#### L2024 - Jan1 - Hero Reco Company

**Bagration: Soviet** 

Hero Reconnaissance Company		Soviet	LS220	58
Hero Reconnaissance Company HQ	LS220	4		_
2x PPSh SMG team				
1x M3 Scout (.50 cal MG) (LS135)	4			
Hero Armoured Reconnaissance Platoon	LS221	13		
6x PPSh SMG team				
3x M3 Sout (.50 cal MG) (LS222)	11			
<ul> <li>Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.</li> </ul>				
Hero Armoured Reconnaissance Platoon	LS221	13		
6x PPSh SMG team				
3x M3 Sout (.50 cal MG) (LS222)	11			
<ul> <li>Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.</li> </ul>				
Hero Armoured Reconnaissance Platoon	LS221	13		
6x PPSh SMG team				
3x M3 Sout (.50 cal MG) (LS222)	11			
<ul> <li>Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.</li> </ul>				
Hero M4 Sherman (76mm) Tank Company	LS198	15		
3x M4 Sherman (76mm)	15			
Bagration: Soviet Command Cards		Soviet		2

Bagration: Soviet Command Cards		Soviet	2
Lucky		1	
Command Card Lucky	1		
Make Your Own Luck		1	
Command Card Make Your Own Luck	1		

Forward Detachment	Soviet 45
Forward Detachment	5
1x T-34 (85mm)	5
Hero T-34 (85mm) Tank Company	LS173 18
4x T-34 (85mm)	18
Hero SMG Company	LS111 5
5x PPSh SMG team	
1x Komissar team	5
Hero T-34 (85mm) Tank Company	LS173 13
3x T-34 (85mm)	13
82mm Mortar Company	LS113 4
6x 82mm mortar	4

Bagration-Soviet Unit Count: 12 Total Points : 105

#### **Card List:**

Forward Detachment

Lucky

Make Your Own Luck

LS111 Hero SMG Company

LS113 82mm Mortar Company

LS173 Hero T-34 (85mm) Tank Company LS198 Hero M4 Sherman (76mm) Tank Company

LS220 Hero Reconnaissance Company HQ

LS221 Hero Armoured Reconnaissance Platoon

LS222 M3 Scout Hero Transport

LS223 Sd Kfz 251 hero Transport

#### Pick List:

- 6 82mm mortar team
- 1 Komissar team
- 10 M3 Scout (.50 cal MG)
- 3 M4 Sherman (76mm)
- 7 PPSh SMG team
- 18 PPSh SMG team with Panzerfaust anti-tank
- 8 T-34 (85mm)

#### FORWARD DETACHMENT

Forward Detachments came in all sizes, but by 1944 they were all combined arms formations, containing infantry, tanks, and assault guns.

Your Force includes one Forward Detachment, which is a Formation containing:

- 1 Hero Motor Rifle Battalion HQ (LS176) or Hero T-34 Tank Battalion HQ (LS175)
- 1 Hero T-34 Tank Company (LS106) or Hero T-34 (85mm) Tank Company (LS173)
- 1 Hero Motor Rifle Company (LS110) or Hero SMG Company (LS111)
- 0-1 Hero T-34 Tank Company (LS106) or Hero T-34 (85mm) Tank Company (LS173) or Hero T-70 Tank Company (LS107) or Hero Valentine Tank Company (LS108)
- 0-1 82mm Mortar Company (LS113)
- 0-1 SU-76 Light SP Battery (LS141)
- 0-1 ZSU M17 Anti-aircarft Platoon (LS174)

Soviet, Build, Formation, Limited O POINTS

TM & @ 2020 Battlefront Miniatures Ltd

#### **LUCKY**

I'd rather have a lucky general than a good one.

Discard this card to re-roll any one die. The second result must be used.

Soviet, Force, Limited

1 POINTS

TM & © 2020 Battlefront Miniatures Ltd

#### MAKE YOUR OWN LUCK

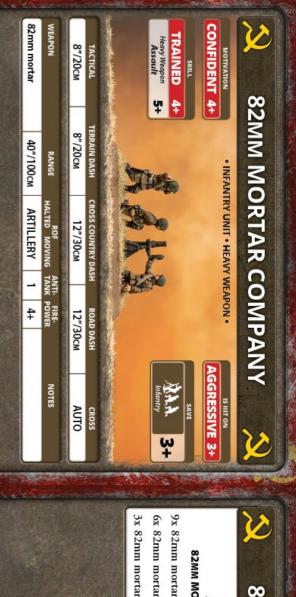
A good general makes his own luck!

Discard this card before you roll any one die to make the roll automatically a 4. Do not roll the die.

Soviet, Force, Limited

1 POINTS

TM & @ 2020 Battlefront Miniatures Ltd.







## 82MM MORTAR COMPANY

9x 82mm mortar 6x 82mm mortar

6 POINTS 4 POINTS

2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge into Contact.



