

# HERO SREDNIY SAMOKHODNO-ARTILLYERIYSKIY (RED ARMY)

HERO MEDIUM SELF-PROPELLED ARTILLERY REGIMENT

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1515

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Hero Sredniy Samokhodno-artillyeriyskiyHQ(RedArmy) p.51	1	T-34/85 obr 1944	5.6% 85
COMBAT COMPANIES			
Hero Medium Assault Gun Company (Red Army) p.51	3	SU-85	13.5% 205
Hero Medium Assault Gun Company (Red Army) p.51	3	SU-85	13.5% 205
SUPPORT COMPANIES			
Hero Tankovy Company (Red Army) p.39	4 4	T-34/85 obr 1944 Bed Spring Armour added	23.1% 350
Hero Motostrelkovy Company (Red Army) p.43	1 6 2	Cmd SMG team SMG team Panzerfaust SMG team	11.9% 180
Hero Heavy Mortar Company (Red Army) p.48	1 4	Cmd Rifle team 120-PM-38 mortar	7.3% 110
Guards Hero Rocket Mortar Battalion p.55 <b>FEARLESS TRAINED</b>	1 1 1 4	Cmd Rifle team Observer Rifle team Truck BM-13 Katyusha (5+ crew)	10.2% 155
Air Support p.31	2	Limited Air Support Il-2M Tip 3M Shturmovik	14.9% 225

Desperate Measures - Soviet Late-War - v4

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

### MEDIUM TANKS

T-34/85 obr 1944	Standard Tank	7	5	1	Co-ax MG, Hull MG.
<i>85mm ZIS-53 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	

### ASSAULT-GUNS

SU-85	Standard Tank	5	5	1	
<i>85mm D-5S-85 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted, Cat killer.</i>

### ROCKET LAUNCHERS

BM-13-16 Katyusha (5+ crew)	Wheeled	-	-	-	Mobile Rocket Launcher, Each count as two weapons firing
<i>BM-13-16 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>1</i>	<i>3+</i>	<i>Hull mounted, Rocket launcher.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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120-PM-38 mortar	Light	56"/140cm	-	2	3+	
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## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
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Rifle team	16"/40cm	1	2	6+	
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SMG team	4"/10cm	3	1	6+	Full ROF when moving.
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## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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### TRUCKS

ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
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## AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
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Il-2M Tip 3M Shturmovik	Cannon	3	12	4+	Flying Tank.
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Bombs	4	3	1+
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Rockets	3	3	3+
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## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower
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Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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## SPECIAL RULES

### **Hero Medium Assault Gun Company (Red Army) - p.51**

Assault guns from a Hero Medium Assault Gun Company do not use the Volley Fire special rule. Instead, assault guns from a Hero Medium Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

### **Hero Sredniy Samokhodno-artilyeriyskiyHQ(RedArmy) - p.51**

#### **Bed Spring Armour**

A Tank Team with Bed Spring Armour increases their Side armour by +1 against Infantry weapons with Firepower 5+ or 6.

Hero Units and Formations do not use the Hen and Chicks special rule.

Teams from Hero Units and Formations pass Skill Tests on a 3+.