



17. FB CAMPAIGN GAMES

HUNGARIAN REINFORCEMENT GROUP CHART

ID	Group Type	Full	Reduced	Depleted	CPP Cost	Daily Max.	CG Max.		
							I	II	III
IH1	RHA <sup>1st</sup> Rifle Coy <sup>ceh</sup>	6 × 4.4-7, 4 × 3.4-7	4 × 4.4-7, 6 × 3.4-7	9 × 3.4-7	5	2	1	2	2
IH2	RHA <sup>E</sup> AE Coy <sup>sedeh</sup>	8 × 5-3-7	7 × 5-3-7	6 × 5-3-7	8	1	0	1	1
IH3	RHA <sup>E</sup> Vannay Coy <sup>ceh</sup>	10 × 4.4-7	6 × 4.4-7, 4 × 3.4-7	5 × 4.4-7, 4 × 3.4-7	5	2	3	4	1
IH4	RHA <sup>1st</sup> SMG Coy <sup>ceh</sup>	8 × 5-3-7	7 × 5-3-7	6 × 5-3-7	6	1	0	1 <sup>m</sup>	0
IH5	Militia <sup>1st</sup> Arrow Cross Coy <sup>ace</sup>	6 × 5-2-6, 4 × 3.4-7	5 × 5-2-6, 5 × 3.4-7	5 × 5-2-6, 4 × 3.4-7	5	2	0	2	2
IH6	RHAC Rifle Coy <sup>ceh</sup>	6 × 3-4-7, 4 × 3-3-6	5 × 3-4-7, 5 × 3-3-6	3 × 3-4-7, 6 × 3-3-6	4	1	2	3	3
IH7	Militia <sup>C</sup> Rifle Coy <sup>cea</sup>	10 × 3-3-6	9 × 3-3-6	8 × 3-3-6	3	2	1	3	3
HWH1	RHA HW Platoon <sup>abc</sup>	2 × HMG, 2 × MMG, 2 × 81mm Brandt M27/31 MTR			4	1	1	2	2
HWH2	RHA Vannay HW Pltn <sup>abc</sup>	2 × HMG, 3 × MMG <sup>G</sup> , 2 × 81mm Brandt M27/31 MTR			4	1	2	3	2
AH1	RHA MT Sect <sup>c(e)ai</sup>	1 × 40M Turan I(r), 1 × 41M Turan II(r)	1 × 40M Turan I(r), 1 × 41M Turan II(r)	1 × 40M Turan I(r)	2	1	0	1	1
AH2	RHA AG Sect I <sup>c(e)ai</sup>	2 × StuG III(G)(g)	2 × StuG III(G)(g)	1 × StuG III(G)(g)	2	1	0	1	1
AH3	RHA AG Sect II <sup>c(e)ai</sup>	3 × 43M Zrinyi II	2 × 43M Zrinyi II	2 × 43M Zrinyi II	2	2	1	2	2
AH4	RHA AC Sect <sup>e(e)ai</sup>	2 × 39M Csaba, 1 × 40M Csaba	2 × 39M Csaba, 1 × 40M Csaba	1 × 39M Csaba	1	1	1	1	0
AH5	RHA SPAA Sect <sup>c(e)ai</sup>	3 × 40M Nimrod	2 × 40M Nimrod	1 × 40M Nimrod	2	1	1	1	1
GH1	RHA AT Gun Sect <sup>abc</sup>	2 × 7.5cm PaK 40(g)	2 × 7.5cm PaK 40(g)	1 × 7.5cm PaK 40(g)	2	1	1	1	0
GH2	RHA ART Sect <sup>abc</sup>	3 × 10.5cm leFH 18(g)	2 × 10.5cm leFH 18(g)	1 × 10.5cm leFH 18(g)	2	1	0	1	1
GH3	RHA AA Sect I <sup>abc</sup>	2 × Bofors 40mm AA	2 × Bofors 40mm AA	1 × Bofors 40mm AA	2	1	1	1	0
GH4	RHA AA Sect II <sup>abc</sup>	2 × Bofors 80mm M29/38 AA	2 × Bofors 80mm M29/38 AA	1 × Bofors 80mm M29/38 AA	2	1	1	1	0
GH5	RHA Hvy. Mortar Sect <sup>abc</sup>	2 × 120mm PM obr. 38	2 × 120mm PM obr. 38	1 × 120mm PM obr. 38	3	1	1	1	1 <sup>n</sup>
OH1	RHA BtlN Mortar <sup>afg</sup>	80+mm Battalion Mortar OBA Module (HE/Smoke) [Scarce]			2	1	2 <sup>i</sup>	2 <sup>i</sup>	1
OH2	RHA Hvy. Artillery <sup>afg</sup>	120+mm OBA Module (HE only) [Scarce]			3	1	1 <sup>i</sup>	2 <sup>i</sup>	1 <sup>n</sup>
OH3	RHA Szálasi Rocket <sup>afg</sup>	200+mm Rocket OBA Module (HE only) [Scarce]			2	1	1 <sup>i</sup>	1 <sup>i</sup>	0
FH1	Hungarian Air Support <sup>aj</sup>	2 × '44 FB	2 × '44 FB	1 × '44 FB	1	1	0	1	0
MH1	Hungarian Fortifications <sup>ak</sup>	20 FPP	15 FPP	10 FPP	1	3	15	15	15

Hungarian RG Chart Notes:

- <sup>a</sup> Available for on-map setup at no additional cost on CG Day of purchase.
- <sup>b</sup> For HWH1, each MG is accompanied by a 2-4-7 HS; for HWH2, each MG is accompanied by a Vannay 2-4-7 HS; for HWH1 and HWH2, each Gun by a 2-2-7 crew.
- <sup>c</sup> To determine Reduced or Depleted Strength see RePh step 17.620.
- <sup>d</sup> Assault Engineers & Sappers (SSR FB21; A11.5; B28.8; H1.22).
- <sup>e</sup> To determine SW and (Armor) Leaders see RePh steps 17.6202 and 17.6205-6206, respectively.
- <sup>f</sup> Increase CPP cost by one per module purchased with an Offboard Observer (C1.63). Offboard Observer is at Level 7 in any friendly-Controlled east-edge hex. Secretly record the hex prior to Russian setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (see SSR CG9 (17.4)).
- <sup>g</sup> German.
- <sup>h</sup> Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. Hex is Retained as long as the module is Retained (SSR CG9 (17.4)). Purchase of a Pre-Reg. hex(es) in the FB CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-2). See also SSR CG5 (17.4).
- <sup>i</sup> Must enter as reinforcements if entered on the CG Day of purchase [EXC: 17.6194]. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. See SSR CG8 (17.4) for Infantry/AFV RG entry restrictions.
- <sup>j</sup> Subject to AFV Section Withdrawal as per 17.6142. If > one AFV Section of the same type are in the side's OB, the IDs of those AFV belonging to each Section should be recorded in case that Section is subsequently Withdrawn.
- <sup>k</sup> Apply a -2 dr to its Turn of Entry dr (E7.2) if purchased at two CPP. Each Aircraft RG must be used on its CG Day of purchase or be forfeited (therefore, such an RG should not be purchased if the Weather is Overcast or the Axis side anticipates being Idle [17.623]). Hungarian FB aircraft never have bombs (see SSR FB22); no E7.21 dr is required.
- <sup>l</sup> Hungarian Fortification Purchase Points may be used by either German or Hungarian forces.
- <sup>1</sup> Not available for purchase until on/after 21 January.
- <sup>m</sup> Not available for purchase until on/after 27 January.
- <sup>n</sup> Not available for purchase on/after 9 February.