the *Flames Of War* website from more details:

[http://www.flamesofwar.com/Default.aspx?tabid=110&art\\_id=211&kb\\_cat\\_id=25](http://www.flamesofwar.com/Default.aspx?tabid=110&art_id=211&kb_cat_id=25)

For your dismounted troops simply use the miniatures from the Hungarian range HU702, HU705 and HU710.



# Hungarian Arsenal

## TANK TEAMS

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

### TANKS

Turán I	Standard Tank	5	3	1	Co-ax MG, Hull MG, Protected ammo.
40mm 41M gun	24"/60cm	3	7	4+	
Turán II	Standard Tank	5	3	1	Co-ax MG, Hull MG, Protected ammo.
75mm 41M gun	24"/60cm	2	9	3+	
Panzer IV H	Standard Tank	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	
Panther A	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
7.5cm KwK42 gun	32"/80cm	2	14	3+	

### GERMAN TANK-HUNTERS

Marder III H	Standard Tank	1	0	0	Hull MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.
Marder III M	Standard Tank	0	0	0	AA MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.
Hetzer	Standard Tank	7	2	1	Hull MG, Overloaded.
7.5cm PaK39 gun	32"/80cm	2	11	3+	Hull mounted.

### SELF-PROPELLED ANTI-AIRCRAFT

Nimrod	Standard Tank	2	1	0	
40mm 36M Bofors gun	24"/60cm	4	7	4+	Anti-aircraft.

### ARMoured CARS

Csaba	Wheeled	1	0	0	Co-ax MG.
20mm 36M anti-tank rifle	16"/40cm	3	5	5+	

### VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
------------	----------	---	---	---	------------------------------

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7/31M HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
20mm 36M anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
81mm 36/39M mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
40mm 40M gun	Light	24"/60cm	3	7	4+	Gun shield.
firing Stielgranate		8"/20cm	1	12	5+	
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
40mm 36M Bofors gun	Immobile	24"/60cm	4	7	4+	Anti-aircraft, Turntable.
80mm 29/38M Bofors gun	Immobile	32"/80cm	2	12	3+	Anti-aircraft, Turntable.
80mm 5/8M gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
75mm 15/35M gun	Medium	16"/40cm	2	5	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
105mm 37M howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
149mm 14/H/43 howitzer	Immobile	16"/40cm	1	8	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	



## 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.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
-------------	---------	---	----	----	--

Páncélvadász and Pioneer teams are rated as Tank Assault 4.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	

## TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	

### TRUCKS

Motorcycle team	Jeep	-	-	-	
Kfz 15 field car	Jeep	-	-	-	
Botond truck, 3-ton truck or Kfz 70	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

### TRACTORS

Horse-drawn limber	Wagon	-	-	-	
--------------------	-------	---	---	---	--

### RECOVERY VEHICLES

Famo	Half-tracked	-	-	-	Recovery vehicle.
------	--------------	---	---	---	-------------------



