

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

LMG squad (Armies of the Soviet Union page 24) **full strength** **Regular** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

LMG squad (Armies of the Soviet Union page 24) **full strength** **Regular** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

INFANTRY

Assault Engineers squad (Armies of the Soviet Union page 32) **Veteran** **195**

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

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

SNIPER

Sniper team (Armies of the Soviet Union page 36) **Veteran** **65**

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) **Veteran** **65**

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

Anti-tank Rifle team (Armies of the Soviet Union page 34) **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

Anti-tank Rifle team (Armies of the Soviet Union page 34) **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

MORTAR

Heavy Mortar team (Armies of the Soviet Union page 37) **Inexperienced** **46**

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")

ARTILLERY

ZiS-3 Divisional gun (Armies of the Soviet Union page 40) **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1"), Versatile
		48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")

ARMoured CARS

BA-10 (Armies of the Soviet Union page 54)					Regular	120
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Qty	Weapons	Vehicle	Type	Trans	DV	Pen	Special
1	BA-10		Wheeled	-	7+		Recce
		Turret-mounted light anti-tank gun	48"	1	+4		HE (1")
		Co-axial LMG	36"	4		n/a	
		Forward facing LMG	36"	4		n/a	Front arc

TANKS AND SP GUNS

Katyusha (Armies of the Soviet Union page 52)					Regular	80
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Qty	Weapons	Vehicle	Type	Trans	DV	Pen	Special
1	Katyusha		Wheeled	-	6+		
		Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE		Indirect fire, HE (3"), Multiple launcher, Front arc

TRANSPORTS

Truck (Armies of the Soviet Union page 54)					Regular	39
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Qty	Weapons	Vehicle	Type	Trans	DV	Pen	Special
1	Truck		Wheeled	12	6+		
		Tow: light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun					
		0					+0

Gaz 'Jeep' (Armies of the Soviet Union page 55)					Veteran	25
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Qty	Weapons	Vehicle	Type	Trans	DV	Pen	Special
1	Gaz Jeep		Wheeled	3	6+		
		Tow: Light anti-tank gun; light anti-aircraft gun					
		0					+0

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"

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.

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.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

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 (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

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

Recce

(p118)

Shaped Charge

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

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 (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.

Versatile

Can also fire as a light howitzer 48"(24-60), HE (2")

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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 Anti-tank rifle team	2
Soviet Union BA-10	1
Soviet Union Flamethrower (infantry) team	2
Soviet Union Gaz Jeep	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry with Rifle	33
Soviet Union Infantry with Submachine gun	6
Soviet Union Katyusha	1
Soviet Union men have Panzerfaust in addition to other weapons	2
Soviet Union NCO with Rifle	3
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	2

Soviet Union Truck	1
Soviet Union ZiS-3 Divisional gun	1