

## Andy Somerville - Nationals - Primary

# Bagration: Soviet

### Using Dynamic Points

<b>IS-85 Guards Heavy Tank Regiment</b>		<b>Soviet</b>	<b>LS154</b>	<b>55</b>
IS-85 Guards Heavy Tank Regiment HQ	LS154	6		
1x IS-85 (85mm)	6			
IS-85 Guards Heavy Tank Company	LS155	19		
3x IS-85 (85mm)	19			
IS-85 Guards Heavy Tank Company	LS155	19		
3x IS-85 (85mm)	19			
Engineer-sapper Company	LS164	11		
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)				
<b>Hero Motor Rifle Battalion</b>		<b>Soviet</b>	<b>LS176</b>	<b>33</b>
Hero Motor Rifle Battalion HQ	LS176	2		
2x PPSH SMG team	2			
Hero Motor Rifle Company	LS110	9		
7x DP MG team				
1x Komissar team	8			
• Add up to two PTRD anti-tank rifle teams for +1 point each. (1 selected)				RPG-6 Anti-tank Grenades
Hero Motor Rifle Company	LS110	9		
7x DP MG team				
1x Komissar team	8			
• Add up to two PTRD anti-tank rifle teams for +1 point each. (1 selected)				RPG-6 Anti-tank Grenades
Maksim Machine-gun Company	LS112	2		
3x Maksim HMG	2			
120mm Mortar Company	LS114	3		
3x 120mm mortar	3			
57mm Anti-tank Company	LS177	8		
4x 57mm gun	8			
<b>Support</b>		<b>Soviet</b>		<b>9</b>
SU-76 Light SP Battery	LS141	9		
5x SU-76 (76mm)	9			
<b>Bagration: Soviet Command Cards</b>		<b>Soviet</b>		<b>3</b>
RPG-6 Anti-tank Grenades		2		
Command Card RPG-6 Anti-tank Grenades	1			
• Total cards: (2 selected)				
Maskirovka		1		
Command Card Maskirovka	1			

**Card List:**

Maskirovka  
RPG-6 Anti-tank Grenades  
LS110 Hero Motor Rifle Company  
LS112 Maksim Machine-gun Company  
LS114 120mm Mortar Company  
LS141 SU-76 Light SP Battery  
LS154 IS-85 Guards Heavy Tank Regiment HQ  
LS155 IS-85 Guards Heavy Tank Company  
LS164 Engineer-sapper Company  
LS165 Engineer-sapper Company Weapons Card  
LS176 Hero Motor Rifle Battalion HQ LS177  
57mm Anti-tank Company **Pick List:**  
3 120mm mortar team  
4 57mm gun  
14 DP MG team  
7 IS-85 (85mm)  
2 Komissar team  
3 Maksim HMG team  
2 PPSH SMG team  
8 PPSH SMG team with Smoke Pots and  
Panzerfaust anti-tank  
2 PTRD anti-tank rifle team  
5 SU-76 (76mm)

## MASKIROVKA

*Don't make those foxholes too obvious.  
They've got to think we really are  
stupid enough to dig in here.*

At the start of a game, after deployment, reposition one of your opponent's Ranged In markers up to 6"/15cm in any direction.

**Soviet, Force, Limited**

**1**  
POINTS

TM & © 2020 Battlefront Miniatures Ltd.

## 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

TM & © 2020 Battlefront Miniatures Ltd.

## 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

TM & © 2020 Battlefront Miniatures Ltd.

# MAKSIM MACHINE-GUN 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 POWER	NOTES
Maksim HMG	24"/60CM	6	2	6

# MAKSIM MACHINE-GUN COMPANY

## MAKSIM MACHINE-GUN COMPANY

- 9x Maksim HMG
- 6x Maksim HMG
- 3x Maksim HMG

**6 POINTS**

**4 POINTS**

**2 POINTS**

### SPECIAL RULES

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

U 5112

# HERO MOTOR RIFLE 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 POWER	NOTES
DP MG team	16"/40CM	2	2	6
OPTIONAL Maksim HMG	24"/60CM	6	2	6
OPTIONAL PTRD anti-tank rifle	16"/40CM	4	2	5+

# HERO MOTOR RIFLE COMPANY

## HERO MOTOR RIFLE COMPANY

- 10x DP MG team
- 1x Komissar team
- 7x DP MG team
- 1x Komissar team

**12 POINTS**

**8 POINTS**

### OPTIONS

- Add up to two PTRD anti-tank rifle teams for +1 point each.
- Add up to two Maksim HMG teams for +1 point each.

