

L2024 - Jan2 - Engineer Sapper Battalion - Hero IS-2 Bagration: Soviet

Engineer-Sapper Battalion	Soviet	LS163	24
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Engineer-sapper Battalion HQ	LS163	2
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2x PPSH SMG team 2

Engineer-sapper Company	LS164	11
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8x PPSH SMG team with Smoke Pots 9

- Equip PPSH SMG teams with Panzerfaust anti-tank for +2 points.
- Replace up to six PPSH SMG teams with up to two each of the following:

- PTRD anti-tank rifle teams (LS165)
- Maksim HMG teams (LS165)
- Flame-thrower teams (LS165)
- 82mm mortars (LS165)

Engineer-sapper Company	LS164	11
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- Maksim HMG teams (LS165)
- Flame-thrower teams (LS165)
- 82mm mortars (LS165)

Hero IS-2 (Late) Guards Heavy Tank Regiment	Soviet	LS217	60
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Hero IS-2 (Late) Guards Heavy Tank Regiment HQ	LS217	12
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1x IS-2 (late 122mm) 12

Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24
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2x IS-2 (late 122mm) 24

Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24
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2x IS-2 (late 122mm) 24

Bagration: Soviet Command Cards	Soviet		21
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Decoy Tank Company		21
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- Command Card Decoy Tank Company
- up to 3 Panther (LG104) for +7 points each. (3 selected)

Bagration-Soviet	Unit Count: 7	Total Points : 105
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Card List:

Decoy Tank Company
 LS163 Engineer-sapper Battalion HQ
 LS164 Engineer-sapper Company
 LS165 Engineer-sapper Company Weapons Card
 LS217 Hero IS-2 (Late) Guards Heavy Tank Regiment HQ
 LS218 Hero IS-2 (Late) Guards Heavy Tank Company

Pick List:

5 IS-2 (late 122mm)
 3 Panther (7.5cm)
 2 PPSH SMG team
 16 PPSH SMG team with Smoke Pots and Panzerfaust anti-tank

DECOY TANK COMPANY

The Soviet used captured tanks to lead their advances and confuse the Germans.

You may form a Decoy Tank Company of up to three of the following Tanks in place of a Scout Platoon or BA-64 Armoured Car Platoon.

- up to 3 Panzer IV (LG167) for +4 points each.
- up to 3 StuG (LG266) for +4 points each.
- up to 3 Panther (LG104) for +7 points each.
- up to 1 Tiger (LG102) for +8 points.

Unit has Spearhead rule and uses the following ratings.

MOTIVATION
CONFIDENT 4+

IS HIT ON
AGGRESSIVE 3+

SKILL
GREEN 5+

Decoy Tanks cannot use the Stormtroopers rule.

Soviet, Build, Unit, Limited

0
POINTS

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ENGINEER-SAPPER BATTALION HQ

- INFANTRY FORMATION
- SAPPER BODY ARMOUR

IS HIT ON
AGGRESSIVE 3+

SAVE

3+
Infantry

MOTIVATION
FEARLESS 3+

SKILL
TRAINED 4+
For the Motherland Assault
Cathy Tactics
3+



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
PPSh SMG team	4"/10CM	3	3	6
			NOTES	
			HALTED MOVING	Pinned ROF 1



ENGINEER-SAPPER BATTALION HQ



ENGINEER-SAPPER BATTALION HQ
2x PPSh SMG team
2 POINTS

SPECIAL RULES

Pinned ROF 1: Reduce ROF to 1 when Pinned Down.
Sapper Body Armour: Team rolls a die when hit in Assault. If they roll a 6 they are unharmed, any other roll they are destroyed as usual.

BAGRATION
ENGINEER-SAPPER BATTALION

FORMATION CONTAINS:

- 1 Engineer-sapper Battalion HQ (LS163)
- 2-3 Engineer-sapper Company (LS164)
- 0-1 IS-2 Guards Heavy Tank Company (LS153) or ISU-122 Heavy SP Battery (LS157) or ISU-152 Heavy SP Battery (LS158) or OT-34 Flame-tank Company (LS185)

LS163



ENGINEER-SAPPER COMPANY



WEAPONS CARD



MOTIVATION

FEARLESS 3+

- WEAPONS CARD • PIONEERS •
- SAPPER BODY ARMOUR •

IS HIT ON
AGGRESSIVE 3+

SAVE



3+

TRAINED 4+
Crewy
Tactics **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
OPTIONAL PTRD anti-tank rifle	16"/40CM	4	2	5	5+	Heavy Weapon, No HE
OPTIONAL Flame-thrower team	4"/10CM	4	4	2	AUTO	Flame-thrower, Heavy Weapon, Pinned ROF 2.
OPTIONAL Maksim HMG team	24"/60CM	6	2	2	6	Heavy Weapon
OPTIONAL 82mm mortar	40"/100CM					Heavy Weapon

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.

