

# 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			
• Equip PPSH SMG teams with Panzerfaust anti-tank for +2 points.				
Hero Armoured Reconnaissance Platoon	LS221	13		
6x PPSH SMG team				
3x M3 Sout (.50 cal MG) (LS222)	11			
• Equip PPSH SMG teams with Panzerfaust anti-tank for +2 points.				
Hero Armoured Reconnaissance Platoon	LS221	13		
6x PPSH SMG team				
3x M3 Sout (.50 cal MG) (LS222)	11			
• Equip PPSH SMG teams with Panzerfaust anti-tank for +2 points.				
Hero M4 Sherman (76mm) Tank Company	LS198	15		
3x M4 Sherman (76mm)	15			

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-aircraft Platoon (LS174)

**Soviet, Build,  
Formation, Limited**

**0  
POINTS**

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## 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**

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## 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**

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# 82MM MORTAR COMPANY



• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION  
**CONFIDENT 4+**

SKILL

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



IS HIT ON  
**AGGRESSIVE 3+**

SAVE

**3+**  
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
82mm mortar	40"/100CM	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



# HERO SMG COMPANY



• INFANTRY UNIT • KOMISSAR •

MOTIVATION  
**CONFIDENT 4+**

SKILL

**VETERAN 3+**  
For the Motherland Assault  
**2+**



IS HIT ON  
**AGGRESSIVE 3+**

SAVE

**3+**  
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10CM	3	3	1	6 Pinned ROF 1
Optional Flame-thrower team	4"/10CM	4	4	2	AUTO Flame-thrower, Pinned ROF 2



# HERO SMG COMPANY



## HERO SMG COMPANY

- 7x PPSh SMG team
- 1x Komissar team
- 5x PPSh SMG team
- 1x Komissar team

- 7 POINTS**
- 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



# M4 SHERMAN (76MM)

HERO TANK COMPANY



MOTIVATION

**CONFIDENT 4+**

Not One Step Back

Last Stand

Protected Ammo

Remount

**3+**

**TRAINED 4+**

Crafty

Tactics

**3+**



• TANK UNIT •

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

NOTES

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (76mm)

36"/90CM

RANGE

2

HALTED

ROF

MOVING

ANTI-TANK

POWER

1

FIRE

3+

No HE

M4 Sherman (.50 cal AA MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

6

NOTES

3+

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

FRONT 6

SIDE & REAR 5

TOP 1



# T-34 (85MM)

HERO TANK COMPANY



MOTIVATION

**CONFIDENT 4+**

SKILL

**TRAINED 4+**

Crafty

Tactics

**3+**



• TANK UNIT •

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

FRONT 6

SIDE & REAR 5

TOP 1

NOTES

TACTICAL

12"/30CM

TERRAIN DASH

16"/40CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

2+

WEAPON

T-34 (85mm)

28"/70CM

2

HALTED

ROF

MOVING

ANTI-TANK

POWER

1

FIRE

3+

T-34 (MGs)

16"/40CM

4

4

2

6

NOTES

3+

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

FRONT 6

SIDE & REAR 5

TOP 1



# M4 SHERMAN (76MM)

HERO TANK COMPANY



M4 SHERMAN (76mm)

HERO TANK COMPANY

20 POINTS

4x M4 Sherman (76mm)

3x M4 Sherman (76mm)

15 POINTS

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.

5198



# T-34 (85MM)

HERO TANK COMPANY



T-34 (85mm)

HERO TANK COMPANY

18 POINTS

4x T-34 (85mm)

3x T-34 (85mm)

13 POINTS

5173

# HERO ARMoured RECONNAISSANCE PLATOON

• INFANTRY UNIT • SPEARHEAD •

MOTIVATION  
**FEARLESS 3+**

SKILL  
**VETERAN 3+**  
*For the Motherland Assault*



IS HIT ON  
**CAREFUL 4+**

SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

  

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing

# HERO ARMoured RECONNAISSANCE PLATOON



## HERO ARMoured RECONNAISSANCE PLATOON

- 6x PPSH SMG team
- 3x M3 Scout (.50 cal MG) (LS222) **11 POINTS**
- 4x PPSH SMG team **7 POINTS**
- 2x M3 Scout (.50 cal MG) (LS222) **7 POINTS**
- 6x PPSH SMG team **11 POINTS**
- 3x Sd Kfz 251 (MG) (LS223) **7 POINTS**
- 4x PPSH SMG team **7 POINTS**
- 2x Sd Kfz 251 (MG) (LS223) **7 POINTS**

**OPTIONS**

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

**SPECIAL RULES**

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

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

**Slow Firing:** +1 To Hit for Moving ROF.

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

# HERO RECONNAISSANCE COMPANY HQ

• INFANTRY FORMATION •

MOTIVATION  
**FEARLESS 3+**

SKILL  
**VETERAN 3+**  
*For the Motherland Assault*



IS HIT ON  
**CAREFUL 4+**

SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

  

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing

# HERO RECONNAISSANCE COMPANY HQ



## HERO RECONNAISSANCE COMPANY HQ

- 2x PPSH SMG team
- 1x M3 Scout (.50 cal MG) (LS222) **4 POINTS**
- or Sd Kfz 251 (MG) (LS223) **3 POINTS**
- 2x PPSH SMG team **3 POINTS**

**OPTIONS**

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

**HERO RECONNAISSANCE COMPANY HQ**

**FORMATION CONTAINS:**

- 1 Hero Reconnaissance Company HQ (LS220)
- 2-3 Hero Armoured Reconnaissance Platoon (LS221) *or* Hero Reconnaissance Platoon (LS224)
- 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 Tank Company (LS198)
- or* Hero Valentine Tank Company (LS108)
- 0-1 Hero BA-64 Armoured Car Platoon (LS225)
- 0-1 82mm Mortar Company (LS113)
- 0-1 Heavy Tank-killer Company (LS146)

**SPECIAL RULES**

**HQ Transport:** Transports are part of HQ Unit.

See Armoured Reconnaissance Platoon (LS221)

LS220

LS221



# SD KFZ 251

HERO TRANSPORT



MOTIVATION

**CONFIDENT 4+**

Transport  
Counterattack

**5+**

SKILL

**VETERAN 3+**

Transport  
Assault

**5+**

- TRANSPORT ATTACHMENT • PASSENGERS 2 •
- SPEARHEAD • UNIT TRANSPORT •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

Sd Kfz 251 (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Self-defence AA



# M3 SCOUT

HERO TRANSPORT



MOTIVATION

**CONFIDENT 4+**

Transport  
Counterattack

**5+**

SKILL

**VETERAN 3+**

Transport  
Assault

**5+**

- TRANSPORT ATTACHMENT • PASSENGERS 2 •
- SPEARHEAD • UNIT TRANSPORT •



IS HIT ON  
**CAREFUL 4+**

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 0

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

36"/90CM

CROSS

5+

WEAPON

M3 Scout  
(50 cal AA MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE-POWER

5+

NOTES

Self-defence AA



# SD KFZ 251

HERO TRANSPORT



SD KFZ 251  
HERO TRANSPORT

## 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 Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

IS223



# M3 SCOUT

HERO TRANSPORT



M3 SCOUT  
HERO TRANSPORT

## 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 Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

IS222