

AFRIKA SCHÜTZENKOMPANIE (15.)

AFRICA RIFLE COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Company HQ (15., 21.) p.27	2	Cmd SMG team	105
	2	Kubelwagen	
	2	MG34 HMG team	
	2	Kfz 70 truck	
COMBAT PLATOONS			
Afrika Schützen Platoon (15., 21.) p.27	1	Cmd Panzerknacker SMG team	275
	1	Kubelwagen	
	6	MG team	
	3	Kfz 70 truck	
	2	5cm PaK38 gun	
	2	Sd Kfz 10	
Afrika Schützen Platoon (15., 21.) p.27	1	Cmd Panzerknacker SMG team	195
	1	Kubelwagen	
	6	MG team	
	3	Kfz 70 truck	
DIVISIONAL SUPPORT			
Afrika Schwere Panzer Platoon p.36	1	Tiger I E (early)	385
Tank-hunter Platoon p.37	3	Marder III (7.62cm)	245
Heavy Panzerspäh Platoon p.34	2	Sd Kfz 231 (8-rad)	85
Motorised Artillery Battery (15., 21.) p.38	1	Cmd SMG team	210
	1	Staff team	
	4	Captured 25 pdr gun	
	2	Observer Rifle team	
	2	Kubelwagen	

North Africa - German Mid-War - Platoon Count: 6

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Tiger I E (early)	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks, Unreliable.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.
TANK-HUNTERS					
Marder III (7.62cm)	Standard Tank	1	0	0	Hull MG.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Hull mounted.
ARMoured CARS					
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG, Recce.
2cm KwK38 gun	16"/40cm	3	5	5+	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Captured 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
TRUCKS					
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
TRACTORS					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Afrika Schwere Panzer Platoon - p.36

A Schwere Panzer Platoon does not count Panzer III tanks as Destroyed when determining if it needs to check Platoon Morale.

Remember to roll for your Tiger Ace Skills before each game.

Company HQ (15., 21.) - p.27

Machine-guns from the Company HQ attached to Afrika Schützen Platoons count as part of the platoon for all purposes.

Heavy Panzerspäh Platoon - p.34

Heavy Panzerspäh Patrols are Multi-part Platoons. See page 259 of the rulebook.

Heavy Panzerspäh Platoons are Reconnaissance Platoons.