

Hero Motostrelkovy Batalon (Red Army)

Confident Trained

Belarus-Denis Grebennikov-Soviet-Mechanised

Soviet

Late-War

Mechanised Company

Platoon	Qty	Unit	Points
Headquarters			
Hero Motostrelkovy Batalon HQ (Red Army) - p.43	2	Cmd Rifle team	30
Combat Companies			
Hero Motostrelkovy Company (Red Army) - p.43	1 9 3	Cmd SMG team SMG team Panzerfaust SMG team	260
Hero Motostrelkovy Company (Red Army) - p.43	1 9 3	Cmd SMG team SMG team Panzerfaust SMG team	260
Hero Anti-tank Company (Red Army) - p.45	1 4	Cmd Rifle team 57mm ZIS-2 gun	150
Weapons Companies			
Hero Motorised Artillery Battalion (Red Army) - p.49	1 1 4	Cmd Rifle team Staff team 76mm ZIS-3 field gun	140
Support Companies			
Guards Hero Heavy Tank Company - p.52 Fearless Trained	1 1 2	IS-2 obr 1944 IS-2 obr 1944 with .50 cal AA MG SMG Tank Escort	325
Hero Medium Assault Gun Company (Red Army) - p.51	3	SU-100	320
Hero Reserve Artillery Battalion (Red Army) - p.56	1 1 1 4	Cmd Rifle team Staff team Observer Rifle team 152mm obr 1943 howitzer	230
Hero Anti-aircraft Platoon (Red Army) - p.40	3	DSHK AA MG on truck	65
Company Points:			1780

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Source document: Desperate Measures book

Arsenal

Tank Teams

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and Notes
Heavy Tanks					
IS-2 obr 1944	Slow Tank	11	8	2	Co-ax MG, Turret-rear MG.
122mm D-25T gun	32"/80cm	1	15	2+	Breakthrough gun.
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.
Assault-guns					
SU-100	Slow tank	9	5	1	Overloaded.
100mm D-10S gun	40"/100cm	1	16	2+	Hull mounted.
Anti-aircraft Machine-guns					
DSHK AA MG on truck	Wheeled	-	-	-	
DShK AA gun	16"/40cm	4	4	5+	Anti-aircraft, Portee.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
152mm obr 1943 howitzer	Immobile	24"/60cm	1	10	1+	Bunker Buster, Gun shield.
Firing bombardments		80"/200cm	-	5	2+	
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 field gun	Medium	32"/80cm	2	9	3+	Gun shield.
Firing bombardments		80"/200cm	-	3	6+	

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.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

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

Guards Hero Heavy Tank Company - p.52

A Guards Hero Heavy Tank Company is rated Fearless Trained.

Hero Anti-tank Company (Red Army) - p.45

The 76mm ZIS-3 anti-tank guns of a Hero Anti-tank Company cannot fire Artillery Bombardments.

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 Motostrelkovy Batalon HQ (Red Army) - p.43

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.

Hero Reserve Artillery Battalion (Red Army) - p.56

You may not field a Hero Reserve Artillery Battalion unless you are also fielding a Hero Motorised Artillery Battalion with at least as many guns in total.