S113

## HERO SMG COMPANY



CONFIDENT 4+ 3+

MOTIVATION

INFANTRY UNIT - KOMISSAR •

IS HIT ON

For the Motherland 2+ VETERAN 3+





Flame-thrower team PPSh SMG team

> 4"/10cm 4"/10cm

> > ROF HALTED MOVING

TANK POWER

NOTES

AUTO Flame-thrower, Heavy Weapon Pinned ROF 2

Pinned ROF 1

8"/20cm

TACTICAL

TERRAIN DASH

8"/20cm

12"/30cm

# HERO SMG COMPANY

#### HERO SMG COMPANY

7x PPSh SMG team 7 POINTS

1x Komissar team

5x PPSh SMG team

1x Komissar team

5 POINTS

## OPTIONS

Add one Flame-thrower team for +2 points.

## SPECIAL RULES

Flame-thrower: Infantry, Gun, and use Top armour for Saves. Unit is Pinned Down if Hit. successful Saves. Armoured Tank Teams Unarmoured Tank Teams re-roll

Heavy Weapon: Team cannot Charge into Contact.

Komissar: While the Komissar team Motivation tests on 3+. The Komissau is In Command, the Unit passes all team shoots as a PPSh SMG team.

Pinned ROF X: Reduce ROF to X when

Pinned Down.

**S111** 



SPECIAL RULES

**■**S198







# RECONNAISSANCE PLATOON



SPECIAL RULES



## ARMOURED RECONNAISSANCE PLATOON

6x PPSh SMG team 3x M3 Scout

(.50 cal MG) (LS222)

4x PPSh SMG team 2x M3 Scout

(.50 cal MG) (LS22)

6x PPSh SMG team 3x Sd Kfz 251 (MG) (LS223)

4x PPSh SMG team 2x Sd Kfz 251 (MG) (15223)

7 POINTS

OPTIONS

Equip PPSh SMG teams with

Panzerfaust anti-tank for +2 points.

11 POINTS

POINTS

11 POINTS

Limited 1: Each time this Unit Shoots, one time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust. Team may Shoot as a Panzerfaust. Each

Pinned ROF 1: Reduce ROF to 1 when Pinned Down.

Spearhead: Unit can move before the Slow Firing:+1 To Hit for Moving ROI game to expand the Deployment Area

### **■** S221

# RECONNAISSANCE COMPANY HO

· INFANTRY FORMATION ·



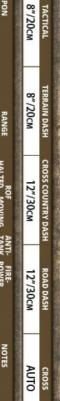
For the Motherland 2+ VETERAN 3+











		HALIED	DALLACIAL		HINN FOWER	
,	4"/10см	ω	ω	_	6	Pinned ROF 1
anti-tank	4"/10см	_	_	12	5+	Limited 1, Slow Firing

Panzerfaust PPSh SMG team

# RECONNAISSANCE COMPANY HQ



CAREFUL

4

NO LIH SI

## HERO RECONNAISSANCE COMPANY HQ

2x PPSh SMG team

1x M3 Scout (.50 cal MG) (IS222) or Sd Kfz 251 (MG) (IS223)

4 POINTS 3 POINTS

## 2x PPSh SMG team

Equip PPSh SMG teams with Panzerfaust anti-tank for +2 points.

OPTIONS

## SPECIAL RULES

HQ Transport: Transports are part of

See Armoured Reconnaissance Platoon (IS221) HQ Unit.

## HERO RECONNAISSANCE COMPANY

## FORMATION CONTAINS:

Hero Reconnaissance

2-3 Hero Armoured Company HQ (LS220)

or Hero Reconnaissance Platoon (LS224) Reconnaissance Platoon (LS221)

0-1 Hero T-34 Tank Company (LS106) or Hero T-34 (85mm) Tank Company (LS173) or Hero M4 Sherman

Tank Company (LS196) or Hero M4 Sherman (76mm)

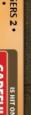
or Hero Valentine Tank Company (LS108) Tank Company (LS198)

0-1 Hero BA-64 Armoured Car Platoon (IS225)
0-1 82mm Mortar Company (IS113)

Heavy Tank-killer Company (15146) 82mm Mortar Company (LS113)

**■** S220







Transport 5+

Sd Kfz 251 (MG)

16"/40cm

RANGE

ROF HALTED MOVING

TANK POWER

NOTES

6

Self-defence AA

10"/25cm

TACTICAL

TERRAIN DASH 10"/25cm

CROSS COUNTRY DASH

16"/40cm

28"/70cm ROAD DASH

CROSS

4































































SD KFZ 251 HERO TRANSPORT

Self-defence AA: Weapon can fire at Passengers 2: Team can carry two Aircraft with ROF 1. Infantry Teams as Passengers.

Spearhead: Unit can move before the game to expand the Deployment Area

Unit Transport: Unit Leader must end the Movement Step within 6"/15cm of while on table. the Unit Leader of its Passenger Unit

**■** \$223







VETERAN

5 ¥ SKILL





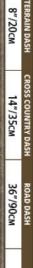






CROSS

5



8"/20cm TACTICAL



M3 Scout (.50 cal AA MG)

20"/50cm

w

5+

Self-defence AA

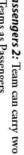




CAREFUL

4

## M3 SCOUT



SPECIAL RULES

Passengers 2: Team can carry two Infantry Teams as Passengers.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

Spearhead: Unit can move before the game to expand the Deployment Area.

Unit Transport: Unit Leader must end the on table. Unit Leader of its Passenger Unit while Movement Step within 6"/15cm of the

**■** S222