

Converting from Disposable Heroes & Coffin for Seven Brothers to Disposable Heroes II

For players of Disposable Heroes II rules who are using the original Iron Ivan Army books such as Angriff! And Urrahh!, this will help convert those lists over to the new rules.

Weapons

The following original Disposable Heroes & Coffin for Seven Brothers weapon characteristics are now as follows: **Range:** Remains the same.

Rate of Fire (RoF): Rate of Fire (RoF) has been replaced with the Fire Point **(FP)** characteristic. The Rate of Fire is the same as Fire Points except for Bolt Action Rifles which have a Fire Point (FP) of 1.

Anti Personnel (AP): AP has been replaced with the Incapacitate/Suppression **(I/S)** characteristic. All AP 1-8 weapons convert to 1/8, 9-10 AP weapons convert to 2/9. All artillery AP uses the Artillery Chart on page 32 in the Disposable Heroes II rulebook for I/S. The exception to the above: Flamethrowers are 2/8 and the PTRD/PTRS are 1/9.

The New Artillery Chart is provided below.

Class	Example	Туре	Range	FP	IS	ММ	Special
Light	5cm Mortar	Mortar	10"+	1	1/8	-1	Blast
Medium	75mm IG	Infantry Gun	12"+	1	1/8	-1	Blast
Heavy	8cm Mortar	Mortar	18"+	1	2/8	-2	Blast/AoE
Very Heavy	4.2" Mortar	Mortar	30"+	1	3/8	-3	Blast/AoE
Super Heavy	122mm FG	Field Gun	NA	1	4/9	-4	Blast/AoE
Extra Heavy	155mm FG	Field Gun	NA	1	5/9	-5	Blast/AoE
Naval 1	280mm	Naval	NA	1	6/10	-6	Blast/AoE
Naval 2	12" Naval	Naval	NA	1	7/10	-7	Blast/AoE

Morale Modifier (MM): Remains the same.

Special: Remains the same.

Damage Modifier: Remains the same.

Penetration: Remains the same.

Platoon Lists

Platoon lists follow the same structure, with all ranks, weapons, points, and information remaining the same except where noted above with weapons characteristics.

Vehicles

All vehicles remain the same for Armor Values (AV), speed, crew, features, and armament except as where noted above with weapons characteristics

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