

# DESERT FOX

## INTELLIGENCE HANDBOOK ON GERMAN ARMOURED FORCES IN NORTH AFRICA



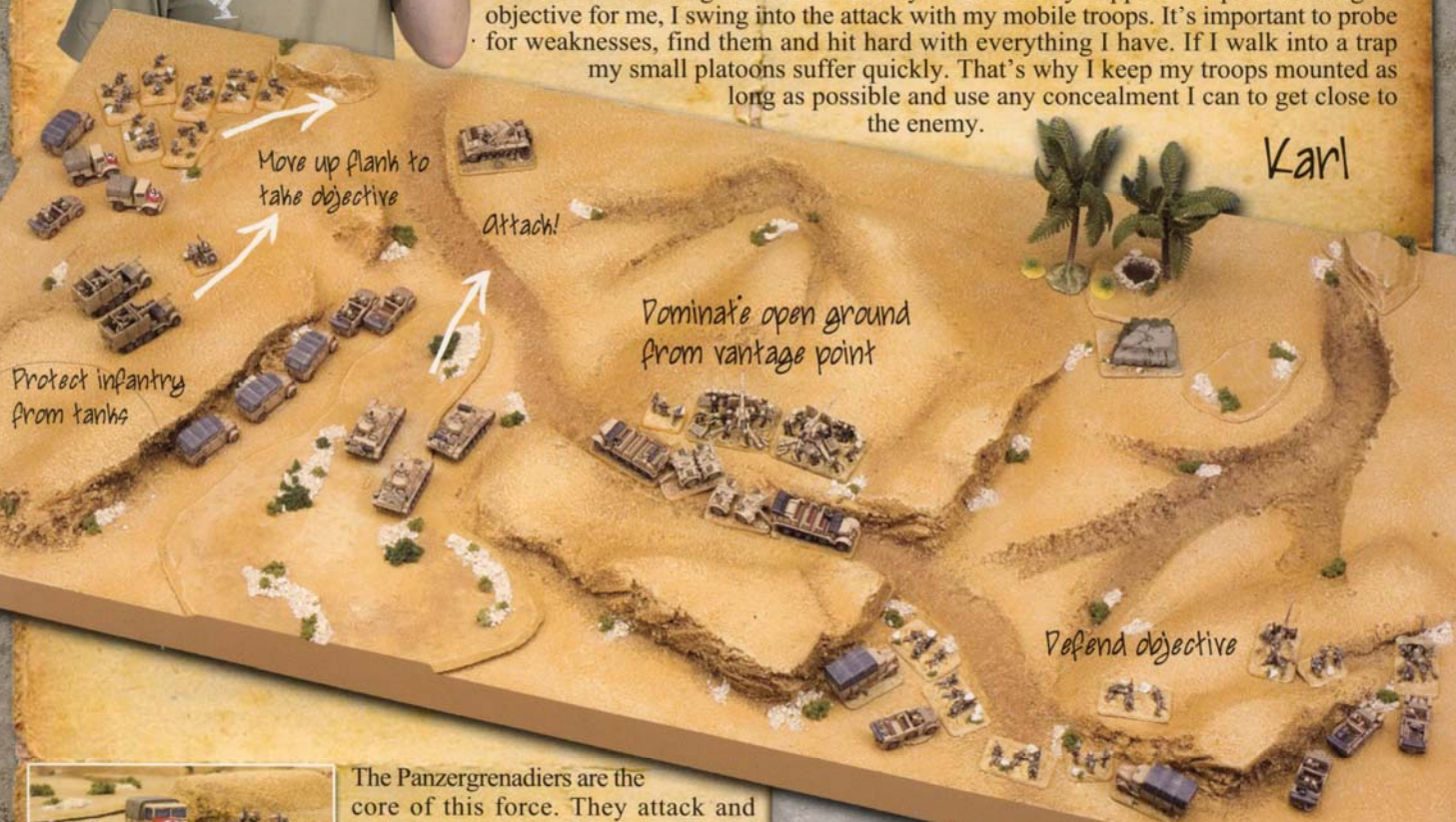
**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME

# Tactics



I love the *Afrikakorps* and I love my 88's. These babies really cramp the style of tank armies. I usually put them in a dominating position where they can deal to any tanks my opponent puts on the table using their long 40"/100cm range. If my opponent has artillery though, I have to be much more careful. Unless I've had time to dig them in, the 88's don't last long under a bombardment.

With the 88's taking care of the enemy tanks and my support weapons holding an objective for me, I swing into the attack with my mobile troops. It's important to probe for weaknesses, find them and hit hard with everything I have. If I walk into a trap my small platoons suffer quickly. That's why I keep my troops mounted as long as possible and use any concealment I can to get close to the enemy.



The Panzergradiers are the core of this force. They attack and counterattack to take and hold objectives. They have to be kept alive to win.



The heavy machine-guns of the Heavy Platoon are my defence against infantry attacks. Their high rate of fire, even when pinned down, stop infantry dead.



The light anti-tank guns are great in defensive positions. Once they dig in, they are very hard to spot making tanks wary of coming too close.



The Diana tank-hunters are a useful mobile anti-tank force. They advance with the infantry engaging and destroying tanks they find.



Did I mention how much I love my 88's? Not only do they eat tanks for breakfast, but they are useful against aircraft as well!



The Panzers give me a mobile base of fire. Their armour and mobility means that they can get to where they have to be to support the Panzergradiers.

## Karl's Panzergradienkompanie

### Headquarters Platoon

Company HQ 45 points

### Combat Platoons

Panzergradien Platoon with 3 squads 220 points

Panzergradien Platoon with 3 squads 220 points

### Weapons Platoon

Heavy Platoon  
2x Machine-gun sections 165 points

Light Anti-tank Gun Platoon  
2x 5cm PaK38 125 points  
Replace all Kfz70 with Sd Kfz 10 5 points

### Support Platoons

Tank-hunter Platoon  
2x Diana 145 points

Heavy Anti-aircraft Gun Platoon  
2x 8.8cm Anti-aircraft sections 240 points  
Add extra crew 20 points

Panzer Platoon, 3x Panzer III J 300 points  
upgrade one to a Panzer III J (late) 15 points

**Total 1500 points**

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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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# The Desert Fox

Born in 1891 into a middle-class Swabian family, Erwin Rommel joined the German Army in 1910. When the First World War began in 1914, Rommel served on the Western and Romanian fronts, earning a reputation as a fearless and brilliant infantry commander. In 1917, when on the Italian front, his alpine battalion of less than 500 men launched a daring attack, taking more than 9,000 prisoners and capturing 81 guns while breaking right through the Italian front line. For this he was awarded Germany's highest honour for gallantry, the Pour le Merite.

## Peacetime Soldier

Rommel stayed with the army after the war. During this time he wrote *Infanterie Greift An* (Infantry Attacks!), a book on infantry tactics that became an instant bestseller. When war broke out Rommel was commanding Hitler's headquarters guard. Rommel was not a Nazi, but he and Hitler formed a friendly relationship. So when Rommel asked for command of 7. Panzerdivision for the invasion of France, he got it.

## Ghost Division

In May 1940 the Germans attacked France and Belgium in a surprise attack through the Ardennes forest and across the Meuse river with 7. Panzerdivision

leading the way. The sudden assault ruptured the French line. 7. Panzerdivision raced deep into the French rear, sowing confusion and panic.

