

# League 2024 - Rus 1

## Bagration: Soviet

Support	Soviet	26
BA-64 Armoured Car Platoon	LS184	4
7x BA-64 (MG)	4	
• Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost. (2 selected)		
IS-2 Guards Heavy Tank Company	LS153	22
3x IS-2 (122mm)	22	
Bagration: Soviet Command Cards	Soviet	5
RPG-6 Anti-tank Grenades		1
Command Card RPG-6 Anti-tank Grenades	1	
• Total cards: (1 selected)		
Vasily Storozhenko		4
Command Card Vasily Storozhenko	4	
Forward Detachment	Soviet	64
Forward Detachment		2
2x PPSH SMG team	2	
Hero T-34 (85mm) Tank Company	LS173	18
4x T-34 (85mm)	18	
Hero SMG Company	LS111	9
7x PPSH SMG team		
1x Komissar team	7	
• Add one Flame-thrower team for +2 points.		
Hero T-34 (85mm) Tank Company	LS173	18
4x T-34 (85mm)	18	
82mm Mortar Company	LS113	4
6x 82mm mortar	4	
SU-76 Light SP Battery	LS141	13
5x SU-76 (76mm)	13	
T-70 Reconnaissance Tank Company	Soviet	10
T-70 Reconnaissance Tank Company		1
1x T-70 (45mm)	1	
Hero T-70 Tank Company	LS107	3
3x T-70 (45mm)	3	
Hero T-70 Tank Company	LS107	3
3x T-70 (45mm)	3	
Hero T-70 Tank Company	LS107	3
3x T-70 (45mm)	3	
Bagration-Soviet	Unit Count: 14	Total Points : 105

### Card List:

Forward Detachment  
 RPG-6 Anti-tank Grenades  
 T-70 Reconnaissance Tank Company  
 Vasily Storozhenko  
 LS107 Hero T-70 Tank Company  
 LS111 Hero SMG Company  
 LS113 82mm Mortar Company  
 LS141 SU-76 Light SP Battery  
 LS153 IS-2 Guards Heavy Tank Company  
 LS173 Hero T-34 (85mm) Tank Company  
 LS184 BA-64 Armoured Car Platoon

### Pick List:

6 82mm mortar team  
 5 BA-64 (MG)  
 2 BA-64 (PTRD)  
 1 Flame-thrower team  
 3 IS-2 (122mm)  
 1 Komissar team  
 9 PPSH SMG team  
 5 SU-76 (76mm)  
 8 T-34 (85mm)  
 10 T-70 (45mm)

## 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-aircraft Platoon (LS174)

**Soviet, Build,  
Formation, Limited**

**0  
POINTS**

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## T-70 RECONNAISSANCE TANK COMPANY

*By late 1943, many elite reconnaissance battalions fielded a company of ten T-70 light tanks to support their reconnaissance platoons.*

*These hand-picked troops were as good as the best crews from the tank battalions.*

Your Force includes a T-70 Reconnaissance Tank Company, which is a Formation containing:

- 1 HQ Unit consisting of 1x T-70 tank from (LS107)
- 2-3 Hero T-70 Tank Company (LS107)

**Soviet, Build,  
Formation, Limited**

**0  
POINTS**

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## RPG-6 ANTI-TANK GRENADES

*The RPG-6 (Russian: Ruchnaya Protivotankovaya Granata, or Handheld Anti-tank Grenade) was introduced after the Battle of Kursk to give Soviet infantry an improved capability in assault combat against enemy tanks.*

Each time this Unit rolls To Hit in Assault combat, up to two of its Teams may attack with Anti-tank rating of 10 and Firepower 5+ against an opponent's Tank Teams' Side Armour rather than with their usual weapons.

**Soviet, Unit (Infantry)**

**1  
POINTS**

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## VASILIIY STOROZHENKO

*Major Vasilii Yakovlevich Storozhenko served with the 1st Guards Tank Brigade as part of the 8th Guards Mechanised Corps with distinction, destroying 29 enemy tanks in combat between 1941 and 1945.*

Before deployment the Player may designate one Hero T-34 (85mm) Tank Company or T-34 (85mm) Tank Company as a Spearhead Unit that can deploy using the Spearhead rule.

Once per turn the Formation Commander's tank may re-roll one failed To Hit roll.

**Soviet, Warrior, Formation  
(Hero T-34 (85mm) Tank  
Battalion, T-34 (85mm)  
Tank Battalion)**

**4  
POINTS**

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# HERO SMG COMPANY



MOTIVATION  
**CONFIDENT 4+**



• INFANTRY UNIT • KOMISSAR •

IS HIT ON  
**AGGRESSIVE 3+**

SAVE



**3+**

**VETERAN 3+**  
For the Motherland Assault



WEAPON  
PPSh SMG team  
OPTIMUM  
Flame-thrower team

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10CM	3	3	3	1	6	Pinned ROF 1
OPTIMUM Flame-thrower team	4"/10CM	4	4	4	2	AUTO	Flame-thrower, Heavy Weapon, Pinned ROF 2



# HERO SMG COMPANY



IS HIT ON  
**HERO SMG COMPANY**



7x PPSh SMG team  
1x Komissar team

**7 POINTS**

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 Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

**Heavy Weapon:** Team cannot Charge into Contact.

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

**Pinned ROF X:** Reduce ROF to X when Pinned Down.

5111



# T-70 HERO TANK COMPANY



MOTIVATION  
**CONFIDENT 4+**

SKILL  
**TRAINED 4+**  
Cobby Tactics

**3+**



IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT 4

SIDE & REAR 2

TOP 1

TACTICAL	10"/25CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	18"/45CM	ROAD DASH	20"/50CM	CROSS	4+
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WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
T-70 (45mm)	20"/50CM	1	1	1	7	4+	Overworked
T-70 (MG)	16"/40CM	3	3	3	2	6	