### SPECIAL RULES

**Assault 4+:** Team hits on 4+ in Assaults.

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

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

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

U 5110



# SU-76 LIGHT SP BATTERY

• TANK UNIT •

MOTIVATION **CONFIDENT 4+**

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

SKILL **TRAINED 4+**

SP Gun  
Assault **6**



IS HIT ON **AGGRESSIVE 3+**

ARMOUR

FRONT	4
SIDE & REAR	1
TOP	0

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



# SU-76 LIGHT SP BATTERY



- SU-76 LIGHT SP BATTERY**
- 5x SU-76 (76mm) **13 POINTS**
  - 4x SU-76 (76mm) **10 POINTS**
  - 3x SU-76 (76mm) **8 POINTS**

**SPECIAL RULES**

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



U 5141



# 120MM MORTAR COMPANY

• GUN UNIT •

MOTIVATION **CONFIDENT 4+**

SKILL **TRAINED 4+**

Gun  
Assault **5+**



IS HIT ON **AGGRESSIVE 3+**

SAVE **4+**

Gun

TACTICAL	4"/10CM	TERRAIN DASH	4"/10CM	CROSS COUNTRY DASH	6"/15CM	ROAD DASH	8"/20CM	CROSS	3+		
WEAPON	120mm mortar	RANGE	56"/140CM	HALTED	ARTILLERY	MOVING	2	ANTI-TANK POWER	3+	NOTES	



# 120MM MORTAR COMPANY



- 120MM MORTAR COMPANY**
- 8x 120mm mortar **8 POINTS**
  - 6x 120mm mortar **6 POINTS**
  - 3x 120mm mortar **3 POINTS**

U 5114

**IS-85**  
GUARDS HEAVY TANK COMPANY

• TANK UNIT •

**CONFIDENT 4+**  
Assault Tank  
Counterattack  
Not One Step Back  
Last Stand

**VETERAN 3+**



**AGGRESSIVE 3+**

IS HIT ON

ARMOUR

FRONT 10  
SIDE & REAR 8  
TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	2+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE-POWER
IS-85 (85mm)	28"/70CM	2	1	12
IS-85 (MG)	16"/40CM	3	3	2

NOTES

**IS-85**  
GUARDS HEAVY TANK COMPANY

IS HIT ON

40 POINTS  
5x IS-85 (85mm)  
32 POINTS  
4x IS-85 (85mm)  
24 POINTS  
3x IS-85 (85mm)

**IS-85**  
GUARDS HEAVY TANK REGIMENT HQ

8 POINTS

**IS-85**  
GUARDS HEAVY TANK REGIMENT HQ

BAGRATION  
IS-2 GUARDS  
HEAVY TANK REGIMENT

FORMATION CONTAINS:

- 1 IS-85 Guards Heavy Tank Regiment HQ (IS154)
- 2-4 IS-85 Guards Heavy Tank Company (IS155)
- 0-1 SMG Company (IS130)
- 07 Hero SMG Company (IS111)
- 07 Engineer-Sapper Company (IS164)

**IS155**

**IS-85**  
GUARDS HEAVY TANK REGIMENT HQ

• TANK FORMATION •

**CONFIDENT 4+**  
Assault Tank  
Counterattack  
Not One Step Back  
Last Stand

**VETERAN 3+**



**AGGRESSIVE 3+**

IS HIT ON

ARMOUR

FRONT 10  
SIDE & REAR 8  
TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	2+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE-POWER
IS-85 (85mm)	28"/70CM	2	1	12
IS-85 (MG)	16"/40CM	3	3	2

