

## PLATOON #1

1942 DAK Light Africa Division  
Julio hijo

## OFFICER

**Second Lieutenant (Armies of Germany page 19)** **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Schützen squad (Western Desert page 93)** **Veteran** **98**

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

**Schützen squad (Western Desert page 93)** **Veteran** **98**

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

## INFANTRY

**Schützen squad (Western Desert page 93)** **Regular** **80**

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

**Schützen squad (Western Desert page 93)** **Regular** **80**

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

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

**Schützen squad (Western Desert page 93)** **Regular** **80**

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

## MORTAR

**Medium Mortar team (Armies of Germany page 36)** **Inexperienced** **35**

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

## ARTILLERY

**Medium Artillery (Armies of Germany page 38)** **Regular** **75**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")

**50mm Pak 38 (Armies of Germany page 42)** **Regular** **75**

Qty	Weapons	Range	Shots	Pen	Special
1	50mm Pak 38 gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

## ARMoured CARS

**Aufklärungs Gruppe (Western Desert page 93)** **Regular** **180**

Vehicle	Type	Trans	DV
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Qty	Weapons	Range	Shots	Pen	Special
1	Aufklärungs Command Kübelwagen Two rifles	Wheeled 24"	- 1	6+ n/a	Aufklärungs command vehicle, Recce, Open-topped 360-degree arc of fire
3	Aufklärungs MG Kübelwagen Pintle-mounted MMG	Wheeled 36"	- 6	6+ n/a	Flak, Recce, Open-topped Flak, 360 degree arc
1	Aufklärungs Kübelwagen Two rifles	Wheeled 24"	- 1	6+ n/a	Recce, Open-topped 360-degree arc of fire

### TANKS AND SP GUNS

Panzer III Ausf G (Armies of Germany page 48) Regular 155

Qty	Weapons	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Panzer III Ausf G	Tracked	-	8+	
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")
	Co-axial MMG	36"	6	n/a	
	Hull-mounted MMG	36"	6	n/a	Front arc

### 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.

#### Aufklärungs command vehicle

+1 morale bonus to any Kradschützen, or Aufklärungs unit within 6". \*\*Add 1 additional Order Dice for the Kübelwagen and one for each MG Kübelwagen selected.

#### 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)

#### 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)

#### 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.

<b>Pick List</b>	
German 50mm Pak 38 gun	1
German Aufklärungs Command Kübelwagen	1
German Aufklärungs Kübelwagen	1
German Aufklärungs MG Kübelwagen	3
German Infantry (equipped as modeled)	1
German Infantry with Light Machine gun (requires loader)	12
German Infantry with Rifle	18
German Medium howitzer	1
German Medium Mortar team	1
German NCO with Rifle	6
German Panzer III Ausf G	1
German Second Lieutenant	1