

HERO GVARDEYSKIY TYAZHELYY TANKOVY POLK (GUARDS)

HERO GUARDS HEAVY TANK REGIMENT

FEARLESS

TRAINED

TANK COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Hero Gvardeyskiy Tyazhelyy Tankovy Polk HQ p.47	1	IS-2 obr 1944 with .50 cal AA MG	170
	1	Bed Spring Armour added	
	1	SMG Tank Escort	
COMBAT COMPANIES			
Guards Hero Heavy Tank Company p.47	3	IS-2 obr 1944 with .50 cal AA MG	510
	3	Bed Spring Armour added	
	3	SMG Tank Escort	
Guards Hero Heavy Tank Company p.47	3	IS-2 obr 1944 with .50 cal AA MG	510
	3	Bed Spring Armour added	
	3	SMG Tank Escort	
SUPPORT COMPANIES			
Hero Strelkovy Scout Platoon (Guards) p.59 FEARLESS VETERAN	1	Cmd SMG team	110
	1	SMG team	
	1	Panzerfaust SMG team	
Air Support p.67	5	Limited Air Support Il-2 Shturmovik	200

Berlin Book - Soviet Late-War - Platoon Count: 3

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>	

HEAVY TANKS

IS-2 obr 1944 with .50 cal AA MG	Slow Tank	11	8	2	Co-ax MG, Turret-rear MG, .50 cal AA MG.
<i>122mm D-25T gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>15</i>	<i>2+</i>	<i>Breakthrough gun.</i>

INFANTRY TEAMS

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

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
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Il-2 Shturmovik	Cannon	3	9	5+	Flying Tank.
	Bombs	4	5	1+	
	Rockets	3	6	3+	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
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Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Hero Gvardeyskiy Tyazhelyy Tankovy Polk HQ - p.47

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.

Luckier

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).

Sharper

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

Smarter

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

Hero companies and platoons from a Hero Gvardeyskiy Tyazhelyy Tankovy Polk (page 46), a Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk (page 48), a Hero Strelkovy Polk (page 56), and Hero Corps Support (page 60) use all of the normal Soviet special rules on pages 249 to 252 of the rulebook (except for Hen and Chicks). In addition they also use the Luckier, Smarter, and Sharper special rules.

Hero Strelkovy Scout Platoon (Guards) - p.59

A Hero Strelkovy Scout Platoon is a Infiltration Platoon. They may Infiltrate a Hero Shturmoyve Group or Hero Strelkovy Battalion. See the Infiltration rules on page 250 of the rulebook.

A Hero Strelkovy Scout Platoons is a Reconnaissance Platoon.

Hero Strelkovy Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.