

1941-42 - Rommel Triumphant

German

North Africa 1941-43

Order Dice: 12

Platoon #1				
Second Lieutenant (page: 20)		Regular		50

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Second Lieutenant				
	with Rifle	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

Infantry Squads				
Heer Infantry squad (page: 20)		Regular		93

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

Heer Infantry squad (page: 20)		Regular		93
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
5	Infantry with Rifle	24"	1	n/a	

Artillery				
88mm Flak 36 dual purpose AA/AT gun (page: 38)		Regular		170

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

Tows				
SdKfz 7 half-track (page: 64)		Inexperienced		35

Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
1	SdKfz 7 half-track	Half-track	up to 12	6+	

Tow: Any anti-tank gun, howitzer, or anti-aircraft gun

Platoon #2				
Second Lieutenant (page: 20)		Regular		50

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Second Lieutenant				
	with Rifle	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

Infantry Squads				
Heer Infantry squad (page: 20)		Regular		53

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Rifle	24"	1	n/a	

Heer Infantry squad (page: 20)		Regular		53
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Rifle	24"	1	n/a	

Artillery				
88mm Flak 36 dual purpose AA/AT gun (page: 38)		Regular	170	
Qty Weapons	Range	Shots	Penetration	Special Rules
1 88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")
Spotter				Spotter
Armoured Cars				
Motorcycle with Machine-gun sidecar (page: 0)		Regular	40	
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 Motorcycle with Machine-gun sidecar	Wheeled	-	6+	Recce, Turn on the spot
Forward facing MMG	36"	6	n/a	Front arc
Tanks and SP Guns				
Panzer III Ausf G (page: 46)		Regular	155	
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
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
Tows				
SdKfz 7 half-track (page: 64)		Inexperienced	35	
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 SdKfz 7 half-track	Half-track	up to 12	6+	
Tow: Any anti-tank gun, howitzer, or anti-aircraft gun				
Platoon Points:				997

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Special Rules

Recce

(p118)

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 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

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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

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.

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)

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.

Versatile (medium)

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

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.