

PLATOON #1

1942 August-November, Battle of Stalingrad
Street-fighting Academy

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22) **Inexperienced** **35**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Second (Junior) Lieutenant
with Pistol Assault
with Submachine gun Assault
with Rifle

INFANTRY SQUADS

Guards squad (Armies of the Soviet Union page 26) **full strength** **Regular** **115**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
10 Infantry with Rifle 24" 1 n/a
1 man has Panzerfaust in addition to other weapons One-shot, Shaped Charge

Guards squad (Armies of the Soviet Union page 26) **full strength** **Regular** **115**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
10 Infantry with Rifle 24" 1 n/a
1 man has Panzerfaust in addition to other weapons One-shot, Shaped Charge

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **90**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
3 Infantry with Rifle 24" 1 n/a
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower
1 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge

Shtrafbat squad (Armies of the Soviet Union page 27) **full strength** **Inexperienced** **27**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
4 Infantry with Rifle 24" 1 n/a
7 Unarmed Infantry
Entire squad are Shirkers Shirkers

Shtrafbat squad (Armies of the Soviet Union page 27) **full strength** **Inexperienced** **27**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
4 Infantry with Rifle 24" 1 n/a
7 Unarmed Infantry
Entire squad are Shirkers Shirkers

Shtrafbat squad (Armies of the Soviet Union page 27) **Inexperienced** **22**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
4 Infantry with Rifle 24" 1 n/a
2 Unarmed Infantry
Entire squad are Shirkers Shirkers

Free Rifle squad (Armies of the Soviet Union page 23) **full strength** **Inexperienced** **0**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
11 Infantry with Rifle 24" 1 n/a
Entire squad is Green Green
Entire squad equipped with anti-tank grenades Tank hunters
Entire squad are Fanatics Fanatics

SNIPER

Sniper team (Armies of the Soviet Union page 36) **Regular** **50**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Sniper team 36" 1 n/a Team (2 men), Sniper

Sniper team (Armies of the Soviet Union page 36) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special		
1	Sniper team	36"	1	n/a	Team (2 men), Sniper		
FLAMETHROWER							
Flamethrower team (Armies of the Soviet Union page 36)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		
ANTI-TANK							
Tank Hunter Anti-tank team (Armies of the Soviet Union page 34)						Regular	33
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
1	Infantry with Rifle	24"	1	n/a			
	Entire squad equipped with anti-tank grenades				Tank hunters		
	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position		
	1 man has Panzerfaust in addition to other weapons				One-shot, Shaped Charge		
MORTAR							
Medium Mortar team (Armies of the Soviet Union page 37)						Inexperienced	35
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
ARTILLERY							
37mm 61-K Model 1939 Anti-aircraft gun (Armies of the Soviet Union page 39)						Regular	60
Qty	Weapons	Range	Shots	Pen	Special		
1	37mm 61-K Model 1939 Anti-aircraft gun	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")		
ARMoured CARS							
BA-20 (Armies of the Soviet Union page 54)						Regular	110
Qty	Vehicle	Type	Trans	DV	Weapons		
1	BA-20 with flamethrower	Wheeled	-	7+	Recce, Internal volatile fuel tanks		
	Turret-mounted flamethrower	12"	D6+1	+3	Flamethrower		
TRANSPORTS							
Gaz 'Jeep' (Armies of the Soviet Union page 55)						Regular	21
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Gaz Jeep	Wheeled	3	6+			
	Tow: Light anti-tank gun; light anti-aircraft gun						
	0			+0			
PLATOON #2							
Soviet Reinforced Platoon							
ARTILLERY							
37mm 61-K Model 1939 Anti-aircraft gun (Armies of the Soviet Union page 39)						Regular	60
Qty	Weapons	Range	Shots	Pen	Special		
1	37mm 61-K Model 1939 Anti-aircraft gun	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")		
TOWS							
Bren Carrier (Armies of the Soviet Union page 0)						Regular	70
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot		
	Tow: Light or medium anti-tank gun						
	Forward-facing LMG	36"	4	n/a	Front arc		
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc		
TANKS AND SP GUNS							
M3 Stuart light tank (Armies of the Soviet Union page 36)						Regular	130
Qty	Vehicle	Type	Trans	DV	Weapons		
1	M3 Stuart light tank	Tracked	-	8+	Vulnerable		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Co-axial MMG	36"	5	n/a			
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc		
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)		

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

Forward position

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Internal volatile fuel tanks

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Shirkers

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal

anti-tank penetration rather than as for superficial damage.

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Tough Tank Hunters

Tough tank hunters have all the usual rules for 'tank hunters' and in addition double their attacks in close combat against vehicles (i.e each soldier makes 2 attacks)

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Unarmed

Unarmed men neither shoot nor attack in close quarters - their only value is as casualties

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

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SELECTOR SPECIAL RULES

Fanatical Defence: An army chosen from this selector can make any infantry units apart from Shtrafbat squads *Fanatics* at an additional cost of +3pts per man

Pick List	
Soviet Union 37mm 61-K Model 1939 Anti-aircraft gun	2
Soviet Union BA-20 with flamethrower	1
Soviet Union Bren Carrier	1
Soviet Union Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	1
Soviet Union Infantry with Rifle	47
Soviet Union M3 Stuart light tank	1
Soviet Union Medium Mortar team	1
Soviet Union men have Panzerfaust in addition to other weapons	1
Soviet Union NCO with Rifle	8
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	2
Soviet Union Unarmed Infantry	16