

# L2024 - Jan3 - Hero IS-2 Late Guards Heavy Tank Regiment

## Berlin: Soviet

Hero IS-2 (Late) Guards Heavy Tank Regiment	Soviet	LS217	103
Hero IS-2 (Late) Guards Heavy Tank Regiment HQ	LS217	12	
1x IS-2 (late 122mm)		12	
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24	
2x IS-2 (late 122mm)		24	
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24	
2x IS-2 (late 122mm)		24	
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24	
2x IS-2 (late 122mm)		24	
Red Banner SMG Company	LS203	19	
10x PPSH SMG team			
1x Komissar team		14	
• Equip PPSH SMG teams with Panzerfaust anti-tank for +3 points.			
• Add one Flame-thrower team for +2 points.			

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

Berlin-Soviet	Unit Count: 7	Total Points : 105
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**Card List:**

- Lucky
- Make Your Own Luck
- LS203 Red Banner SMG Company
- LS217 Hero IS-2 (Late) Guards Heavy Tank Regiment HQ
- LS218 Hero IS-2 (Late) Guards Heavy Tank Company

**Pick List:**

- 1 Flame-thrower team
- 7 IS-2 (late 122mm)
- 1 Komissar team
- 10 PPSH SMG team with Panzerfaust anti-tank



# RED BANNER SMG COMPANY



MOTIVATION  
**CONFIDENT 4+**

**3+**

• INFANTRY UNIT • KOMISSAR •

IS HIT ON  
**CAREFUL 4+**

SKILL  
**VETERAN 3+**  
Assault Weapons Assault **2+**

SAVE  
**3+**  
Infantry



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

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE POWER	NOTES
PPSh SMG team	4"/10CM	3	3	3	1	6	Pinned ROF 1
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	1	12	5+	Assault 3+, Limited 2, Slow Firing
OPTIONAL Flame-thrower team	4"/10CM	4	4	4	2	AUTO	Assault 3+, Flame-thrower, Heavy Weapon, Pinned ROF 2



# RED BANNER SMG COMPANY



**14 POINTS**

**10 POINTS**

**6 POINTS**

- 10x PPSh SMG team
  - 1x Komissar
  - 7x PPSh SMG team
  - 1x Komissar
  - 4x PPSh SMG team
  - 1x Komissar
- OPTIONS**
- Equip PPSh SMG teams with Panzerfaust anti-tank for +3 points.
  - Add one Flame-thrower team for +2 points.

### SPECIAL RULES

**Assault 3+:** Team hits on 3+ in Assaults.

**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:** Cannot Change into Contact.

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

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

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

**Pinned ROF 2:** ROF 2 when Pinned Down.

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

IS 5203

# 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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# 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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## 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 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

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 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.

**SPECIAL RULES**

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



### 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)
- 0-1 Red Banner SMG Company (IS203)
- 0-1 Hero Engineer-Sapper Company (IS211)

**IS217**