

PLATOON #1

1942 DAK Light Africa Division
Etxave 1100 campeonato 25/12/23

OFFICER

First Lieutenant (Armies of Germany page 19) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	First 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** **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

TANKS AND SP GUNS

Panzer IV Ausf G (Armies of Germany page 50)	Regular	235
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Qty	Vehicle	Type	Trans	DV	Weapons
Qty	Weapons	Range	Shots	Pen	Special
1	Panzer IV Ausf G	Tracked	-	9+	Tiger fear
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2")
	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	Weapons
Qty	Weapons	Range	Shots	Pen	Special
1	Kübelwagen	Wheeled	3	6+	

SdKfz 251/1 half-track (Armies of Germany page 72)	Regular	104
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Qty	Vehicle	Type	Trans	DV	Weapons
Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/1 half-track with rear pintle-mount MMG	Half-track	12	7+	Open-topped
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
	Rear pintle-mounted MMG	36"	6	n/a	Rear 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 (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

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.

Tiger fear

All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from Tiger Fear count as having one extra pin marker on them when taking any Order test, except if ordered to Fire against a vehicle causing Tiger fear. Test on -1 morale if they have no pin markers (page 17).

Pick List

German Anti-tank rifle team	1
German First Lieutenant	1
German Infantry (equipped as modeled)	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 IV Ausf G	1
German SdKfz 251/1 half-track with rear pintle-mount MMG	1
German Spotter	2