

# 1941-42 - Rommel Triumphant

German

North Africa 1941-43

Order Dice: 13

## 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

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	DamageValue	Special Rules
Weapons	Range	Shots	Penetration	
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 60

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
1 Infantry (equipped as modeled)		-	-	

## Infantry Squads

Strafbattalion (page: 0) Inexperienced 20

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
4 Infantry with Rifle	24"	1	n/a	
Entire squad are Shirkers				Shirkers

Strafbattalion (page: 0) Inexperienced 20

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
Entire squad are Shirkers					Shirkers

Infantry				
Heer Pioneer squad (page: 23)		full strength	Veteran	151

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

Mortar				
Medium Mortar team (page: 32)			Regular	60

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

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	Damage	Value
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

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 Points:				997
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### Special Rules

#### Recce

(p118)

#### Shirkers

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

#### 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.

**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

**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.

**Indirect fire**

(p71)

**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.