Under Rommel's leadership, 7. Panzerdivision quickly earned the nickname the *Gespensterdivision*—the Ghost Division—as neither friend nor foe were ever sure where it was. In six weeks of fighting, the Ghost Division took 100,000 prisoners and Rommel became one of the most famous generals in the German army.

## Sonnenblume

In February 1941 Hitler summoned Rommel again. The Italians had been defeated by the British in North Africa, losing Libya, and needed help. Rommel was given command of the *Deutsches Afrikakorps* (DAK), the German Africa Corps. The name was a play on *Deutsches Alpenkorps*, the German Alpine Corps that Rommel had served in when he defeated the Italians 24 years earlier.

The force, consisting of 15. Panzerdivision and 5. leichte Division, was placed under Italian command, with orders to stay on the defence at Mersa El Brega. But Rommel characteristically disregarded his orders, and launched an attack under the codename

*Sonnenblume*, routing British forces from Libya in a whirlwind advance.

His tactical cunning quickly earned him the nickname 'the Desert Fox'.

## Tobruk

The speed of the advance was such that the 6<sup>th</sup> Australian Division was cut off and surrounded in the Libyan port of Tobruk. In a series of seesaw battles on the Egyptian border (Operations Brevity, *Skorpion*, Battleaxe, and *Sommernachtstraum*) the British and Germans attacked in turns. The British attacks to relieve Tobruk in May and June 1941 foundered on the dug-in 8.8cm guns of the *Afrikakorps*, while the German attacks only served to consolidate their hold on the frontier. Exhausted, both sides prepared for the next round.

Rommel's *Afrikakorps* received fresh tanks and anti-tank guns. This allowed 5. leichte Division to be strengthened and re-titled 21. Panzerdivision, and various independent units to be organised into a new *Division Afrika zbV* (soon renamed 90. leichte Afrika-division). These prepared for a renewed assault on Tobruk. On the other side of the frontier, the British were reinforced and reorganised, their forces being renamed the Eighth Army.



## Totensonntag

On 19 November 1941, just days before Rommel's planned attack on Tobruk, the Eighth Army launched a surprise offensive codenamed Crusader. A confusing series of tank battles took place east of Tobruk with Rommel often taking direct command of units to stop British attacks. On 23 November—*Totensonntag*, the holy Sunday of the Dead—the *Afrikakorps* and their Italian allies scattered the remnants of the British armour.

The Desert Fox now made a rash decision. He ordered his two Panzer divisions to race to the Egyptian frontier, to cut off what he thought were the beaten remnants of the British army. It was a big mistake. The Eighth Army was still fighting on. Rommel's 'race to the wire' wore down his Panzers on a fruitless chase across the Libyan desert before returning to the Tobruk front, where fighting continued to rage. The *Afrikakorps* was now very weak while the British were getting more reinforcements daily. Reluctantly, Rommel ordered the retreat back to Gazala, and then Mersa El Brega.

Once again the British supply line was stretched thin while Rommel received reinforcements. Ignoring his Italian allies, the Desert Fox struck out in January 1942 with Operation *Theseus*. The inexperienced British 1st Armoured Division was caught by surprise and routed back to Gazala.

## Venezia

On 26 May 1942 Rommel once again beat the British to the punch and commenced Operation *Venezia* to take Tobruk. In a daring manoeuvre the *Afrikakorps* swung south behind the fortified British line at Gazala. Uncoordinated but stubborn resistance by the British armoured regiments brought the *Afrikakorps* to a halt, trapped behind the British line, out of fuel and water, and outnumbered.

In his classic style, the Desert Fox appeared wherever the fighting was most desperate to inspire and take control. Rommel broke back through the British line to re-open his supply lines. Driving his men on, Rommel's forces then turned and routed the Eighth Army before storming Tobruk on 20 June, completing his greatest victory

and taking 60,000 prisoners along with vast quantities of supplies. Complete victory in the Middle East beckoned.

## 'On To Cairo!'

Launching Operation *Aida*, Rommel pursued the fleeing British who turned to fight at El Alamein, barely 60 miles from the River Nile. The *Afrikakorps*, severely weakened by weeks of constant combat and thousands of miles of wear and tear across the harsh desert, constantly harried by the Royal Air Force, could not break through the hasty British line in this, the First Battle of Alamein. All of Rommel's energy and improvisation could not overcome lack of fuel and the exhaustion of his men. The daring offensive petered out.

Once again, both sides reinforced and, once again, it was Rommel who struck first. In late August the Desert Fox launched Operation *Brandung* and broke through the British line. But the new British commander, General Montgomery, was ready and repelled Rommel's attack at Alam Halfa ridge. Rommel's troops were outnumbered and low on supplies. They fell back to their starting position and dug deep minefields and waited for the inevitable British attack. Rommel, ill after 18 months in the desert, returned to Germany for a much needed rest.

## El Alamein

On 23 October the British launched a massive offensive, the Second Battle of Alamein. Rommel quickly flew back to the front to take charge. The situation was dire. Rommel was outnumbered and British troops were already through the minefields and slowly chewing up his main defensive line. The fighting was hard. Counter-attacks by tanks to relieve his embattled German and

Italian infantry were met by crushing British artillery and air attacks. Attempts by the British armour to breakthrough were met by lines of anti-tank guns.

After ten days of heavy fighting, Rommel's choices were to stay and get crushed by the relentless British attacks, or retreat—he ordered his army to prepare for an organised withdrawal.

Hitler immediately intervened, ordering Rommel to 'stand fast, yield not a yard of room and throw every gun and every man into the battle....victory or death!'. Rommel knew the order was crazy. Defeat was certain, his army would be thrown away for nothing. For the first time Rommel began to doubt Hitler.

Another British attack smashed its way through the crumbling defences and Rommel, ignoring Hitler, ordered the remnants of the *Afrikakorps* to retreat west before they were overwhelmed.

## Retreat To Tunisia

Pulling back from El Alamein, more bad news reached Rommel. A combined Anglo-American task force had landed in Morocco and Algeria far to his rear. Hitler was determined to hold onto North Africa and sent 10. *Panzerdivision* and *Division General Göring* to Tunisia under General von Arnim who promptly attacked with Operation *Eilbote*, halting the Allied advance just short of Tunis.

Meanwhile, after retreating more than a thousand miles, standing at Mersa El Brega and Buerat, the *Afrikakorps* made it to the Mareth Line on the border of Tunisia and Libya and dug in. The Eighth Army, supply lines stretched to breaking, could only follow up slowly. The Desert Fox took the initiative once more.

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## Kasserine Pass

The *Afrikakorps* now struck west against the American forces. While von Arnim attacked from the north with his Operation *Frühlingwind*, Rommel launched Operation *Morgenluft* taking Gafsa and threatening the vital Kasserine Pass. Just as in 1941 and early 1942, the veteran *Afrikaners* scattered their inexperienced opponents taking the pass in the follow-up Operation *Sturmflut*. The Americans quickly recovered and ultimately it was Rommel who had to retreat.

The *Afrikakorps* then turned and struck east launching Operation *Capri* against the Eighth Army at Medenine. Once again Montgomery was ready and waiting and the attack was easily stopped. The Eighth Army then attacked the Mareth Line. The *Afrika-korps* inflicted heavy losses on the initial British attack, but outflanked, were forced to retreat. On 9 March 1943 Rommel, still not recovered from his earlier illness, departed from Africa, never to return.

