

## PLATOON #1

1942-43 - Rommel's Defeat  
North Africa 1941-43

## OFFICER

Second Lieutenant (Armies of Germany page 19)					Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)	-	-		

## INFANTRY SQUADS

Strafbattalion (Road to Berlin page 23)					Regular	80
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

Strafbattalion (Road to Berlin page 23)					Regular	90
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	

## INFANTRY

Heer Pioneer squad (Armies of Germany page 24)					Veteran	139
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Qty	Weapons	Range	Shots	Pen	Special
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2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Strafbattalion (Road to Berlin page 23) full strength					Inexperienced	78
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Qty	Weapons	Range	Shots	Pen	Special
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9	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Strafbattalion (Road to Berlin page 23)					Inexperienced	49
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

## MACHINE GUN

Medium Machine Gun team (Armies of Germany page 33)					Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed
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## MORTAR

Medium Mortar team (Armies of Germany page 36)					Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## ARTILLERY

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

## ARMoured CARS

SdKfz 234/1 Heavy Armoured Car (Armies of Germany page 69)					Veteran	114
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Qty	Vehicle	Type	Trans	DV	Pen	Special
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1	SdKfz 234/1 Heavy Armoured Car	Wheeled	-	7+	Recce (Dual direction steering), Open-topped
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

TANKS AND SP GUNS						
Panzer III Ausf E or F (Armies of Germany page 47)					Veteran	167
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	Panzer III Ausf E or F	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Hull-mounted MMG	36"	6	n/a	Front arc	
	Co-axial MMG	36"	6	n/a		
	Co-axial MMG	36"	6	n/a		

TRANSPORTS						
SdKfz 251/10 half-track (Armies of Germany page 73)					Regular	141
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	SdKfz 251/10 half-track	Half-track	8	7+	Open-topped, Command vehicle	
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun					
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")	

## 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.

### Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

### 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.

### Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

### 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)

### One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

### 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 (Dual direction steering)

(p118)

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### 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 Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	32
German Infantry with Submachine gun	4
German Medium howitzer	1
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	1
German NCO with Rifle	3
German NCO with Submachine gun	2
German Panzer III Ausf E or F	1
German SdKfz 234/1 Heavy Armoured Car	1
German SdKfz 251/10 half-track	1
German Second Lieutenant	1
German Spotter	2