

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

Rifle squad (Armies of the Soviet Union page 23) **Inexperienced** **72**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
	Entire squad equipped with anti-tank grenades				Tank hunters

Rifle squad (Armies of the Soviet Union page 23) **Inexperienced** **72**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
	Entire squad equipped with anti-tank grenades				Tank hunters

INFANTRY

Rifle squad (Armies of the Soviet Union page 23) **Inexperienced** **56**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

SMG squad (Armies of the Soviet Union page 25) **Regular** **80**

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
	Entire squad are Fanatics				Fanatics

Rifle squad (Armies of the Soviet Union page 23) **Inexperienced** **56**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

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

MACHINE GUN

Medium Machine Gun team (Armies of the Soviet Union page 33) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

SNIPER

Sniper team (Armies of the Soviet Union page 36) **Veteran** **71**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper
	Entire squad are Fanatics				Fanatics

FLAMETHROWER

Flamethrower team (Armies of the Soviet Union page 36) **Regular** **56**

Qty	Weapons	Range	Shots	Pen	Special
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1	Flamethrower (infantry) team Entire squad are Fanatics	6'	D6	+3	Team (2 men), Flamethrower Fanatics
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ANTI-TANK

Anti-tank Rifle team (Armies of the Soviet Union page 34)					Regular	30
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Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

Dog Mine Anti-tank team (Armies of the Soviet Union page 35)					Veteran	46
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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
	Entire squad equipped with dog mines				Dog mines

MORTAR

Medium Mortar team (Armies of the Soviet Union page 37)					Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

ARTILLERY

45mm Model 1937 Anti-tank gun (Armies of the Soviet Union page 39)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	45mm Model 1937 Anti-tank gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

TANKS AND SP GUNS

T-34 medium tank (Armies of the Soviet Union page 45)					Veteran	234
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	T-34 medium tank	Tracked	-	9+					
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")				
	Co-axial MMG	36"	5	n/a					
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc				

TRANSPORTS

Half-track truck (Armies of the Soviet Union page 55)					Inexperienced	35
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Half-track truck	Half-track	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)					Inexperienced	17
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	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.

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 flamethrower, 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

Indirect fire

(p71)

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.

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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 45mm Model 1937 Anti-tank gun	1
Soviet Union Anti-tank rifle team	1
Soviet Union Flamethrower (infantry) team	1
Soviet Union Gaz Jeep	1
Soviet Union Half-track truck	1
Soviet Union Infantry with Rifle	40
Soviet Union Infantry with Submachine gun	4
Soviet Union Medium Machine gun team	1
Soviet Union Medium Mortar team	1
Soviet Union NCO with Rifle	6
Soviet Union NCO with Submachine gun	1
Soviet Union Second (Junior) Lieutenant	1
Soviet Union Sniper team	1
Soviet Union T-34 medium tank	1