The rugged Tunisian terrain was well suited for defence, but the combined US, British and French forces were overwhelmingly superior. Von Arnim made one last attack, the twin Operations *Ochsenkopf* and *Ausladung*.

Finally, on 12 May the proud *Afrika-korps* sent its last message: 'Ammunition shot off. Arms and equipment destroyed. In accordance with orders received the *Afrikakorps* has fought itself into the condition where it can fight no more. The *Afrika-korps* must rise again. *Heia Safari!*'

## Resurrection

Both 15. and 21. Panzer divisions were rebuilt to fight again. *15. Panzerdivision* fought on in Sicily and Italy as *15. Panzergrenadierdivision*, while *21. Panzerdivision* met their old adversaries the Desert Rats again in Normandy, France after the D-Day landings in June 1944.

## And Death

Rommel was assigned to take command of the defence of the French coast against the expected D-Day invasion. However, even his formidable energy and gift for improvisation could not stop the landings. On 20 July 1944, a number of German officers, seeing no hope of winning the war, conspired to assassinate Hitler. The attempt failed, and the conspirators were killed. However, Rommel was implicated in the plot. Gestapo agents were sent to Rommel's home, demanding he take poison or they would murder him and his family. To save his beloved wife and son, Rommel took poison, still proclaiming his loyalty to Hitler.



## Warriors In Flames Of War

Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

*Flames Of War* recognises these heroes and their contribution by representing them as Warrior teams with their own special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.

### Company Command Teams

A Warrior team that is a Company Command team must be assigned to a company before deployment, replacing the normal Company Command team which is removed from play. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the rules.

### Higher Command Teams

Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

If the Higher Command team is not Pinned Down, any platoon whose command team is within 6"/15cm re-rolls failed platoon Motivation checks. The Higher Command team does not re-roll failed Company Morale Checks.

A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check, the Higher Command team may take the Motivation test, whether or not the Company Command team is present.

Higher Command teams deploy at the same time as Company Command teams. They deploy with any platoon already deployed.

# Generalfeldmarschall Erwin Rommel



## Characteristics

Rommel is a Warrior and a Higher Command team rated as **Fearless Veteran**.

Rommel is mounted in *Greif* (meaning both Griffin and Attack), his Sd Kfz 250/5 half-track, and can join any Panzerkompanie, Panzergrenadierkompanie, or Panzerpionierkompanie for +50 points.

A force led by Rommel may include an Escort Platoon equipped with captured Honey Stuart tanks (rated as **Confident Veteran**) for the following costs.

5 captured Honey Stuart	320 points
4 captured Honey Stuart	255 points
3 captured Honey Stuart	190 points

## Special Rules

**Fingertip Feeling:** Rommel was said to have *Fingerspitzegefühl*, a fingertip feeling for battle. One German platoon in line of sight of Rommel may make a normal move within its deployment area after both sides have deployed but before any reconnaissance deployment moves.

**Rommel at the Point:** '*Rommel an der Spitze*' was a common cry in the Afrika Korps where Rommel led from the front. Any German platoon in line of sight of

Rommel may re-roll any failed Motivation tests and failed Skill tests to make Stormtrooper moves.

**Charmed Life:** Rommel led from the front and was often under fire. Amazingly, his only injuries were a gash to the face when leading from a Panzer in France and severe bruising from shrapnel when on a reconnaissance in 1942. His men thought he led a charmed life.

If Rommel's half-track is hit by the enemy, immediately roll a die.

- On a score of 4+ his luck saves him, ignore the hit.
- On any other roll, determine the effect of the hit as normal including rolling the usual Armour Save.

**Herr General:** If Rommel's Command team is Destroyed during a game the German war effort has suffered a severe blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

**Mammut:** As well as *Greif*, Rommel also traveled in a *Mammut* (Mammoth), a captured Dorchester Armoured Command Vehicle, named *Max*. Feel free to model him with *Max* rather than *Greif*, but keep the game ratings the same as for *Greif*.



Oberst

# Josef-Wilhelm Rettemeier

As a Hauptmann, Rettemeier won the Knight's Cross commanding the 2. Kompanie I/5. Panzerregiment in Africa. Later, in 1944, he won the Oakleaves as a Major commanding 5. Panzerbataillon of 25. Panzergrenadierdivision on the Eastern Front. After the war Oberst Rettemeier commanded a Panzergrenadierbrigade in the new German Army.

## Characteristics

Rettemeier is a Warrior and a Company Command team rated as **Confident Veteran**.

Rettemeier can join any Panzerkompanie for +50 points. He becomes the Company Command team retaining the previous commander's tank.

## Special Rules

**Ace Gunner:** Reroll any failed to hit rolls when firing Rettemeier's tank. This does not apply if his tank fires an artillery bombardment

**Schnell!:** Rettemeier's tank and any Panzer Platoon he commands may make a Stormtrooper move on a roll of 2+.

**Panzers March:** Each turn Rettemeier may re-roll one die rolled to receive reserves for his company.

**Bail Out:** If Rettemeier's tank is destroyed, roll a special 4+ save. If the save is successful, Rettemeier may transfer to any other tank in his company that is within 4"/10cm. If no suitable tank is within 4"/10cm, Rettemeier is out of the battle and removed from the game.

## ...Gazala, 1942...

"Stand to! Close hatches!" comes across the radio. As the rest of the crew of 'Zitrone' pull their hatches closed, turning the tank into an oven, Feldwebel Ritgens continues to follow the movements of the advancing British cruisers through his binoculars.

'They are approaching very fast, Feldwebel,' the gunner Stöhr's nervous voice drifts up from the bowels of the tank.

'Keep your eyes on the sights, kid,' advises 'Papa' Philipps, the loader, at 32 the old man of the crew.

'Zitrone, this is Kirsche, take position to the right.' The platoon leader's voice sounds calm in their radio headphones.

Ritgens orders 'Driver, right, advance,' then 'Driver, halt.' The British are getting a lot closer, moving around the right flank. Unless help arrives soon, it'll be too late.

'Shouldn't we be shooting now, Feldwebel?' Stöhr's nervous whine continues.

'Relax kid, he knows what he's doing.' Papa replies, 'Just keep your eyes on the sights.'

'Will Rettemeier get here in time?' worries Stöhr. 'We'll be cut off if he doesn't.'

'Range 800, lead Panzer,' interrupts Ritgens. 'Don't worry, Hauptmann Rettemeier will make it, he always does.'

He pauses until his young gunner is on target, 'Feuer!'



## German Divisions In North Africa

This table lists the German divisions that fought in North Africa in 1942 and 1943. *Desert Fox* covers the three *Panzer* divisions and the two *leichte Afrika* divisions. Other *Flames Of War* books such as *Stalingrad* and *Diving Eagles* cover the remaining divisions.

