

# 1942 August-November, Battle of Stalingrad

Soviet Union

Coleccion

Order Dice: 8

Platoon #1				
Junior Lieutenant (page: 22)			Regular	60
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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	12"	2	n/a	Assault
Tough Fighters				Tough Fighters
Veteran squad (page: 26)			Veteran	184
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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)