

Stalingrad fast play rules for WWII

Sequence of Play.

Roll to see who moves first.

Player A Declares close assaults and resolve them immediately then normal movement

Player B Declares close assaults and resolve them immediately then normal movement

Player A shoots all weapons

Player B shoots all weapons

Roll moral checks remove units that fail.

Movement:

| Unit | Movement | Notes |
|-----------------|-----------|--|
| Infantry/Lt MGs | 12 inches | May move and shoot |
| Hev Mgs | 12 inches | May not move and shoot |
| Tanks | 12 inches | |
| Cavalry | 18 inches | May not go to higher levels of buildings |
| | | |

Notes:

To move in or out of a building cost SIX inches.

To move up or down a level cost THREE inches.

Firing: Roll D10 must get grade number or less for a hit.

| Unit type | 0-12 | 13-24 | 25-36 | 37-48 | Number (D10) |
|---------------|------|-------|-------|-------|------------------------------|
| Rifles | 0 | -1 | nil | | 1 D10 |
| Lt MGs | 0 | -1 | nil | nil | 2D10 |
| Hev MGs | 0 | 0 | -1 | nil | 3D10 May not move and fire |
| 75mm | +1 | 0 | -1 | -2 | 2D10 HE AP 0 |
| 37mm | 0 | -1 | -2 | -3 | 1D10 HE AP-1 |
| Flamethrower | +3 | nil | nil | nil | 3D10 HE AP+1 |
| Close Assault | base | nil | nil | nil | 1D10 High Die plus modifier. |
| SMG | 0 | nil | nil | nil | 2D10 |
| Cavalry | 0 | nil | nil | nil | 1D10 |
| Mortar | Nil | 0 | 0 | 0 | 2D10 |

Modifiers:

Firing into cover -1

Squad leader attached to squad +1

Unit rating?

Tanks hit by antitank roll 1D10

| Die Roll | Effect | Notes |
|----------|-------------------|--------------------------|
| 1-2-3 | Bounced off armor | No effect |
| 4-5-6 | Track engine | Immobilized may not move |
| 7-8-9-10 | Blown! | Destroyed |

Any roll to hit a one is always a hit no matter what and a 10 is always a miss.
 Close Assault on Tanks: Infantry rolls unit grade halved if pass vehicle roll on above chart if fails the unit is destroyed in the attempt.

Morale Checks at the end of the turn everyone rolls their unit grade subtracting one for each hit placed on it. A roll of a one is always a pass and a roll of a ten is always a fail. Any unit that fails is removed from play.

Unit values:

| Unit types | Value | Notes |
|-------------------|-------|-----------------------------|
| Russian | | |
| Factory Workers | 4 | |
| Conscripts | 4 | |
| Russian reg | 5 | |
| Naval | 6 | |
| Guards | 7 | |
| Cavalry | 6 | |
| Kahtusa | 7 | 3D10 grid each one hit AP 0 |
| Germans | | |
| Romanians | 5 | |
| German reg | 6 | |
| Paratroopers | 7 | |
| Engineers | 7 | |
| PZIV | 7 | 2 Lt mgs turret/Hull |
| Halftrack/rockets | 7 | 3D10 grid each one hit AP 0 |
| T-34s | 6 | 2 Lt mgs turret/Hull |

Sniper Rule: Roll 1D10

| | | |
|----------------------|--------------|------------------|
| 1 st shot | 1 kills base | Unseen |
| 2 nd shot | 1 kills base | 9-10 sniper shot |
| 3 rd shot | 1 kills base | 7-10 sniper shot |
| 4 th shot | 1 kills base | 5-10 sniper shot |
| 5 th shot | 1 kills base | 3-10 sniper shot |
| 6 th shot | 1 kills base | Dead sniper |
| | | |

Line of sight buildings:

You may move in and out of any portion of a building there does not need to be a window or door.

You may shoot out of any portion of a building and be shot at also.

Treat all buildings as woods for all aspects of the game. 1 inch or closer to a wal you may be seen or shoot out of.