Division	Regiments	Arrived	Battles
<b>Gazala and First Alamein</b>			
Ⓛ 21. Panzerdivision	5 Pz, 104	Feb 1941	<i>Sonnenblume</i> , <i>Brevity</i> , <i>Skorpion</i> , <i>Battleaxe</i> , <i>Sommernachtstraum</i> , <i>Crusader</i> , <i>Theseus</i> , <i>Venezia</i> , <i>Aida</i> , <i>Brandung</i> , Second Alamein, Mersa El Brega, Buerat, <i>Morgenluft</i> , <i>Sturmflut</i> , <i>Capri</i> , El Hamma.
Ⓛ 15. Panzerdivision	8 Pz, 115	Mar 1941	<i>Sonnenblume</i> , <i>Brevity</i> , <i>Skorpion</i> , <i>Battleaxe</i> , <i>Sommernachtstraum</i> , <i>Crusader</i> , <i>Theseus</i> , <i>Venezia</i> , <i>Aida</i> , <i>Brandung</i> , Second Alamein, Mersa El Brega, Buerat, <i>Morgenluft</i> , <i>Sturmflut</i> , <i>Capri</i> , Mareth Line, Wadi Akrit, Enfidaville, Medjerda.
Ⓛ 90. leichte Afrikadivision	155, 200, 361 Afrika, 288 zbV	Aug 1941	<i>Crusader</i> , <i>Theseus</i> , <i>Venezia</i> , <i>Aida</i> , <i>Brandung</i> , Second Alamein, Mersa El Brega, Buerat, <i>Capri</i> , Mareth Line, Wadi Akrit, Enfidaville.
<b>Second Alamein (as above plus the following)</b>			
Ⓛ 164. leichte Afrikadivision	125, 382, 433	Aug 1942	<i>Aida</i> , Second Alamein, <i>Capri</i> , Mareth Line, El Hamma, Enfidaville.
Fallschirmbrigade Ramcke		Aug 1942	Second Alamein, <i>Sturmflut</i> , Enfidaville.
<b>Tunisia (as above plus the following)</b>			
Division von Broich (later von Manteuffel)	Barenthin FJ, 160, 10 Bersaglieri (Italian)	Nov 1942	Teboura, <i>Eilbote</i> , <i>Ochsenkopf</i> , Medjerda.
Ⓛ 10. Panzerdivision	7 Pz, 190 Pz Bn, 69, 86	Nov 1942	Teboura, <i>Eilbote</i> , <i>Frühlingswind</i> , <i>Sturmflut</i> , <i>Ochsenkopf</i> , Medenine, El Guettar.
Division General Göring (part)	1 HG, Jäger HG	Nov 1942	Teboura, <i>Eilbote</i> , <i>Ochsenkopf</i> , Medjerda.
501. schwere Panzerabteilung (later with 10. Panzer)		Dec 1942	Tebourba, <i>Eilbote</i> , <i>Frühlingswind</i> , <i>Ochsenkopf</i> , Medjerda.
334. Infanteriedivision	754, 755, 756 Gebirgs, Phalange Africaine	Jan 1943	<i>Eilbote</i> , <i>Ausladung</i> , Bizerte.
999. Afrika Division	961 Afrika, 962 Afrika	April 1943	Fondouk, Medjerda.
504. schwere Panzerabteilung (with 15. Panzer)		Mar 1943	Maknassy, Medjerda.


## Desert Fox Terminology


Afrika (af-ri-ka): Africa.	sentimental song sung by Marlene Dietrich.
Afrikaner (af-ri-ka-nerr): African. Nickname for soldiers in the Afrikakorps.	<i>Morgenluft</i> (morr-gen looft): Morning air. Codename for attack on Gafsa.
<i>Aida</i> (ai-dah): Girl's name. Codename for attack into Egypt.	Nordafrika (norrt af-ri-ka): North Africa.
AM, Alter Mann (al-terr man): Old Man. Nickname for Italian canned beef, staple diet of an Afrikaner. Also known as <i>Asinus Mussolini</i> , <i>Mussolini's backside</i> .	<i>Ochsenkopf</i> (ox-sen kopf): Ox head. Codename for von Arnim's attack in northern Tunisia.
AM stood for <i>Amministrazione Militare</i> .	<i>Panzer</i> (pant-serr): Tank.
<i>Ausladung</i> (owss-lah-doong): Unloading. Codename for northern supporting attack for <i>Ochsenkopf</i> .	<i>Panzerarmee Afrika</i> (pant-serr arr-may af-ri-ka): Armoured Army of Africa.
<i>Bison</i> (bi-zon): Bison. Nickname for self-propelled infantry gun on <i>Panzer II</i> chassis.	<i>Panzerdivision</i> (pant-serr di-vis-yon): Infantry division.
<i>Brandung</i> (bran-doong): Breakers, waves. Codename for attack at Alam Halfa.	<i>Panzergrenadierkompanie</i> (pant-serr gre-nah-deerr kom-pan-ee): Mechanised infantry company.
<i>Capri</i> (ka-pree): Capri. Codename for attack at Medenine.	<i>Panzergrenadierzug</i> (pant-serr gre-nah-deerr took): Mechanised infantry platoon.
DAK, Deutsches Afrikakorps (doitsh-ess af-ri-ka korps): German Africa Corps.	<i>Panzerkompanie</i> (pant-serr kom-pan-ee): Tank company.
<i>Diana</i> (di-ah-nah): Girl's name. Nickname for self-propelled anti-tank gun on half-track chassis.	<i>Pionier</i> (pi-o-neerr): Pioneer, combat engineer.
<i>Eilbote</i> (ile-boh-ter): Courier. Codename for von Arnim's attack on Pont du Fahs.	<i>Schwerezug</i> (shvair-rer took): Heavy platoon.
FJ, Fallschirmjäger (fal-shirm-yai-gerr): Parachute infantry.	Sd Kfz, Sonderkraftfahrzeug (zon-derr kraft-fah-tsoik): Special motor vehicle.
FK, Feldkanone (felt ka-noh-ner): Field gun.	<i>Skorpion</i> (skorr-pi-one): Scorpion. Codename for recapture of Halfaya Pass.
<i>Frühlingswind</i> (fryoo-lings vint): Spring wind. Codename for von Arnim's attack on Faid and Fondouk Passes.	<i>Sommernachtstraum</i> (zom-err nachts trowm): Midsummer's night dream. Codename for raid on Egypt.
Generalfeldmarschall (gen-er-rahl felt marr-shal): Field Marshal.	<i>Sonnenblume</i> (zon-en bloo-mer): Sunflower. Codename for first attack from Lybia.
<i>Greif</i> (grife): Griffin or attack. Rommel's half-track.	<i>Sturmflut</i> (shtoorrm flook): Storm flood. Codename for attack on Kasserine Pass.
<i>Heia Safari</i> (hi-a za-farr-ee): Safari bed, sleeping rough. Name of a popular song and battle cry of the Afrikaners.	<i>Theseus</i> (tay-see-oos): Codename for second attack from Lybia.
<i>Hexenkessel</i> (hex-en kesl): Witches cauldron.	<i>Tiger</i> (tee-gerr): Tiger. Name of German heavy tank.
<i>Infanteriedivision</i> (in-fan-ter-ree di-vis-yon): Infantry division.	<i>Tuneser</i> (too-neh-serr): Tunisia.
<i>Kradschützen</i> (kraht shyoot-sen): Motorcycle troops.	<i>Venezia</i> (ve-ne-tsee-a): Venice. Codename for attack at Gazala.
<i>Leichte Afrikadivision</i> (lish-ter af-ri-ka di-vis-yon): Light African-pattern motorised infantry division.	<i>Wüste</i> (vyoost-er): Wasteland, desert.
<i>Lili Marlene</i> (leel-ee marr-lay-ner): Name of a popular and	<i>Wüstefuchs</i> (vyoost-er foox): Desert fox.
	zbV, Zur besonderen Verwendung (tsoor be-zon-derr-en fer-ven-doong): For special use.


