

AFRIKAKORPS

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AFRIKAKORPS

GERMAN

GERMAN

GERMAN

GERMAN

PLATOON LEADER

SQUAD LEADER

LMG

RIFLEMAN



Morale/Panic 6/7

Morale/Panic 5/6

Morale/Panic 3/4

Morale/Panic 3/4

VETERAN

VETERAN

VETERAN

VETERANS

CCV	GM/PIN	LM	0/+1/+2	Points	CCV	GM/PIN	Points	CCV	GM/PIN	Points
MP	9/5	Pts	56/66/76	51	MP	8/4	54	RIFLE	8/4	15
								MP	7/3	16

MP 9/5

MP 8/4

MP 4/0

MP 7/3

51








54









15

16

AFRIKAKORPS	AFRIKAKORPS	Add "To Hit" result to FV (To Hit must inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # Target in Wood/Jungle/Orchard Ignore Terrain CV	Flank Shot: "AP" +1 Target Acquired: "AP" +1 Target Moving: Positive "To Hit" # AP add positive "To Hit" result, minus negative "To Hit" result. No moving fire.																																			
		<table border="1"> <tr> <td>RANGE</td> <td>To Hit #</td> <td>crewed/uncrewed</td> <td>FV</td> </tr> <tr> <td>CLOSE</td> <td>NA</td> <td>NA</td> <td>-</td> </tr> <tr> <td>MEDIUM</td> <td>0-3</td> <td>0-1</td> <td>0</td> </tr> <tr> <td>LONG</td> <td>0-1</td> <td>1</td> <td>0</td> </tr> <tr> <td>EXTREME</td> <td>1</td> <td>2</td> <td>0</td> </tr> </table>	RANGE	To Hit #	crewed/uncrewed	FV	CLOSE	NA	NA	-	MEDIUM	0-3	0-1	0	LONG	0-1	1	0	EXTREME	1	2	0	<table border="1"> <tr> <td>RANGE</td> <td>To Hit</td> <td>AP</td> </tr> <tr> <td>CLOSE</td> <td>2</td> <td>5</td> </tr> <tr> <td>MEDIUM</td> <td>3</td> <td>3</td> </tr> <tr> <td>LONG</td> <td>4</td> <td>1</td> </tr> <tr> <td>EXTREME</td> <td>5</td> <td>0</td> </tr> </table>	RANGE	To Hit	AP	CLOSE	2	5	MEDIUM	3	3	LONG	4	1	EXTREME	5	0
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GERMAN	GERMAN	5cm MORTAR	PzB 39																																			
MMG	FLAMETHROWER	5cm MORTAR	PzB 39																																			
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AFRIKAKORPS	Two-man Crew. Flank Shot: "To Hit" +1 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #																																																							
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Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #					
EXTREME	1	2	0	-1	0/0
LONG	0-1	1	1	-1	1/1
MEDIUM	0-3	0-1	3	-1	2/2
CLOSE	0-5	0-3	5	-1	3/2
RANGE	To Hit #	AP	HE	MG	CE/BU

**PzKw II F**

**PzKw II F**




FRONT	3	2	2
K/S/I			
SIDE	1	0	0

Morale/CE  
**5/9**



OVR	2/1	WF/Rep Main (MG)	Points
BOG	8/7	-5(-7)/2+	299

**AFRIKAKORPS**



**GERMAN**

**PzKw I B**

FRONT	1	0	0
K/S/I			
SIDE	1	0	-1

CLOSE	MEDIUM	LONG	EXTREME
5/3	4/2	3/1	2/1

Morale/CE  
**5/9**

OVR	2/1	WF/Rep MG	Points
BOG	9/8	-7/2+	174

Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #					
EXTREME	1	2	0	-1	0/0
LONG	0-1	1	1	-1	1/1
MEDIUM	0-3	0-1	3	-1	2/2
CLOSE	0-5	0-3	5	-1	3/2
RANGE	To Hit #	AP	HE	MG	CE/BU

**SdKfz 231**

**SdKfz 231**




FRONT	2	1	1
K/S/I			
SIDE	0	-1	-1



Morale/CE  
**5/9**

OVR	2/1	WF/Rep Main (MG)	Points
BOG	6/5	-5(-7)/2+	267

Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #					
EXTREME	1	0	-1	0/-	
LONG	0-1	1	1	-1	1/-
MEDIUM	0-3	-	3	-1	2/-
CLOSE	0-5	-	5	-1	3/-
RANGE	To Hit #	AP	HE	MG	CE/BU

**SdKfz 222**







**SdKfz 222**









FRONT	2	1	1
K/S/I			
SIDE	0	-1	-1

Morale/CE  
**5/9**

OVR	2	WF/Rep Main (MG)	Points
BOG	8	-5(-7)/2+	261

PzKw III L	PzKw III J	PzKw III H	PzKw III G																																																																																																																																												
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PzKw IV D		PzKw IV E		PzKw IV F		PzKw VI E					
											
FRONT K/S/I	3 2 2	FRONT K/S/I	4 3 2	FRONT K/S/I	5 4 3	FRONT K/S/I	7 6 5				
SIDE	2 1 0	SIDE	3 2 1	SIDE	3 2 1	SIDE	6 5 4				
Morale/CE	5/9	Morale/CE	5/9	Morale/CE	5/9	Morale/CE	5/9				
CE/BU		CE/BU		CE/BU		CE/BU					
OVR	4/3	WF/Rep Main (MG)	Points	OVR	4/3	WF/Rep Main (MG)	Points				
BOG	7/6	-5(-7)/2+	386	BOG	7/6	-5(-7)/2+	402				
PzKw IV D		PzKw IV E		PzKw IV F		PzKw VI E					
RANGE	To Hit #	AP	HE	MG	CE/BU	RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	7	2	4/3	CLOSE	0-5	0-3	11	2	4/3
MEDIUM	0-3	0-1	5	2	3/2	MEDIUM	0-3	0-1	9	2	3/2
LONG	0-1	1	3	2	2/2	LONG	0-1	1	7	2	2/2
EXTREME	1	2	2	2	2/1	EXTREME	1	2	6	2	2/1
Add "To Hit" result to HE FV (R To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #											
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**AFRIKAKORPS**



Add "To Hit" result to HE PV (if To Hit inc "0")  
 Six/Five man crew "To Hit" -1  
 Four man crew (minimum) "To Hit" -2  
 Firing on its trailers "To Hit" -2  
 Target Acquired: "To Hit" +1  
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	11	2
MEDIUM	0-3	9	2
LONG	0-1	7	2
EXTREME	1	6	2

**GERMAN**

**8.8cm Flak**

**SdKfz 251 B**

**8.8cm Flak**



FRONT	1	0	0
<small>K/S/I</small>			
SIDE	0	-1	-1
CLOSE	MEDIUM	LONG	EXTREME
4	3	3	2

Morale/CE  
**5/9**



Dam/Des  
**5/9**

OVR	3	WF/Rep <small>MG</small>	Points	WF/REP	Points
BOG	5	-7/2+	181	-5/2+	306