

## PLATOON #1

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

## OFFICER

**Senior Lieutenant** (Armies of the Soviet Union page 22) **Inexperienced** **67**

**Qty Weapons Range Shots Pen Special**

1	First (Senior) 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** **200**

**Qty Weapons Range Shots Pen Special**

1	NCO with Submachine gun	12"	2	n/a	Assault
9	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons Entire squad are Fanatics	12"	1	+6	One-shot, Shaped Charge Fanatics

**Guards squad** (Armies of the Soviet Union page 26) **Regular** **116**

**Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader) 1 man has Panzerfaust in addition to other weapons Entire squad are Fanatics	36"	4	n/a	One-shot, Shaped Charge Fanatics

## INFANTRY

**Assault Engineers squad** (Armies of the Soviet Union page 32) **Veteran** **149**

**Qty Weapons Range Shots Pen Special**

1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun Entire squad equipped with body armour Entire squad are Fanatics	12"	2	n/a	Assault Body Armour Fanatics
1	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) **Regular** **50**

**Qty Weapons Range Shots Pen Special**

1	Sniper team	36"	1	n/a	Team (2 men), Sniper
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## ANTI-TANK

**Anti-tank Rifle team** (Armies of the Soviet Union page 34) **Veteran** **39**

**Qty Weapons Range Shots Pen Special**

1	Anti-tank rifle team	36"	1	+2	Team (2 men)
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## ARTILLERY

**Medium Howitzer** (Armies of the Soviet Union page 38) **Regular** **85**

**Qty Weapons Range Shots Pen Special**

1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

**Medium Howitzer** (Armies of the Soviet Union page 38) **Regular** **85**

**Qty Weapons Range Shots Pen Special**

1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

## ARMoured CARS

Qty	Vehicle	Type	Trans	DV
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**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Katyusha	Wheeled	-	6+
	Katyusha multiple rocket launcher (heavy mortar)	12"-72"	1	HE Indirect fire, HE (3"), Multiple launcher, Front arc

**TOWS**

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

**TRANSPORTS**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Truck	Wheeled	12	6+
	<b>Tow:</b> light howitzer; light or medium anti-tank gun; light or medium 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.

**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 (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

### 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.

### 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.

## 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 Anti-tank rifle team	1
Soviet Union BA-10	1
Soviet Union First (Senior) Lieutenant	1
Soviet Union Infantry (equipped as modeled)	1
Soviet Union Infantry with Light Machine gun (requires loader)	1
Soviet Union Infantry with Rifle	16
Soviet Union Infantry with Submachine gun	14
Soviet Union Katyusha	1
Soviet Union Medium howitzer	2
Soviet Union men have Panzerfaust in addition to other weapons	3
Soviet Union NCO with Rifle	2
Soviet Union NCO with Submachine gun	2
Soviet Union Sniper team	1
Soviet Union Spotter	2
Soviet Union T-20 Komsomolets	1
Soviet Union Truck	1