

# 1942 DAK Light Africa Division

German

Western Desert

Order Dice: 10

Platoon #1				
Second Lieutenant (Armies of Germany 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				
Schützen squad (Western Desert page: 93)			Regular	103

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

Schützen squad (Western Desert page: 93)			Regular	103
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
2 Infantry with Light Machine gun (requires loader)	36"	5	n/a	
5 Infantry with Rifle	24"	1	n/a	

Infantry				
Heer Pioneer squad (Armies of Germany page: 23)	full strength		Veteran	171

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
2 Infantry with Rifle	24"	1	n/a	
6 Infantry with Submachine gun	12"	2	n/a	Assault
1 Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Machine Gun				
Medium Machine Gun team (Armies of Germany page: 30)			Regular	50

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

Mortar				
Medium Mortar team (Armies of Germany 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 (Armies of Germany page: 38)			Regular	160

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")

Armoured Cars				
Afrika Korps Kradschützen squad (Western Desert page: 92)			Regular	128

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 Kradschützen	24"	1	n/a	Motorbikes, Sidecar combinations

### Tows

SdKfz 7 half-track (Armies of Germany page: 64)		Inexperienced	35
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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*

### Transports

SdKfz 251/1 half-track (Armies of Germany page: 63)		Regular	129
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	
1	SdKfz 251/1 half-track with Panzerbüchse 41	Half-track	up to 12	7+	Open-topped
	<i>Panzerbüchse 41</i>	<i>48"</i>	<i>1</i>	<i>+4</i>	<i>Squeeze-bore, HE (1")</i>

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

**Platoon Points:** 999

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## Special Rules

### 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

### Squeeze-bore

At ranges of up to 12", its base armour penetration is increased by two to a total of +6, and over half-range armour penetration is reduced by two instead of the usual one to a total of +2

### 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 (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

### **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.

### **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.

### **Flamethrower**

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle with flamethrower, add +1 to damage effects chart.

### **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.

### **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).