NOTES

**IS-85**  
GUARDS HEAVY TANK REGIMENT HQ

IS HIT ON

8 POINTS

**IS-85**  
GUARDS HEAVY TANK REGIMENT HQ

BAGRATION  
IS-2 GUARDS  
HEAVY TANK REGIMENT

FORMATION CONTAINS:

- 1 IS-85 Guards Heavy Tank Regiment HQ (IS154)
- 2-4 IS-85 Guards Heavy Tank Company (IS155)
- 0-1 SMG Company (IS130)
- 07 Hero SMG Company (IS111)
- 07 Engineer-Sapper Company (IS164)

**IS154**



# ENGINEER-SAPPER COMPANY

WEAPONS CARD



**FEARLESS** 3+

SKILL

**TRAINED** 4+  
Crewy  
Tactics

• WEAPONS CARD • PIONEERS •  
• SAPPER BODY ARMOUR •

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 POWER	FIRE	NOTES
		HALTED	MOVING			
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	ARTILLERY		1	4+	Heavy Weapon



# ENGINEER-SAPPER COMPANY



**FEARLESS** 3+

SKILL

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

• INFANTRY UNIT • PIONEERS •  
• SAPPER BODY ARMOUR •

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 POWER	FIRE	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 15165.



# ENGINEER-SAPPER COMPANY

WEAPONS CARD



## 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.

15165



# ENGINEER-SAPPER COMPANY



## ENGINEER-SAPPER COMPANY



20x PpSh SMG team with Smoke Pots  
2x DP MG team

**27 POINTS**

14x PpSh SMG team with Smoke Pots  
1x DP MG team

**18 POINTS**

8x PpSh SMG team with Smoke Pots

**9 POINTS**

## OPTIONS

- 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 (15165)
- Maksim HMG teams (15165)
- Flame-thrower teams (15165)
- 82mm mortars (15165)

## 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.

15164



# 57MM ANTI-TANK COMPANY



• GUN UNIT • GUN SHIELD •

MOTIVATION  
**CONFIDENT 4+**

SKILL  
**TRAINED 4+**  
Gun Assault **5+**



IS HIT ON  
**AGGRESSIVE 3+**

SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	4+
WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
57mm gun	28"/70CM	2	1	11
			4+	Forward Firing, No HE



# 57MM ANTI-TANK COMPANY



## 57MM ANTI-TANK COMPANY

4x 57mm gun  
2x 57mm gun

**8 POINTS**  
**4 POINTS**

### SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.  
**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.  
**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

U 5177



# MOTOR RIFLE BATTALION HQ



• INFANTRY FORMATION •

MOTIVATION  
**FEARLESS 3+**

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



IS HIT ON  
**AGGRESSIVE 3+**

SAVE  
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO
WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
Ppsh SMG team	4"/10CM	3	3	1
			6	Pinned ROF 1



# MOTOR RIFLE BATTALION HQ



## HERO MOTOR RIFLE BATTALION

### FORMATION CONTAINS:

- 1 Hero Motor Rifle Battalion HQ (LS176)
- 2-3 Hero Motor Rifle Company (LS110)
- 0-1 Hero SMG Company (LS111)
- 0-1 Maksim Machine-gun Company (LS112)
- 0-1 82mm Mortar Company (LS113)
- 0-1 82mm Mortar Company (LS113) *or* 120mm Mortar Company (LS114)
- 0-1 45mm Anti-tank Company (LS116)
- 0-1 76mm Anti-tank Company (LS117) *or* 57mm Anti-tank Company (LS177)
- 0-1 Hero T-34 (85mm) Tank Company (LS173)
- 0-1 Hero T-34 Tank Company (LS106) *or* Hero T-70 Tank Company (LS107) *or* Hero Valentine Tank Company (LS108)



## HERO MOTOR RIFLE BATTALION HQ

2x Ppsh SMG team **2 POINTS**

### SPECIAL RULES

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

- 0-1 ZSU M17 Anti-aircraft Platoon (LS174)
- 0-1 Armoured Reconnaissance Platoon (LS134) *or* Reconnaissance Platoon (LS137)
- 0-1 BA-64 Armoured Car Platoon (LS184)

U 5176