

## PLATOON #1

1942 DAK Light Africa Division  
Western Desert

## 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)

Regular

73

Qty	Weapons	Range	Shots	Pen	Special
5	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

73

Qty	Weapons	Range	Shots	Pen	Special
5	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	

## INFANTRY

Schützen squad (Western Desert page 93)

Regular

73

Qty	Weapons	Range	Shots	Pen	Special
5	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	

Brandenburgers (Africa) Special Forces squad (Western Desert page 149)

Veteran

178

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle Brandenburgers	24"	1	n/a	Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

## MACHINE GUN

MG34 LMG team (Western Desert page 92)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	MG34 LMG team	36"	5	n/a	Team (3 men)

MG34 LMG team (Western Desert page 92)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	MG34 LMG team	36"	5	n/a	Team (3 men)

## 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

88mm Flak 36 dual purpose AA/AT gun (Armies of Germany page 41)

Regular

160

Qty	Weapons	Range	Shots	Pen	Special
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")

## ARMoured CARS

Afrika Korps Kradschützen squad (Western Desert page 92)

Regular

63

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle Kradschützen	24"	1	n/a	Motorbikes, Sidecar combinations
1	NCO with Submachine gun	12"	2	n/a	Assault

## TANKS AND SP GUNS

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	Panzer III Ausf H or J	Tracked	-	9+	Reinforced rear armour
	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

## TRANSPORTS

## SdKfz 251/1 half-track (Armies of Germany page 72)

Inexperienced

71

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	SdKfz 251/1 half-track	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

## SdKfz 250/1 half-track (Armies of Germany page 73)

Inexperienced

60

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	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.

**Behind enemy lines**

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

**Fanatics**

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

**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.

**Indirect fire**

(p71)

**Motorbikes**

(p90) Moves at 12" for *Advance* and 24" at a *Run* with same rules and restrictions as Wheeled vehicles, except they may make any number of turns as they move. Cannot react to enemy attacks by going *Down*. Can react by making *escape* move (at normal move, not double speed). Can dismount as part of any *Advance* move, but cannot remount. Bike riders cannot shoot while moving. Cannot assault and can make an escape move if assaulted. If attacked at close quarters they fight as infantry. Each man fights (including sidecar passengers if equipped). Regroup 2D6" rather than D6".

**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

### **Paranoia**

When the enemy rolls on the Fubar chart, they suffer a -2 modifier to the roll, such is the paranoia induced in the enemy by this squads irregular activities

### **Reinforced rear armour**

The Ausf H and J treat hits against the rear armour as hits against the side armour (i.e. +1 penetration modifier rather than +2)

### **Sabotage!**

Enemy units in Reserve suffer an additional -1 modifier on the test to come on to the table. In addition, outflanking enemy units must take another test when they become available (still with an additional -1 modifier), and if they fail it, they can only be deployed up to 12" from their table edge along the chosen short table edge

### **Sidecar combinations**

Each sidecar combination may carry up to three men (driver, sidecar passenger, and pillion passenger). Single motorbikes carry one man but keep the same rules as combinations. Models armed with LMGs may shoot those weapons as part of an Advance order. Any member of the squad may shoot when using a Fire order (including Ambush).

### **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 (7 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.

### **Versatile (medium)**

Can also fire as a medium howitzer 60"(30-72), HE (3")

<b>Pick List</b>	
German 88mm Flak 36 dual purpose AA/AT gun	1
German Infantry (equipped as modeled)	1
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	22
German Infantry with Submachine gun	2
German Medium Mortar team	1
German MG34 LMG team	2
German NCO with Submachine gun	5
German Panzer III Ausf H or J	1
German SdKfz 250/1 half-track	1
German SdKfz 251/1 half-track	1
German Second Lieutenant	1