

# 1942-43 - Rommel's Defeat

German

North Africa 1941-43

Order Dice: 8

Platoon #1				
Second Lieutenant (page: 20)			Veteran	65
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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	24"	2	n/a	Assault
Infantry Squads				
Heer Veteran Infantry squad (page: 21)			Veteran	143
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	30"	4	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters
Heer Veteran Infantry squad (page: 21)			Veteran	143
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	30"	4	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters
Infantry				
Heer Pioneer squad (page: 23)			Veteran	136
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Flamethrower (requires assistant)	6"	D6	+2	Team (2 men), Flamethrower
3 Infantry with Rifle	24"	1	n/a	
3 Infantry with Submachine gun	12"	2	n/a	Assault
Medium Machine Gun team (page: 30)			Inexperienced	35
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
Medium Mortar team (page: 32)			Inexperienced	45
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Spotter				
1 Medium Mortar team	18"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (D6)
Armoured Cars				
SdKfz 222 Light Armoured Car (page: 59)			Regular	95
<b>Qty Vehicle</b>	<b>Type</b>	<b>Transport</b>	<b>DamageValue</b>	
<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Open-topped, Flak
Turret-mounted light autocannon	48"	2	+2	HE (D2)
Co-axial MMG	36"	4	n/a	
Transports				
SdKfz 251/1 half-track (page: 63)			Regular	89
<b>Qty Vehicle</b>	<b>Type</b>	<b>Transport</b>	<b>DamageValue</b>	
<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 SdKfz 251/1 half-track	Half-track	up to 12	7+	Open-topped
Front pintle-mounted MMG	36"	4	n/a	Front arc, Flak

Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun

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## Special Rules

### Open-topped

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. If hit by indirect fire add +1 to the damage result roll. All hits upon the upper surface of the armoured vehicle count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a +1 penetration and +1 damage result

### Tank hunters

If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### Team (2 men)

Team consists of 2 men. A Team weapons 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 a -1 penalty to its morale value.

### Team (3 men)

Team consists of 3 men. A Team weapons 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 a -1 penalty to its morale value.

### Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

### HE (D6)

PIN: D2, PEN: +2 - Infantry and artillery can go down to halve the hits taken

### HE (D2)

PIN: 1, PEN: +1 - Infantry and artillery can go down to halve the hits taken

### Flamethrower

A flamethrower hits automatically. No 'to hit' penalty for single man team, but still suffers -1 morale penalty. D6 hits for man-pack flamethrowers and 2D6 hits for vehicle flamethrowers. Gun Shields rule does not apply. Extra Protection rule does not apply when shooting at targets inside buildings. Inflicts D3+1 pin markers on infantry and artillery. 1 pin marker on vehicles

### 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

Fixed weapons cannot be fired when a unit is given an advance order.