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Pinned ROF 2: ROF 2 when Pinned Down.

Pioneers: Teams cross Minefields on 2+.

Sapper Body Armour: Team rolls a die when hit in Assault. If they roll a 6 they are unharmed, any other roll they are destroyed as usual.

5165

ENGINEER-SAPPER COMPANY



ENGINEER-SAPPER COMPANY



MOTIVATION

FEARLESS 3+

- INFANTRY UNIT • PIONEERS •
- SAPPER BODY ARMOUR •

IS HIT ON
AGGRESSIVE 3+

SAVE



3+

TRAINED 4+
For the Motherland
Assault **3+**
Crewy
Tactics **3+**



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
		HALTED	MOVING			
PPSh SMG team	4"/10CM	3	3	1	6	Pinned ROF 1
Smoke Pots	4"/10CM	ARTILLERY		-	-	Assault Smoke Limited 2, Smoke Bombardment
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 2, Slow Firing
DP MG team	16"/40CM	2	2	2	6	

Weapons data for the PTRD anti-tank rifle, Flame-thrower team, Maksim HMG team, and 82mm mortar are on card 5165.

SPECIAL RULES

Assault Smoke: Teams that fire Smoke Bombardment can Assault.

Limited 2: Each time this Unit Shoots, two Teams may Shoot as that weapon. Each time this Unit rolls To Hit in an Assault, two Teams may use a Panzerfaust.

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

Pioneers: Teams cross Minefields on 2+.

Sapper Body Armour: Team rolls a die when hit in Assault. If they roll a 6 they are unharmed, any other roll they are destroyed as usual.

Slow Firing: 1 To Hit for Moving ROF.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

5164



IS-2 (LATE)

HERO GUARDS HEAVY TANK COMPANY

MOTIVATION

FEARLESS 3+

Assault Tank
Counterattack **2+**

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT **11**

SIDE & REAR **8**

TOP **2**

• TANK UNIT •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON

	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE NOTES
IS-2 (late) (122mm)	28"/70CM	1	1	14	2+ Brutal, Slow Firing
IS-2 (late) (12.7mm AA MG)	20"/50CM	3	2	4	5+ Self-defence AA
IS-2 (late) (MG)	16"/40CM	1	1	2	6



IS-2 (LATE)

HERO GUARDS HEAVY TANK REGIMENT HQ

MOTIVATION

FEARLESS 3+

Assault Tank
Counterattack **2+**

SKILL

VETERAN 3+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT **11**

SIDE & REAR **8**

TOP **2**

• TANK FORMATION •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON

	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE NOTES
IS-2 (late) (122mm)	28"/70CM	1	1	14	2+ Brutal, Slow Firing
IS-2 (late) (12.7mm AA MG)	20"/50CM	3	2	4	5+ Self-defence AA
IS-2 (late) (MG)	16"/40CM	1	1	2	6



IS-2 (LATE)

HERO GUARDS HEAVY TANK COMPANY



HERO IS-2 (LATE) GUARDS HEAVY TANK COMPANY

3x IS-2 (late 122mm)

2x IS-2 (late 122mm)

36 POINTS

24 POINTS

OPTIONS

- Add Bedspring Armour to all IS-2 (late) tanks for +1 point.

SPECIAL RULES

Bedspring Armour: If team fails its Side armour save against a weapon with Firepower 5+ or 6, Roll a 5+ to ignore the Hit.

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.

IS218



IS-2 (LATE)

HERO GUARDS HEAVY TANK REGIMENT HQ



HERO IS-2 (LATE) GUARDS HEAVY TANK REGIMENT HQ

1x IS-2 (late 122mm)

12 POINTS

OPTIONS

- Add Bedspring Armour to IS-2 (late) tank for +1 point.



IS-2 (LATE)

HERO GUARDS HEAVY TANK REGIMENT



HERO IS-2 (LATE) GUARDS HEAVY TANK REGIMENT

FORMATION CONTAINS:

- 1 Hero IS-2 (late) Guards Heavy Tank Regiment HQ (IS217)
- 2-4 Hero IS-2 (late) Guards Heavy Tank Company (IS218)
- 0-1 Hero Guards SMG Company (IS228)
- 0-7 Red Banner SMG Company (IS203)
- 0-7 Hero Engineer-Sapper Company (IS211)

SPECIAL RULES

See Hero IS-2 (late) Guards Heavy Tank Company (IS218)

IS217