# Organisation And Equipment

This section describes the organisation and equipment of a *Panzerkompanie* (tank company), a motorised or armoured *Panzergranadierkompanie* (mechanised infantry company), a *Panzerpionierkompanie* (armoured pioneer company), and an *Aufklärungsschwadron* (reconnaissance company) in the mid-war period. It gives you all the information you need to follow in the footsteps of the Desert Fox in your *Flames Of War* battles.


Desert Fox covers five divisions:

 10. Panzerdivision,

 90. leichte Afrikadivision, and

 15. Panzerdivision,

 164. leichte Afrikadivision.

 21. Panzerdivision,

Each of these divisions was unique in its equipment and organisation. To reflect this, the Intelligence Briefings that follow indicate which divisions each platoon and option applies to. Pick one of these divisions and choose your force from the options marked with its symbol.

## Where To Begin

The first step when building an army is for you to decide what type of company you want to base your force on. In *Desert Fox* you have five choices: a **Panzerkompanie** equipped with tanks, a **Panzergranadierkompanie** of motorised infantry, a **Panzerpionierkompanie** full of assault pioneers, an **gepanzerte Panzergranadierkompanie** in half-tracks, or an **Aufklärungsschwadron** of reconnaissance troops on motorcycles or in armoured half-tracks or jeeps.

### Panzerkompanie

Images of German *Panzers* (as they call their tanks) moving across the barren desert, sand streaming from their tracks scream 'Afrika Korps'. It is perhaps the most enduring image of the desert war. Every one of your *Panzers* carries a better gun than its Allied equivalent. Combine this with good armour, mobility, and first-class crews, and you have a force that will beat any foe one-on-one.

### Panzergranadierkompanie

The *Panzergranadierkompanie* or Panzergranadier company. These brave soldiers fight without the benefit of armour. Although they drive to the battlefield in their trucks, they fight on foot. Their usual role is to attack fortified defences to create a breakthrough for the *Panzers*, and to hold the ground they take with the *Panzers* as a counterattack reserve.

### Panzerpionierkompanie

The *Panzerpionierkompanie* is an outstanding assault force. These combat engineers are heavily-armed assault specialists. They have more firepower per man than any other infantry force.

### Gepanzert Panzergranadierkompanie

10. Panzerdivision was extremely fortunate in having an entire battalion of infantry in armoured half-tracks. An elite *gepanzerte Panzergranadierkompanie* or armoured Panzergranadier company from this battalion is equipped with armoured Sd Kfz 251 half-tracks giving it the speed and armour to accompany the tanks into the thickest fighting.

### Aufklärungsschwadron

For those who don't want to tackle the enemy head on, but prefer the indirect approach, the *Aufklärungsschwadron*, or reconnaissance company, gives you armoured cars for scouting and a strong infantry component for fighting.

## Choosing Your Force

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points. Now look through the Intelligence Briefing for the type of company that you have chosen. Select the platoons you want in your force and subtract their points value from your total. Continue until you have no more points left. Your force is now complete and ready for battle.

## PLATOON DESCRIPTIONS

The organisation charts describe each platoon in the following parts:

**Unit Name:** The title of the platoon and the number you can have in each company.

**Organisation Diagram:** Showing the composition and internal organisation of the platoon.

**Platoon:** A list of the basic platoon choices available and the points cost of each.

**Options:** Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

**Restrictions:** In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.

This book entirely replaces the *Panzerkompanie*, *Panzergranadierkompanie*, and the relevant Divisional Troops sections of the *Intelligence Briefing on the German Army in the Flames Of War* rule book.

"In view of the tenseness of the situation, and the sluggishness of the Italian command, I decided to ignore my orders and to take command at the front with my own hands as soon as possible—at the very latest after the arrival of the first German units."

—Generalleutnant Erwin Rommel, *The Rommel Papers*.

"Rommel! Rommel! Rommel! What else matters but beating him!"

—British Prime Minister Winston Churchill, Cairo Conference, August 8th 1942.

The war in the west is over, France decisively beaten, and Great Britain pushed into the sea at Dunkirk. Seizing what he considers to be a good opportunity, the Italian leader, Benito Mussolini, orders the invasion of British-controlled Egypt, and in turn watches as his army is beaten back from Egypt and Italian Libya. Although planning for the upcoming invasion of the Soviet Union is well underway, Hitler answers his ally's call for help and sends a small force of tanks to counter the British. They are to be commanded by Generalleutnant Erwin Rommel, a brilliant tactician whose exploits in the deserts of North Africa will earn him a new nickname, the 'Desert Fox'.

## Why Collect A Desert Fox Army

The *Deutsches Afrikakorps* is one of the most widely recognized units of the war on either side. Led by General Rommel, the 'Desert Fox', its exploits were front page news on both sides of the Atlantic. Always outnumbered, the *Afrikakorps* used superior mobility and tactical flexibility to outflank, surround, and confound their opponents.



For nearly two years the Desert Fox ran rings around the British Eighth Army. Despite facing overwhelming odds and dire shortages of tanks and the fuel to run them, the *Afrikakorps* drove the Eighth Army back almost to the Nile and its destruction.

Even after its defeat at El Alamein, the *Afrikakorps* refused to give in. It conducted a brilliant fighting withdrawal across the North African desert before turning and striking against the American forces in Tunisia, showing the same old flair, but once again narrowly falling short of its ultimate goal.

The *Afrikakorps* and the other divisions in Tunisia did not go quietly into the night, they fought to the last, winning small victories right until their final surrender.



If leading a small, well trained, highly mobile force through some of the most unforgiving terrain the world has seen sounds not only like a challenge, but fun as well, then a Desert Fox force is for you.

Your tough *Afrikaners* will face foes far more numerous, foes possessing immense resources of tanks, infantry, and artillery, but none with the training and skill to outfight you. If you take every advantage of your superbly trained soldiers, your excellent tanks, your deadly anti-tank guns, and your mighty dual-purpose 'acht-acht' eighty-eight millimetre anti-aircraft guns, you will defeat any enemy that you face.

*Heia Safari!*



# Nord afrika 1942

1942 saw two of the Afrikakorps biggest battles against the British at Gazala and El Alamein with advances and retreats over thousands of miles of desert waste.

—North Africa, 1942



Sd Kfz 222 and 223

In the wide-open spaces of the desert, armoured cars raid a British outpost.



Dorchester ACV

Generalfeldmarschall Rommel and 'Max'



Panzer IV F1

The Panzer IV carried a powerful 7.5cm gun.



8.8cm FlaK36

The fearsome 'acht-acht' or '88' can destroy any tank it can see.

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BMW R 75 motorcycle

Sd Kfz 250/5 'Greif'

Rommel stops at a command post to issue new orders.



Panzer III J (late)

Long-barrelled 'Mark Three Special'.



Panzer IV F1

Panzer IV tanks overrun an artillery battery.



10.5cm leFH18

Sd Kfz 254

Sd Kfz 11 (3t)

A German artillery battery prepares to fire in support of the Afrikakorps.



Panzer IV F2

The British called the long-barrelled Panzer IV F2 the 'Mark Four Special' and rightly feared it.



