

# Hero Tankovy Brigada (Red Army)

Confident Trained

Hero Tank Brigade

Soviet

Late-War

## Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Hero Tankovy Brigada HQ (Red Army) - p.39	1	T-34/85 obr 1944	85
Combat Companies			
Hero Tankovy Company (Red Army) - p.39	4	T-34/85 obr 1944	330
Hero Tankovy Company (Red Army) - p.39	4	T-34/85 obr 1944	330
Support Companies			
Guards Hero Heavy Tank Company - p.52 <b>Fearless Trained</b>	3	IS-2 obr 1944 with .50 cal AA MG	465
Hero Medium Assault Gun Company (Red Army) - p.51	3	SU-100	320
Hero Spetsnaz Platoon - p.53 <b>Fearless Veteran</b>	1 1 2 1	Cmd Panzerfaust SMG team Captured Sd Kfz 250 half-track SMG team Captured Sd Kfz 251 half-track	110
Guards Hero Rocket Mortar Battalion - p.55 <b>Fearless Trained</b>	1 1 1 4	Cmd Rifle team Observer Rifle team Truck BM-13 Katyusha	135
Company Points:			1775

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Source document: Desperate Measures book

## Arsenal

### Tank Teams

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
<b>Medium Tanks</b>					
T-34/85 obr 1944	Standard Tank	7	5	1	Co-ax MG, Hull MG.
85mm ZIS-53 gun	32"/80cm	2	12	3+	
<b>Heavy Tanks</b>					
IS-2 obr 1944 with .50 cal AA MG	Slow Tank	11	8	2	Co-ax MG, Turret-rear MG, .50 cal AA MG.
122mm D-25T gun	32"/80cm	1	15	2+	Breakthrough gun.
<b>Assault-guns</b>					
SU-100	Slow tank	9	5	1	Overloaded.
100mm D-10S gun	40"/100cm	1	16	2+	Hull mounted.
<b>Rocket Launchers</b>					
BM-13-16 Katyusha	Wheeled	-	-	-	
BM-13-16 rocket launcher	64"/160cm	-	2	4+	Rocket launcher.

### 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 team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams					
Vehicle	Mobility	Front	Side	Top	Equipment and Notes
<b>Trucks</b>					
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
<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.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

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Special Rules
<p><b>Guards Hero Heavy Tank Company - p.52</b></p> <p>A Guards Hero Heavy Tank Company is rated Fearless Trained.</p>
<p><b>Guards Hero Rocket Mortar Battalion - p.55</b></p> <p>A Guards Hero Rocket Mortar Battalion is rated Fearless Trained.</p> <p>A Guards Hero Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:</p> <p>If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.</p> <p>Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.</p> <p>At the start of the game, place a Full Salvo marker with a Guards Hero Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardments.</p> <p>If a battalion with a BM-31-12 Katyusha rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.</p> <p>Place a Full Salvo marker on a battalion with BM-31-12 Katyusha rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.</p>
<p><b>Hero Medium Assault Gun Company (Red Army) - p.51</b></p> <p>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.</p>
<p><b>Hero Spetsnaz Platoon - p.53</b></p> <p>A Hero Spetsnaz Platoon is a Reconnaissance Platoon.</p> <p>A Hero Spetsnaz Platoon is an exception to the Centralised Control special rule. They operate as a normal platoon.</p> <p>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.</p> <p>A Hero Spetsnaz Platoon is rated Fearless Veteran.</p>
<p><b>Hero Tankovy Brigada HQ (Red Army) - p.39</b></p> <p>Hero platoons and companies do not use the Hen and Chicks special rule.</p> <p>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).</p> <p>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.</p>