

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 our 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.