

# HERO TANKOVY BRIGADA (RED ARMY)

## HERO TANK BRIGADE

**CONFIDENT****TRAINED****TANK COMPANY****POINTS****1500**

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Hero Tankovy Brigada HQ (Red Army) p.39	1	T-34/85 obr 1944	90
	1	Bed Spring Armour added	
<b>COMBAT COMPANIES</b>			
Hero Tankovy Company (Red Army) p.39	4	T-34/85 obr 1944	330
Hero Tankovy Company (Red Army) p.39	4	T-34 obr 1942	270
	4	SMG Tank Escort	
<b>WEAPONS COMPANIES</b>			
Hero Tank-rider Company (Red Army) p.40	1	Cmd SMG team	195
	7	SMG team	
	2	Panzerfaust SMG team	
<b>SUPPORT COMPANIES</b>			
Hero Medium Assault Gun Company (Red Army) p.51	3	SU-100	320
Hero Spetsnaz Platoon p.53 <b>FEARLESS VETERAN</b>	1	Cmd SMG team	100
	1	Captured Sd Kfz 250 half-track	
	2	SMG team	
	1	Captured Sd Kfz 251 half-track	
Hero 160mm Mortar Battalion (Red Army) p.0	1	Cmd Rifle team	195
	1	Observer Rifle team	
	6	160mm obr 1943 mortar	

Desperate Measures - Soviet Late-War - Platoon Count: 6

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
<b>MEDIUM TANKS</b>					
T-34 obr 1942	Standard Tank	6	5	1	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	
T-34/85 obr 1944	Standard Tank	7	5	1	Co-ax MG, Hull MG.
<i>85mm ZIS-53 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	
<b>ASSAULT-GUNS</b>					
SU-100	Slow tank	9	5	1	Overloaded.
<i>100mm D-10S gun</i>	<i>40"/100cm</i>	<i>1</i>	<i>16</i>	<i>2+</i>	<i>Hull mounted, Cat killer.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
160mm obr 1943 mortar	Heavy	56"/140cm	-	4	2+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Rifle team	16"/40cm	1	2	6+	
SMG Tank Escort	4"/10cm	1	1	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>ARMoured PERSONNEL CARRIERS</b>					
Captured Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG.
Captured Sd Kfz 251 half-track	Half-tracked	1	0	0	Hull MG.

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

## SPECIAL RULES

### **Hero Medium Assault Gun Company (Red Army) - p.51**

Assault guns from a Hero Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Hero Medium Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

### **Hero Spetsnaz Platoon - p.53**

A Hero Spetsnaz Platoon is a Reconnaissance Platoon.

A Hero Spetsnaz Platoon is an exception to the Centralised Control special rule. They operate as a normal platoon.

A Hero Spetsnaz Platoon is an Infiltration Platoon. They may Infiltrate a Hero Tankovy Company, a Hero Tank rider Company, or a Hero Motostrelkovy Company. See the Infiltration rules on page 250 in the rulebook.

A Hero Spetsnaz Platoon is rated **Fearless Veteran**.

### **Hero Tankovy Brigada HQ (Red Army) - p.39**

#### **Bed Spring Armour**

If a tank protected by Bed Spring Armour fails an Armour Save against a weapon with a Firepower of 5+ or 6 hitting its Side armour, roll a special 4+ Bed Spring Armour save:

- If the save is successful the Bed Spring Armour protects the tank from the side shot.
- If the save is not successful the shot penetrated the Side armour as normal.

Hero platoons and companies do not use the Hen and Chicks special rule.

If the Company or 2iC Command team is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

Teams from Hero platoons and companies pass all Skills Tests on a result of 3+. In addition, when firing bombardments, Hero companies roll to hit as though they were rated as Veteran.