

## 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<br>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 |
|-----|---------|-------|-------|-----|---------|
|-----|---------|-------|-------|-----|---------|

|   |   |    |    |    |  |
|---|---|----|----|----|--|
| 1 | Flamethrower (infantry) team<br>Entire squad are Fanatics | 6' | D6 | +3 | Team (2 men), Flamethrower<br>Fanatics |
|---|---|----|----|----|--|

### ANTI-TANK

|  |  |  |  |  |                |           |
|--|--|--|--|--|----------------|-----------|
| <b>Anti-tank Rifle team</b> (Armies of the Soviet Union page 34) |  |  |  |  | <b>Regular</b> | <b>30</b> |
|--|--|--|--|--|----------------|-----------|

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

|   |  |  |  |  |                |           |
|---|--|--|--|--|----------------|-----------|
| <b>Dog Mine Anti-tank team</b> (Armies of the Soviet Union page 35) |  |  |  |  | <b>Veteran</b> | <b>46</b> |
|---|--|--|--|--|----------------|-----------|

| 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

|  |  |  |  |  |                      |           |
|--|--|--|--|--|----------------------|-----------|
| <b>Medium Mortar team</b> (Armies of the Soviet Union page 37) |  |  |  |  | <b>Inexperienced</b> | <b>35</b> |
|--|--|--|--|--|----------------------|-----------|

| Qty | Weapons            | Range   | Shots | Pen | Special                                     |
|-----|--------------------|---------|-------|-----|---|
| 1   | Medium Mortar team | 12"-60" | 1     | HE  | Team (3 men), Fixed, Indirect fire, HE (2") |

### ARTILLERY

|   |  |  |  |  |                |           |
|---|--|--|--|--|----------------|-----------|
| <b>45mm Model 1937 Anti-tank gun</b> (Armies of the Soviet Union page 39) |  |  |  |  | <b>Regular</b> | <b>50</b> |
|---|--|--|--|--|----------------|-----------|

| 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

|  |  |  |  |  |                |            |
|--|--|--|--|--|----------------|------------|
| <b>T-34 medium tank</b> (Armies of the Soviet Union page 45) |  |  |  |  | <b>Veteran</b> | <b>234</b> |
|--|--|--|--|--|----------------|------------|

| 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

|  |  |  |  |  |                      |           |
|--|--|--|--|--|----------------------|-----------|
| <b>Half-track truck</b> (Armies of the Soviet Union page 55) |  |  |  |  | <b>Inexperienced</b> | <b>35</b> |
|--|--|--|--|--|----------------------|-----------|

| Qty | Vehicle  | Type       | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|--|------------|-------|----|---------|-------|-------|-----|---------|
| 1   | Half-track truck   | Half-track | 12    | 6+ |         |       |       |     |         |
|     | <b>Tow:</b> Light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun |            |       |    |         |       |       |     |         |
|     | 0  |            |       | +0 |         |       |       |     |         |

|  |  |  |  |  |                      |           |
|--|--|--|--|--|----------------------|-----------|
| <b>Gaz 'Jeep'</b> (Armies of the Soviet Union page 55) |  |  |  |  | <b>Inexperienced</b> | <b>17</b> |
|--|--|--|--|--|----------------------|-----------|

| Qty | Vehicle  | Type    | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|--|---------|-------|----|---------|-------|-------|-----|---------|
| 1   | Gaz Jeep   | Wheeled | 3     | 6+ |         |       |       |     |         |
|     | <b>Tow:</b> 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.

## 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 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  |