

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 | 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 | | 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 | 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 |
| 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)

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.