

PLATOON #1

1942 August-November, Battle of Stalingrad
Nacional Carlos Moros

OFFICER

Junior Lieutenant (Armies of the Soviet Union page 22) **Inexperienced** **42**

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

1	Second (Junior) Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS

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

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **153**

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

1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
	Entire squad equipped with body armour				Body Armour
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Scout squad (Armies of the Soviet Union page 32) **Veteran** **85**

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

1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

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

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
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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
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ANTI-TANK

Dog Mine Anti-tank team (Armies of the Soviet Union page 35) **Inexperienced** 26

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 dog mines					Dog mines
Entire squad equipped with anti-tank grenades					Tank hunters

Dog Mine Anti-tank team (Armies of the Soviet Union page 35) **Inexperienced** 26

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 dog mines					Dog mines
Entire squad equipped with anti-tank grenades					Tank hunters

Tank Hunter Anti-tank team (Armies of the Soviet Union page 34) **Veteran** 89

Qty	Weapons	Range	Shots	Pen	Special
Entire squad equipped with anti-tank grenades					Tank hunters
Tough Tank Hunters and Forward Position					Tough Tank Hunters, Forward position
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
1 man has Panzerfaust in addition to other weapons					One-shot, Shaped Charge

Tank Hunter Anti-tank team (Armies of the Soviet Union page 34) **Veteran** 89

Qty	Weapons	Range	Shots	Pen	Special
Entire squad equipped with anti-tank grenades					Tank hunters
Tough Tank Hunters and Forward Position					Tough Tank Hunters, Forward position
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
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**M-30 (Ostfront page 63)** **Regular** 70

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher
1	Spotter				Spotter

M-30 (Ostfront page 63) **Regular** 70

Qty	Weapons	Range	Shots	Pen	Special
1	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (4"), Team (5 men), Fixed, Multiple launcher, Heavy Rocket Launcher
1	Spotter				Spotter

TOWS**T-20 Komsomolets (Armies of the Soviet Union page 55)** **Regular** 60

Vehicle	Type	Trans	DV
Qty Weapons	Range	Shots	Pen Special
1 T-20 Komsomolets	Tracked	6	7+ Open-topped
Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer			
Forward facing LMG	36"	4	n/a Front arc

TRANSPORTS**Gaz 'Jeep' (Armies of the Soviet Union page 55)** **Inexperienced** 17

Vehicle	Type	Trans	DV
Qty Weapons	Range	Shots	Pen Special
1 Gaz Jeep	Wheeled	3	6+
Tow: Light anti-tank gun; light anti-aircraft gun			
0			+0

Gaz 'Jeep' (Armies of the Soviet Union page 55) **Inexperienced** 17

Vehicle	Type	Trans	DV
Qty Weapons	Range	Shots	Pen Special
1 Gaz Jeep	Wheeled	3	6+
Tow: Light anti-tank gun; light anti-aircraft gun			
0			+0

Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
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
		Recce			-	-			Recce
		Twin Forward facing hull-mounted LMGs		36"	4	n/a			Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

SPECIAL RULES

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.

Body Armour

Small arms (rifles, machine guns, etc) and HE suffer a -1 modifier to damage soldiers wearing body armour. Troops wearing body armour do not increase their pace when given a run order. They can still be given a run order (to assault in close combat for example) but don't move any faster than their normal pace of 6"

Dog mines

One-shot weapon with a range of 18". Can only target stationary vehicles. If Recce vehicle reacts by moving, treat as 2-3.

Roll a die:

1= hits closest friendly stationary vehicle within range. Resolve as result 4-6. If no target see result 2-3.

2-3=no effect

4-6=Vehicle suffers a hit with a Pen of +5 (no Pen modifiers apply).

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.

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

HE (4")

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Heavy Rocket Launcher

Fires HE (3D6) rockets rather than the usual HE (2D6) rockets. However, to represent the fact that it is so slow to reload, when it fires it immediately suffers D3 pin markers. It must then be given a successful Rally order to reload it before it can be ordered to Fire again.

Indirect fire

(p71)

Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

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

Reece

(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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

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 (5 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)

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

1942 August-November, Battle of Stalingrad

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 Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	2
Soviet Union Infantry (equipped as modeled)	1
Soviet Union Infantry with Rifle	25
Soviet Union Infantry with Submachine gun	14
Soviet Union M3 Stuart light tank	1
Soviet Union Medium Mortar team	1

Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union Multiple rocket launcher	2
Soviet Union NCO with Rifle	6
Soviet Union NCO with Submachine gun	4
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union Spotter	2
Soviet Union T-20 Komsomolets	1
Soviet Union Unarmed Infantry	21