

1939-45 HUNGARIAN ROYAL ARMY

Version 2.6 (January 2017)



CAMPAIGN STORY

“Our nation never accepted the Treaty of Trianon when we lost 2/3 of our territories and population. 3 million ethnic Hungarians live outside the borders. We still claim all territories we lost in 1920 and hopefully we can regain a significant part of them with the support of our ally, Germany. When we will be strong enough, we can start a crusade against our archenemy, the Bolsheviks.”

CAMPAIGN DEVELOPMENT NOTES

This campaign is a complete rework of Matti's Hungarian campaign for Waffenkammer. It heavily uses new features of Open General like 2.0 AI, minefields, built airfields, blown up hexes, railways, train transports, new victory conditions, etc. Several new scenarios have been added and some maps have been replaced where better ones were available.

Most scenarios refer to a real battle, except the second one (Nagyszeben / Sibiu) which was kept for a better timeline. Although it is a semi-fictional scenario, there was a real chance of a Hungarian-Romanian war before the Second Vienna Award.

The openized HRA was created by Csaba Zsadány-Nagy (lvjtn) and it was converted to LXF by

Björn (Golothin). It was playtested by Blitzstoper, Caprice, Drag D, Golothin, MG43 and Thomsen.

CAMPAIGN RULES AND SETTING

a) prototypes

Protos are disabled for the entire campaign. But it is still worth trying for a BV. Players will get free core units in some scenarios and their quality depends on the previous result. Getting a BV is rewarded, just in a different way from what we are used to.

b) core composition

The core size is semi-limited: there are no friendly SH in any scenario, so the players can deploy a limited core in every scenario. You can see the exact number of the deployable units in the scenario briefings. The maximum size of the core grows from 15 to 30 units. There is only one scenario (8th scenario, Kovel) where you can't deploy your entire core.

The campaign is a mixture of defensive and offensive scenarios, so it's better to have a variety of units. There is no suggested core composition. At the final stage of the campaign, having 2 Tanks, 2 RCN, 4 ARTY, 2 AT (one of them self-propelled), 2 AD/FlaK (one of them self-propelled), 1-1 FTR and TB, and lots of INF (one Paratrooper can be useful between 1941-44) is enough to win.

What is more important is the quality of the core. You can buy a bunch of cheap and crappy units, to be honest, you barely can buy anything else. This story is about a Hungarian army which wasn't famous for the best equipment. However, at certain points of the campaign, some limited German equipment is available (tanks, guns, half-tracks), which is historically correct: Wehrmacht "lend-leased" a few more modern (compared to the obsolete Hungarian weapons) types of equipment before the bigger military operations. Whenever this equipment is available, it's strongly recommended to think about getting some of it.

c) prestige management

The recommended prestige level is 100%/100%. Changing the prestige level of the AI is not recommended at all. Advanced players can play at 75/100, and hardcore/experienced players can play at 50/100. If you don't insist having Bvs, and you are a fanatic, you can try 25/100 too, but I can't guarantee you would have much fun with so low prestige level. Beginners, inexperienced players can play at 125/100 or 150/100.

The auto-refit of damaged core units is disabled for the entire campaign. You must purchase the replacement of lost strength points. This setting requires a different approach of prestige management from what we are used to. You can use the cheaper, green replacement by losing some experience (though not too much) or the more expensive elite replacement (without losing EXP). You can and sometimes you should refit damaged core units during the scenarios, and it is recommended to fully refit the free core units before finishing the scenarios when you are close to the cap. That could save you lots of money, and in this campaign, prestige is like blood, do not waste it!

Green replacement can be used to refit up to the unit base strength defined in the scenario, which is not necessarily 10 SP; however, the overstrength button (giving elite replacement) can be used to

fully refit the damaged core units.

There is one more thing that can help with prestige management and success: attachments. In general, attachments provide smaller benefits from what we see in OpenAK, but have no disadvantages, and they are expensive, so it's not a good idea to have too much of them, but if you have enough prestige, you can hide it in attachments. Just beware, the attachments on non-free core units count against the cap.

Caprice was the master of prestige management with these settings, if you need some hints, you can read her AAR: <http://panzercentral.com/forum/viewtopic.php?f=132&t=50650> . Of course, true generals don't need any help. ;)

d) reinforcement

You should expect AI getting some reinforcements in each scenarios, and AI always has a SH and money to buy new units. Human player sometimes gets limited reinforcements too, e.g. planes. When any of the sides receives significant reinforcement, it is mentioned in the scenario briefing, though not their exact size, strength, composition or location.

e) other settings

- Blow / build / repair is allowed
- Air units can be fired when entering AD range
- Barrage fire is allowed
- True spotting zero / true fire range zero
- Extended LOS (aka advanced spotting) rules
- Reinforcements arrive when the player is active, but have only 67% movement points on the arrival turn
- Added core behaves as prototype (doesn't count against the cap)
- Weather can change ground condition

FINAL NOTES

The first part of the campaign (1939-42) is not too hard, the second part (1943-45) is more and more challenging, (7th and 14th scenarios are brutal). Depending on your prestige setting, skills and luck, you may miss the Bvs in several scenarios. If you think it is too frustrating, don't play too many scenarios a day. Though that's realistic. Moreover, the last scenarios are easier in this campaign than they were in reality. I tried to make a campaign balancing between fun and the feeling of the story of the HRA, but whenever realism would corrupt the playability, I chose the playability. It's only a "semi-historical" campaign.

Happy hunting!

Csaba (lvjtn)