

PLATOON #1

1942 August-November, Battle of Stalingrad
Torneo 25 Noviembre

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

Veteran squad (Armies of the Soviet Union page 26) **Veteran** **94**

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

- 1 NCO with Rifle 24" 1 n/a
- 5 Infantry with Rifle 24" 1 n/a
- 2 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge
Tough Fighters Tough Fighters

Veteran squad (Armies of the Soviet Union page 26) **Veteran** **94**

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

- 1 NCO with Rifle 24" 1 n/a
- 5 Infantry with Rifle 24" 1 n/a
- 2 men have Panzerfaust in addition to other weapons 12" 1 +6 One-shot, Shaped Charge
Tough Fighters Tough Fighters

HEADQUARTERS

Commissar (Armies of the Soviet Union page 22) **Inexperienced** **22**

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

- 1 Commissar
with Pistol Assault
with Submachine gun Assault
with Rifle
- 1 Infantry (equipped as modeled) - -

INFANTRY

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

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)						Veteran	70
Qty Weapons		Range	Shots	Pen	Special		
1	Flamethrower (infantry) team - ROKS-2	6"	D6	+3	Team (2 men), Flamethrower, ROKS-2		
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			
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			
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							
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		
ARMOURED CARS							
BA-10 (Armies of the Soviet Union page 54)						Regular	120
Vehicle		Type	Trans	DV			
Qty Weapons		Range	Shots	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

Tokarev 4M Quad Maxim on Gaz-AAA truck (Armies of the Soviet Union page 52)

Regular

60

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+	
	Four turret-mounted MMGs	36"	5	n/a	Flak, (5 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.

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.

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 (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.

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

Recce
(p118)

ROKS-2

If this option is chosen then the flamethrower armed man cannot be chosen as an 'exceptional damage' result. This flamethrower operator is indistinguishable from an ordinary rifleman.

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 (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.

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 Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

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

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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 BA-10	1
Soviet Union Commissar	1
Soviet Union Flamethrower (infantry) team - ROKS-2	1
Soviet Union Heavy Mortar team	1
Soviet Union Infantry (equipped as modeled)	2
Soviet Union Infantry with Rifle	32
Soviet Union Infantry with Submachine gun	6
Soviet Union men have Panzerfaust in addition to other weapons	4
Soviet Union Multiple rocket launcher	2
Soviet Union NCO with Rifle	8
Soviet Union NCO with Submachine gun	2
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	2

Soviet Union Spotter	2
Soviet Union Tokarev 4M Quad Maxim on Gaz-AAA truck	1
Soviet Union Unarmed Infantry	14