

1942 August-November, Battle of Stalingrad

Soviet Union

Coleccion

Order Dice: 8

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				
Naval squad (page: 31)			Regular	140
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)
4 Infantry with Rifle	24"	1	n/a	
4 Infantry with Submachine gun Tough Fighters	12"	2	n/a	Assault Tough Fighters
Veteran squad (page: 26)			Veteran	184
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)
2 Infantry with Rifle	24"	1	n/a	
4 Infantry with Submachine gun	12"	2	n/a	Assault
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Entire squad equipped with anti-tank grenades				Tank hunters
Entire squad are Fanatics				Fanatics
Infantry				
SMG squad (page: 25)			Regular	160
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
9 Infantry with Submachine gun	12"	2	n/a	Assault
Entire squad are Fanatics				Fanatics
Scout squad (page: 32)			Veteran	137
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Rifle	24"	1	n/a	
5 Infantry with Submachine gun	12"	2	n/a	Assault
Entire squad are Fanatics				Fanatics
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
Anti-tank Rifle team (page: 34)			Regular	30
Qty Weapons	Range	Shots	Penetration	Special Rules
Anti-tank rifle team	36"	1	+2	Team (2 men)
Tank Hunter Anti-tank team (page: 34)			Regular	39

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
	1 man has Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad equipped with anti-tank grenades				Tank hunters
	Tough Tank Hunters and Forward Position				Tough Tank Hunters, Forward position
Platoon Points:					750

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Special Rules

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

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

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.

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.

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.

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)

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.

Forward position

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)