

PLATOON #1

1942 DAK Light Africa Division
Western Desert

OFFICER

First Lieutenant (Armies of Germany page 19)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Schützen squad (Western Desert page 93)

Veteran

81

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93)

Veteran

81

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

MEDIC

Medic (Armies of Germany page 19)

Veteran

30

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

INFANTRY

Schützen squad (Western Desert page 93)

Regular

63

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93)

Regular

63

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93)

Veteran

81

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93)

Veteran

81

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

MORTAR

Medium Mortar team (Armies of Germany page 36)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

ANTI-TANK

Anti-tank rifle team (Armies of Germany page 34)

Regular

30

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

Medium Artillery (Armies of Germany page 38)	Regular	85
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

ARMoured CARS

SdKfz 222 Light Armoured Car (Armies of Germany page 68)	Regular	95
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Qty	Vehicle	Type	Trans	DV	Special
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Open-topped, Flak
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

TANKS AND SP GUNS

Panzer III ausf G (L/42) (Western Desert page 95)	Regular	140
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Qty	Vehicle	Type	Trans	DV	Special
1	Panzer III ausf G (L/42)	Tracked	-	8+	
	Turret-mounted (L/42) medium anti-tank gun	60"	1	+4	HE (1"), L/42 gun
	Co-axial MMG	36"	6	n/a	
	Hull-mounted MMG	36"	6	n/a	Front arc

TRANSPORTS

Kübelwagen (Armies of Germany page 75)	Regular	21
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Qty	Vehicle	Type	Trans	DV	Special
1	Kübelwagen	Wheeled	3	6+	

Truck (Armies of Germany page 74)	Regular	54
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Qty	Vehicle	Type	Trans	DV	Special
1	Truck with front pintle-mounted MMG	Wheeled	12	6+	
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

SdKfz 250/1 half-track (Armies of Germany page 73)	Inexperienced	60
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Qty	Vehicle	Type	Trans	DV	Special
1	SdKfz 250/1 half-track	Half-track	5	7+	Open-topped
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

SPECIAL RULES

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.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Indirect fire

(p71)

L/42 gun

The penetration value of the L/42 medium Anti-tank gun reduce by 1 to +4.

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce

(p118)

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

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.

Team (3 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.

Team (4 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.

Pick List	
German Anti-tank rifle team	1
German First Lieutenant	1
German Infantry with Light Machine gun (requires loader)	6
German Infantry with Rifle	24
German Kübelwagen	1
German Medic	1
German Medium howitzer	1
German Medium Mortar team	1
German NCO with Submachine gun	6
German Panzer III ausf G (L/42)	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 250/1 half-track	1
German Spotter	2
German Truck with front pintle-mounted MMG	1