Panzer III L

Rettemeyer's Panzer III command platoon.



Tiger I E

Allied tankers quake in fear when a Tiger is near.



Panzer III J

The Panzers make good use of their mobility, closing rapidly or falling back as the situation demands.



Sd Kfz 10/5

The vast emptiness of the desert made anti-aircraft protection essential and the Afrikakorps had plenty of it.



Diana

Panzerjäger Diana anti-tank guns open fire.



Panzer II F

Panzer II F light tanks of 10. Panzerdivision.



Armoured Panzergrenadiers combine the mobility of tanks with the flexibility of infantry...





Each Panzergrenadier company is supported by a Heavy Platoon of mortars and heavy machine-guns.



Bison (15cm sIG)



15cm (Sf) auf Lorraine Schlepper

The Afrikakorps has plenty of self-propelled guns. The infantry have the Bison, the artillery, the 15cm (Sf).



..making them equally at home in lightning attacks and stubborn defence.

# Recognising Afrikakorps Vehicles

## Sd Kfz 254 Saurer



The wheel-cum-track Sd Kfz 254 armoured observation post is a unique vehicle developed by Saurer for the Austrian army. For road movement it lowers its wheels, while its tracks give excellent cross-country mobility. The frame radio aerial and unusual arrangement of wheels and tracks make it easy to recognise.

## Panzer III J



The Panzer III J is the most common German tank until the retreat from El Alamein. It has a 5cm (2") gun and 5cm (2") of armour.

It is recognisable by the stowage bin on the back of the turret, no spaced armour on the mantlet (only on the L model), and most importantly, its six road wheels.

## Tiger I E (Tunisia)



The super-heavy Tiger I E tank has a massive 8.8cm (3.45") gun and 10cm (4") of armour. It is almost invulnerable to any Allied gun.

It is hard to miss the big square hull with a circular turret, long barrel, and interleaved road wheels of this vehicles.

## 15cm (Sf) Lorraine Schlepfer



The 15cm (Sf) Lorraine Schlepfer is a combination of a captured French infantry carrier and a First World War German 15cm sFH13/1 (L/17) howitzer.

The small Lorraine Schlepfer is easy to spot with its fighting compartment set well back on the chassis and the recoil spade suspended from the rear.

## Sd Kfz 250/5 'Greif'



Rommel's half-track is a Sd Kfz 250/5 armoured observation post named *Greif* (meaning *Attack* or *Griffin*).

The frame radio aerial and bold lettering of the word '*Greif*' make this half-track very easy to spot.

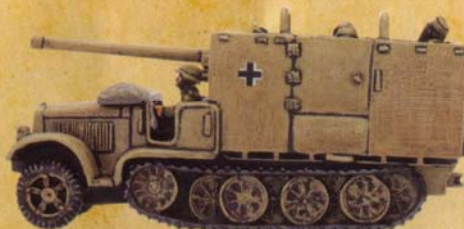
## Panzer IV F2



The Panzer IV provides the lighter Panzer III tanks with heavy fire support. The long-barrelled Panzer IV F2 and G have anti-tank guns capable of penetrating any tank in existence.

The Panzer IV can be recognised by eight small road wheels and hatches above the driver and radio operator's positions.

## Diana



The 7.62cm FK36(r) auf Panzerjäger Sf Zgkw 5t tank hunter is better known by the codename Diana. It is a Soviet 7.62cm (3") field gun mounted on the chassis of a Sd Kfz 6 (5t) half-track.

It is easy to recognise with its high square box superstructure and half-tracked chassis.

## Bison (15cm sIG)



The Bison has a 15cm sIG33 (L/12) infantry gun mounted on a highly modified Panzer II chassis. The Panzer II chassis was both widened and lengthened.

The key recognition feature of this vehicle are the long, low chassis with six road wheels.

# Desert Fox Special Rules

These special rules reflect the high level of training and initiative of the Desert Fox's soldiers.

## Mission Tactics

Before battle the whole unit is briefed on their mission and how it relates to the overall battle plan. Far from compromising security, this trust allows any soldier to take over when their superior is killed.

If the Command team of a German platoon is Destroyed, another team may take over as a Command team immediately.

If the Command team is a Tank team, nominate another Tank team in the platoon as the new Command team.

If the Command team is an Infantry team, either remove a surviving Infantry or Gun team from the platoon and bring the Command team back into play to replace it, or nominate a Tank team from the platoon as the new platoon Command team.

## Kampfgruppe

The *Kampfgruppe* or battlegroup is an important part of German military operations. Leaders at every level form mission-specific task forces from any available forces.

Before deployment, take up to half the teams from any combat or weapons platoons in the company, along with their transport vehicles, and attach them to the company HQ Platoon. Teams attached in this way cannot be detached to other platoons in the company. The attached teams count as part of the HQ Platoon for all purposes including Platoon and Company Morale Checks.

Any casualties sustained by the composite company HQ Platoon do not affect the original platoons that the teams belonged to.

## Stormtroopers

The *Panzertruppen* are taught that 'your engine is your greatest weapon.' While other armies are waiting for orders, the *Panzertruppen* are moving. Whether racing for the objective or adopting better fire positions they easily outmanoeuvre their opponents.

Any German platoon with a Command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.

- If the test is passed, the platoon may move another 4"/10cm.
- If the test is failed, the platoon cannot move further this turn.

All of the normal rules apply for this movement.

Platoons cannot make Stormtrooper moves if they moved At the Double or are Pinned Down. Bugged Down or Bailed Out vehicles cannot make Storm-trooper moves. Gun teams that shot earlier in the turn cannot make a Stormtrooper move.



Heiss über Afrikas Boden die Sonne Gluht.  
Unser Panzermotoren singen ihr Lied!  
Deutsche Panzer im Sonnenbrand,  
Stehen zur Schlacht gegen England.

Hot over Africa's floor the sun glows.  
Our tank motors sing their song!  
German tanks in the sun's fire,  
Stand to for the battle against England.

## Naming Your Company

German battalions were numbered from I to III in each regiment (e.g. II/8. *Panzerregiment* would be the second battalion of 21. Panzer division's Panzer regiment). All of the companies were numbered consecutively within the regiment, so the first battalion might have companies 1 to 4, the second battalion companies 5 to 8, and so forth. Most battalions had four companies with the fourth being the heavy company.

When writing the designation of a company, it is usual to leave out the battalion and simply write 6/5. *Panzerregiment* for the second company in the second battalion of Panzer regiment 5. Equally common is the practice of naming the company for its commander, *Panzerkompanie Rettemeier* for instance.

# Panzerkompanie

## (Tank Company)

*Tank combat in the desert is no picnic. Up before dawn to eat a bite of Alter Mann in the freezing cold. Then once the sun rises you fight in an oven. The tank gets so hot you can fry an egg on it! You fight all day in the heat and the stink, then, after dark, you try and find fuel and ammunition before standing watch and grabbing an hour or two of sleep.*

—Gefreiter Albert Meyer

A force based around a Panzerkompanie must contain:

- a Company HQ, and
- two to four Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- a Light Panzer Platoon,
- a Scout Platoon,
- a Pioneer Platoon, and
- an Anti-aircraft Platoon.

Support Platoons for a Panzerkompanie can be:

- Panzergrenadier Platoons,
- Aufklärungs Platoons,
- Armoured Car Patrols, and
- Divisional Support Platoons.