# T-70 HERO TANK COMPANY



IS HIT ON  
**T-70  
HERO TANK COMPANY**



3x T-70 (45mm)

**3 POINTS**

### SPECIAL RULES

**Overworked:** +1 To Hit for Moving ROF.

5107





# SU-76

LIGHT SP BATTERY

• TANK UNIT •



MOTIVATION  
**CONFIDENT 4+**

SP Gun  
**Counterattack 6**  
Not One Step Back  
**Last Stand 3+**

SKILL  
**TRAINED 4+**  
SP Gun  
**Assault 6**

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT	4
SLIDE & REAR	1
TOP	0

TACTICAL	10"/25CM	TERRAIN DASH	14"/35CM	CROSS COUNTRY DASH	20"/50CM	ROAD DASH	24"/60CM	CROSS	3+
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WEAPON	SU-76 (76mm) or Direct Fire	RANGE	72"/180CM	ROF		ANTI-TANK POWER	FIRE	NOTES
				HALTED	MOVING			
		ARTILLERY	2	1	9	4+	Forward Firing	Forward Firing



# SU-76

LIGHT SP BATTERY



## SU-76 LIGHT SP BATTERY

- 5x SU-76 (76mm)
- 4x SU-76 (76mm)
- 3x SU-76 (76mm)

- 13 POINTS
- 10 POINTS
- 8 POINTS

**SPECIAL RULES**  
*Forward Firing:* Weapon can only hit targets fully in front of the Team.

5141



# 82MM MORTAR COMPANY

• INFANTRY UNIT • HEAVY WEAPON •



MOTIVATION  
**CONFIDENT 4+**

SKILL  
**TRAINED 4+**  
Heavy Weapon  
**Assault 5+**

IS HIT ON  
**AGGRESSIVE 3+**

SAVE

**3+**

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	82mm mortar	RANGE	40"/100CM	ROF		ANTI-TANK POWER	FIRE	NOTES
				HALTED	MOVING			
		ARTILLERY	1	4+				



# 82MM MORTAR COMPANY



## 82MM MORTAR COMPANY

- 9x 82mm mortar
- 6x 82mm mortar
- 3x 82mm mortar

- 6 POINTS
- 4 POINTS
- 2 POINTS

**SPECIAL RULES**  
*Heavy Weapon:* Team cannot Charge into Contact.

5113





## T-34 (85MM)

HERO TANK COMPANY



MOTIVATION

**CONFIDENT 4+**

SKILL

**TRAINED 4+**  
*Crafty Tactics*

• TANK UNIT •



IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 6**  
**SIDE & REAR 5**  
**TOP 1**

TACTICAL

12"/30CM

TERRAIN DASH

16"/40CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

2+

WEAPON

T-34 (85mm)

RANGE

28"/70CM

HALTED

2

MOVING

1

ANTI-TANK

12

FIRE POWER

3+

T-34 (MGs)

16"/40CM

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE POWER

6

NOTES



## IS-2

GUARDS HEAVY TANK COMPANY



MOTIVATION

**CONFIDENT 4+**

*Heavy Tank Counterattack*  
*Not One Step Back*  
*Last Stand*

SKILL

**VETERAN 3+**

• TANK UNIT •



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 10**  
**SIDE & REAR 8**  
**TOP 2**

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

IS-2 (122mm)

RANGE

28"/70CM

HALTED

1

MOVING

1

ANTI-TANK

14

FIRE POWER

2+

IS-2 (12.7mm AA MG)

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE POWER

5+

IS-2 (MG)

16"/40CM

HALTED

1

MOVING

1

ANTI-TANK

2

FIRE POWER

6

NOTES

*Brutal, Slow Firing*  
*Self-defence AA*



## T-34 (85MM)

HERO TANK COMPANY



T-34 (85mm)  
HERO TANK COMPANY

4x T-34 (85mm)  
3x T-34 (85mm)

**18 POINTS**  
**13 POINTS**

5173



## IS-2

GUARDS HEAVY TANK COMPANY



IS-2  
GUARDS HEAVY TANK COMPANY

5x IS-2 (122mm)  
4x IS-2 (122mm)  
3x IS-2 (122mm)

**37 POINTS**  
**30 POINTS**  
**22 POINTS**

### SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.  
**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.  
**Slow Firing:** +1 To Hit for Moving ROF.

5153





# BA-64

## ARMoured CAR PLATOON

• TANK UNIT • SPEARHEAD •



**MOTIVATION**  
**CONFIDENT 4+**

*Armoured Car*  
**Counterattack 6**  
*Not One Step Back*  
**Last Stand 3+**

**SKILL**  
**VETERAN 3+**  
*Armoured Car Assault*  
**5+**

**IS HIT ON**  
**AGGRESSIVE 3+**

ARMOUR	
FRONT	1
SLIDE & REAR	1
TOP	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	10"/25CM	20"/50CM	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
BA-64 (MG)	16"/40CM	3	3	2	6	Self-defence AA
OPTIONAL BA-64 (PTRD)	16"/40CM	2	1	5	5+	No HE



# BA-64

## ARMoured CAR PLATOON



### ARMoured CAR PLATOON

- 7x BA-64 (MG) **4 POINTS**
- 5x BA-64 (MG) **3 POINTS**
- 3x BA-64 (MG) **2 POINTS**

**OPTIONS**

- Relace up to two BA-64 (MG) with BA-64 (PTRD) at no cost.

**SPECIAL RULES**

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.  
**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.  
**Spearhead:** Unit can move before the game to expand the Deployment Area.

