

1942 August-November, Battle of Stalingrad

Soviet Union

GBowenStal1000

Order Dice: 12

Platoon #1				
Junior Lieutenant (page: 22)			Regular	60
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second (Junior) Lieutenant with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	
1 Infantry (equipped as modeled)		-	-	
Infantry Squads				
LMG squad (page: 24)		full strength	Regular	143
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
10 Infantry with Rifle	24"	1	n/a	
LMG squad (page: 24)		full strength	Regular	140
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
10 Infantry with Rifle	24"	1	n/a	
Infantry				
LMG squad (page: 24)			Regular	103
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
9 Infantry with Rifle	24"	1	n/a	
Scout squad (page: 32)			Veteran	119
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
6 Infantry with Submachine gun	12"	2	n/a	Assault
Free Rifle squad (page: 23)		full strength	Inexperienced	0
Qty Weapons	Range	Shots	Penetration	Special Rules
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 team (page: 36)			Veteran	65
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Sniper team	36"	1	n/a	Team (2 men), Sniper
Flamethrower team (page: 36)			Regular	50
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
Medium Mortar team (page: 37)			Regular	60
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
Spotter				Spotter
Artillery				
ZiS-3 Divisional gun (page: 40)			Regular	80

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	ZiS-3 Divisional gun	60"	1	+5	Team (4 men), Gun shield, Fixed, HE (1")
	(firing as light howitzer)	48"(24-60)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (2")

Armoured Cars				
BA-10 (page: 54)			Regular	120

Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
Weapons		Range	Shots	Penetration		
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 (page: 52)			Regular	60

Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
Weapons		Range	Shots	Penetration		
1	Tokarev 4M Quad Maxim on Gaz-AAA truck	Wheeled	-	6+		
	Four turret-mounted MMGs	36"	5	n/a		Flak, (4 Shots each)

Platoon Points:				1000
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Special Rules

Recce

(p118)

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. 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.

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.

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

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. Fantic 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.

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.

Indirect fire

(p71)

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.

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.

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 penalty 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 with flamerthrower, add +1 to damage effects chart.

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)

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.