You may have up to **one** Support Platoon attached to your company for each Panzer Platoon you are fielding.

### Motivation And Experience

The *Panzertruppen* have years of combat behind them and are confident of their ability to utilise their superior tactics and equipment to defeat their enemies. A Panzerkompanie is rated as **Confident Veteran**.



— used by 10. Panzerdivision



— used by 15. Panzerdivision



— used by 21. Panzerdivision

## HEADQUARTERS PLATOON

1 Company HQ



### Platoon

Company HQ with

2 Panzer III G, H, or J (early) **200 points**

- Upgrade any or all Panzer III G to: Panzer III J (late) for +15 points per tank, Panzer III L or M for +25 points per tank, Panzer IV E or F<sub>1</sub> for +30 points per tank, Panzer IV F<sub>2</sub> or G for +60 points per tank.

### Option

- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

*Platoons from 10. Panzerdivision must upgrade all Panzer III G, H, or J (early) to Panzer III L or M or Panzer IV F<sub>1</sub>, F<sub>2</sub> or G.*

The Panzer Company HQ coordinates the actions of the entire company. Issuing orders and bolstering combat platoons at critical moments. The effect the HQ platoon can have on the outcome of the battle is enormous.

Recovery vehicles like the Famo Sd Kfz 9 use the vehicle recovery rules on page 43 of the *Flames Of War* rulebook to get stuck vehicles moving again.

IWM MH5852



## COMBAT PLATOONS

2 to 4 Panzer Platoons



### Panzer Platoon

5 Panzer III G, H, or J (early)	500 points
4 Panzer III G, H, or J (early)	400 points
3 Panzer III G, H, or J (early)	300 points

- Upgrade any or all Panzer III G to:
  - Panzer III J (late) for +15 points per tank,
  - Panzer III L or M for +25 points per tank,
  - Panzer IV E or F1 for +30 points per tank,
  - Panzer IV F2 or G for +60 points per tank.

Each tank in a Panzer Platoon may have different upgrades.

Platoons from 10. Panzerdivision must upgrade all Panzer III G, H, or J (early) to Panzer III L or M or Panzer IV F<sub>1</sub>, F<sub>2</sub> or G.



Panzer Platoons are a powerful strike force. Use them to strike hard and fast, destroying the enemy before they can organise themselves.

As DAK entered its second year in the desert its tanks were a mix of old Panzer III G & H and Panzer IV E tanks with newer Panzer III J and Panzer IV F<sub>1</sub> types to replace earlier losses.

The new long-barrelled Panzer III J (late) (known as the Mark III Special to the British) appeared in very small numbers in Operation *Venezia* at Gazala in May 1942 with more appearing during the Operation *Aida* in the First Battle of Alamein. The Panzer III L with spaced armour on the hull and turret front arrived in greater numbers in August and September, making up half the Panzer III numbers by the Second Battle of Alamein in October.



The long-barrelled Panzer IV F<sub>2</sub> (Mark IV Special to the British) first appeared in the First Battle of Alamein in July 1942 and outnumbered the older types of Panzer IV two to one by October. By the end of the battles in Tunisia, the latest Panzer IV G was found in considerable numbers as all replacements sent were of this type since production of the Panzer III had ceased.

## WEAPONS PLATOONS

0 to 1 Light Panzer Platoon

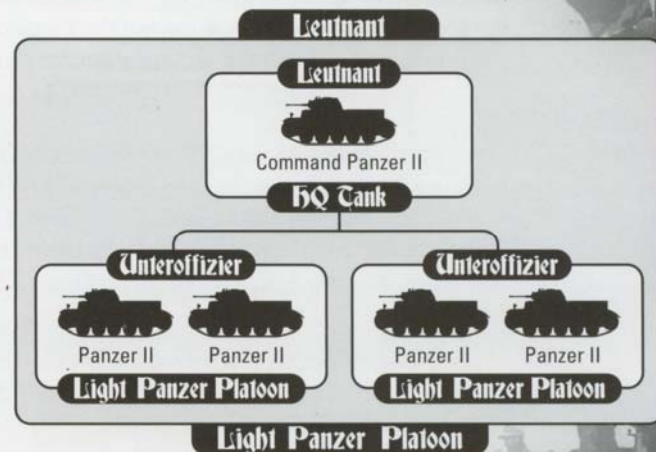


### Platoon

5 Panzer II F	250 points
4 Panzer II F	200 points
3 Panzer II F	150 points

The light Panzer II was no longer suitable for front-line combat by 1942, but it was still useful for scouting and flank security work.

Light Panzer Platoons are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.



0 to 1 Scout Platoon



Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.

**Platoon**

HQ Section with:

3 Scout Squads	165 points
2 Scout Squads	125 points
1 Scout Squad	85 points

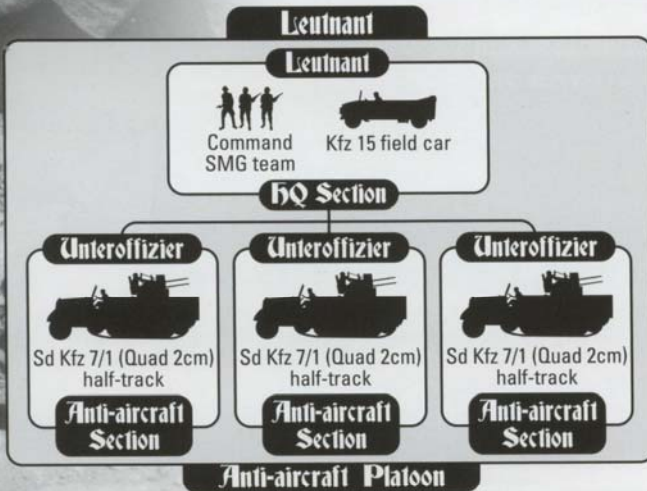
**Options**

- Replace any or all motorcycles and sidecars with two solo motorcycles based together, or a Kübelwagen jeep per motorcycle and sidecar at no cost.

The battalion Scout Platoon has many roles, from scouting potential ambush sites to checking whether roads and tracks are usable.

The Motorcycles and Jeeps special rule applies to the motorcycle and sidecar teams of the Scout Platoon. You may model each team with either one or two motorcycles.

0 to 1 Anti-aircraft Platoon (10. Panzerdivision only)



**Platoon**

HQ Section with:

3 Sd Kfz 7/1 (Quad 2cm)	165 points
2 Sd Kfz 7/1 (Quad 2cm)	110 points

All ground troops are responsible for their own anti-aircraft protection. Anti-aircraft Platoons provide the Panzertruppen with mobile anti-aircraft weapons that can keep up with the speed of their advance.

0 to 1 Panzer Pioneer Platoon



The battlefields of Tunisia were full of obstacles, be they simply blown bridges or cratered roads, or more malicious hazards like minefields and anti-tank ditches. The Pioneer Platoon quickly overcomes these obstacles allowing the Panzers to roll on once more. The battalion Panzer Pioneer Platoon is organised the same as the Panzer Pioneer Platoon shown on page 25.

