



SOVIET STORM GROUP STALINGRAD, 1942

Soviet accounts of the fighting in Stalingrad emphasize the development of “storm groups” (shturmovye gruppy), small parties of soldiers of under company-strength, supplemented by engineers, anti-tank riflemen, and whatever special weapons were available.

Chuikov notes that by the end of September Soviet assaults were invariably carried out by these groups, taking advantage of combined arms, working in small numbers to suit the terrain.

The tactics of the storm group are based on rapid action, a sudden charge, a wide sense of initiative and boldness on the part of every soldier. These groups need to be flexible in tactics, because, after entering a fortified building and the labyrinth of rooms occupied by the enemy, they are faced with a welter of unexpected situations.

Chuikov, Stalingrad, pp. 393-5

STORM GROUP PLATOON FORCE RATING:

Reg: +1

Command Dice: 5

PLATOON HEADQUARTERS
Leytenant Senior Leader with SMG Serzhant, Senior Leader with SMG

SECTIONS ONE TO THREE
Serzhant, Junior Leader with SMG
ASSAULT TEAM
Eight men with SMG

STORM GROUP SUPPORT LIST
LIST ONE
Molotov cocktails for one section
Medical Orderly
Add Mine Clearance <i>equipment for 3 men</i>
Add Wire Cutting equipment for 3 men
Add Demolition equipment for 3 men
Replace 2 SMGs with 1 LMG in a section
Replace 2 SMGs with an ATR team in a section
LIST TWO
Sniper team
Pre-Game Barrage
50mm mortar Team 3 men
Replace 2 SMGs with a Flamethrower team
Add Satchel Charge to 3 sections
Red Dice
Anti-tank rifle
Replace 5 SMGs with a MMG team
Tank Killer Team (Regular)
LIST THREE
Maxim MMG on tripod mount, 5 crew
Commissar
M1930 37mm anti-tank gun JL and 5 crew
M1927 76.2mm Infantry gun JL and 5 crew
LIST FOUR
Regular Infantry Squad with Junior Leader
L46 45mm anti-tank gun JL and 5 crew
DSHK 12.7mm HMG with five crew
T60 with Junior Leader
LIST FIVE
Storm Group Squad 8 men and a JL
Naval Squad 10 men and a JL
BT-7 with Junior Leader
LIST SIX
T34 M1942 with Junior Leader
Elite Scout Squad with Junior Leader
LIST SEVEN
KV-1E with Junior Leader



SOVIET STORM GROUP CHARACTERISTICS

KICK IN THE DOOR

Soviet troops in house to house fighting were taught to open the door with a grenade and follow up with the SMG – *then* see who was in there!

Also men in assault squads carried extra supplies of these valuable weapon for street fighting.

To reflect this the following modifications to the grenade rules apply:

- 1) The Leaders initiative point allows 2 men to throw grenades.
- 2) Units run out of grenades when they use them for 4 phases.

INFILTRATION

Soviet infantry and in particular the pioneers, engineers and forward assault troops were renowned for their ability to approach the German lines undetected until almost within pistol shot range.

To reflect this the following modification to the jump off point rules apply:

- 1) After all Jump off points have been placed the Soviet player may move one of his jump off points (without using a CoC dice) up to 18" (including closer to the enemy) as long as it still ends in cover.
- 2) The First unit only to use the moved jump off point may deploy as if it was elite i.e. 9" from the jump off point.

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Tables in the main rule book.

Pioneer/Engineer Equipment

Attachments can be made of various engineering equipment for teams of 3 men from a squad. This doesn't *convert* them to Engineers it simply means that can function as Engineers using those tools. *While performing engineering tasks they may not shoot but at all other times they may shoot, close assault or use other weapons such as grenades or Molotov Cocktails etc. as per the rest of their squad.*

Molotov Cocktails

Details of the Molotov Cocktail, along with several other hand-held weapons which may be used instead if preferred, are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. It may be used once by any *Section* on the table when commanded by a *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point. How the charge works is detailed in Section 9.3.4, *Tank Hunters*.

Commissars

Battle of Stalingrad 17 Jul 1942 - 2 Feb 1943

Back on 28 Jul 1942, Stalin had issued the Order Number 227, disallowing defending Soviet troops to take even a step back. Khrushchev and other political commissars dispatched to Stalingrad were those who policed this order. All who withdrew from the front lines were considered deserters and cowards, and they were brought before a military tribunal, which usually delivered death sentences or transferred the accused to penal battalions. There were also incidences where deserters were shot on the spot. Even as the battle fought on and more and more of the city slowly turned into rubble, Stalin continued to also forbid the civilians from evacuating; instead, they were ordered to join the fight or to help construct defensive structures. Any civilian discovered to be evacuating the city in secret, like their military counterparts, were also in violation of Order Number 227:

A Commissar may be activated on a Command Dice roll of 5. If the player activates the Commissar he does not increase his Chain of Command tally by one.

When activated a Commissar moves as normal. If attached to a squad he may move with that

squad without being activated himself. He counts as one man in any Close Combat. A Commissar does not fire or crew weapons. A Commissar may remove 1 point of Shock from a single Squad or Team when activated.

In the desperate struggle to save the great Communist Revolution it may sometimes be necessary to make unpleasant sacrifices in order to defeat fascism by making an example of a backsliding revisionist traitor who is encouraging the promulgation of anti-revolutionary thoughts.

If a unit is pinned or breaks within 4" of a Commissar he may attempt to rally them.

To do this he will shoot dead one man in the squad. Roll a D6 to see how many points of shock are immediately removed from that squad. On a roll of 6 the man shot as an example will be the Squad Leader.

If 1 unit is breaking when this happens they will not complete a break move but revert to pinned status.

Tank Killer Squad

Soviet Tank Killer Teams should be made up of three men; two armed with SMGs, one armed with a Molotov Cocktail or satchel charge.

76.2mm Infantry gun

The 76 mm regimental gun M1927 was a Soviet infantry support gun. A total of 16,482 pieces were built. The gun was intended for destruction of light field fortifications and openly placed personnel by direct fire. HEAT shell gave it limited anti-tank capabilities.

The M1927 was issued to rifle and cavalry regiments of the Red Army. Artillery battalion of rifle brigade included one battery of M1927's:

It statistics are AP 4 HE6 and it has a gunshield

M39 50mm Mortar

The Soviet 50mm light mortar is only equipped with H.E. ammunition and cannot fire smoke. If there is an enemy unit within 12" the crew may use their rifles instead.

Naval Squad

This is a unit of Naval Brigade Infantry. They are armed and equipped as follows:

*Serzhant, Junior Leader armed with SMG
One Team of 10 men,
Three men SMG armed, 2 men LMG team and
Five riflemen*

These troops count as Regular but are Stubborn and aggressive.

Scout Squad

This is a unit of trained Scouts. They are armed and equipped as follows:

*Serzhant, Junior Leader armed with SMG
Two Scout Teams, each
Two men SMG armed and Two riflemen*

These troops count as Elite