**Captured Equipment**

The *Deutsches Afrikakorps* was always desperately short of trucks. The desert was hard on vehicles and the *Afrikakorps* had a supply line extending a thousand miles back to Tripoli. To make up numbers, the *Afrikakorps* pressed into service huge numbers of captured British trucks (and a not inconsiderable number of Italian trucks that they recaptured from the British). To recreate this effect, replace any model of a German truck with its British equivalent, treating it as the original model in game terms, for example, you could replace a Kfz 70 truck with a CMP 15 cwt truck, but keep the stats for a Kfz 70 truck.

In Tunisia, the *Afrikakorps* found a new source of vehicles—the US Army! They used captured American vehicles in the same way as they did British ones. Even an armoured Panzergrenadier unit that lost a half-track played this game, they simply replaced it with an abandoned American one!

# Panzergranadierkompanie

## (Mechanised Infantry Company)

*I've always loved motor vehicles, right from when I went to watch cars race with my father. When I joined the army, I joined the Panzergranadiere, the motor infantry. We lead the way in advances and cover the rear in retreats. We live from our trucks. They carry everything we own, our machine-guns, our fuel, our food, everything.*

—Panzergranadier Urs Zehnpfennig

A force based around a Panzergranadierkompanie must contain:

- a Company HQ, and
- two or three Panzergranadier Platoons.

Weapons Platoons available to a Panzergranadierkompanie are:

- a Heavy Platoon,
- two Light Anti-tank Gun Platoons, and
- a Panzer Pioneer Platoon.

Support Platoons for a Panzergranadierkompanie can be:

- a Scout Platoon,
- a Light Infantry Gun Platoon,
- a Heavy Infantry Gun Platoon,
- Panzer Platoons,
- Panzer Pioneer Platoons,
- Armoured Car Patrols, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Panzergranadier Platoon you field.

### Motivation And Experience

The Panzergranadiers have fought and won for years. A Panzergranadierkompanie is rated as **Confident Veteran**.



— used by 10. Panzerdivision



— used by 15. Panzerdivision



— used by 21. Panzerdivision



— used by 90 leichte Afrikadivision



— used by 164 leichte Afrikadivision

## HEADQUARTERS PLATOON

1 Company HQ



### Platoon

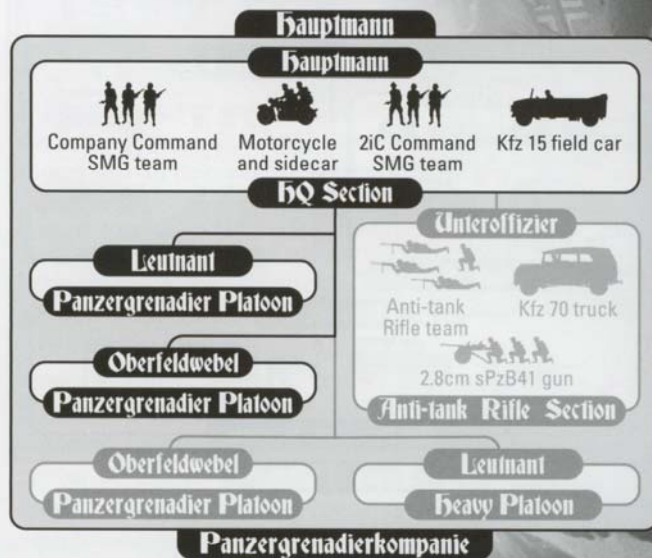
Company HQ **45 points**

### Options

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team.
- Add an Anti-tank Rifle Section with: an Anti-tank Rifle team for +30 points, a 2.8cm sPzB41 gun for +35 points, or both teams for +60 points. All Anti-tank Rifle Sections have one Kfz 70 truck at no cost.

### Options (10. Panzerdivision only)

- Replace 2.8cm sPzB41 gun with an 8.8cm RW43 (Püppchen) launcher for +5 points.

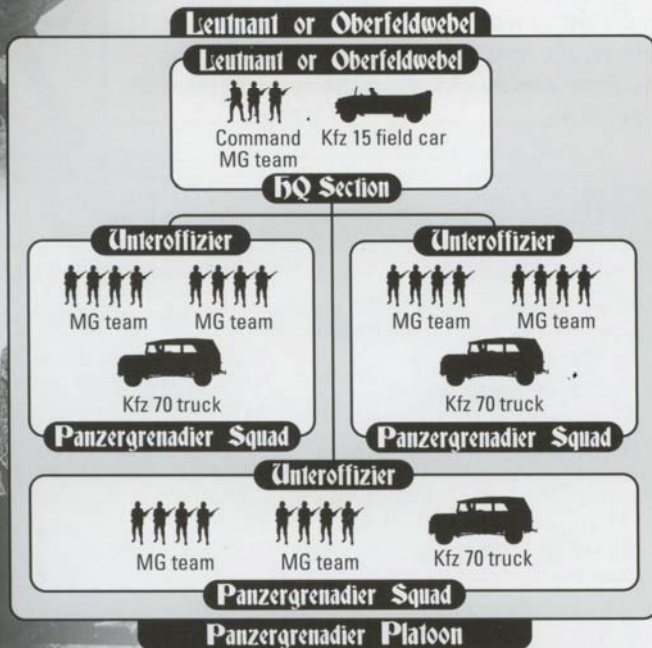


The Panzergranadier Platoons of the *Deutsches Afrikakorps* were all mounted in trucks allowing them to keep up with the tanks in battle.

The Panzergranadier companies are organised on a basis called 'Few men, many weapons'. Each battalion formed four identical companies rather than three infantry companies and a heavy weapons company. Each company had two or three Panzergranadier Platoons and a mix of heavy and anti-tank platoons.

COMBAT PLATOON

2 or 3 Panzergrenadier Platoons



Platoon

HQ Section with

3 Panzergrenadier Squads	220 points
2 Panzergrenadier Squads	160 points

Options

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points.

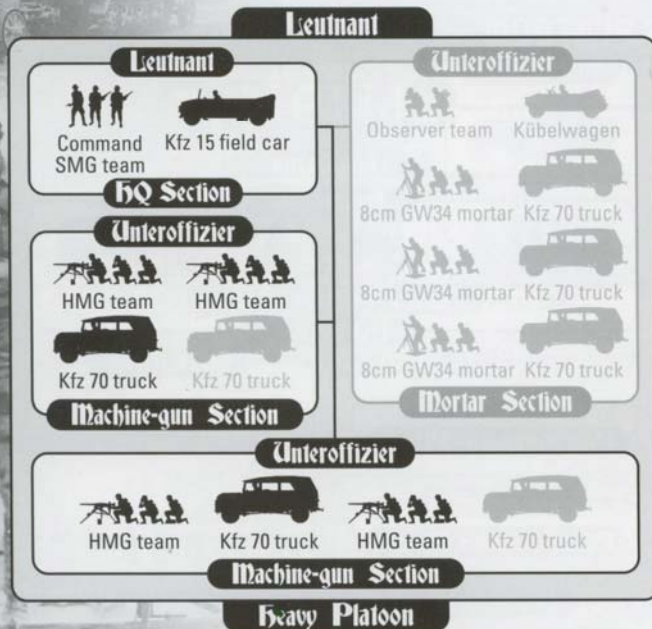
Option (90. & 164. Afrikadivision only)

- Replace the Kfz 15 field car and all Kfz 70 trucks with one 3-ton truck per Panzergrenadier Squad at no cost. The HQ Section ride with the Panzergrenadier Squads.

Panzer divisions in Africa were always short of soldiers and vehicles, so they adopted an organisation with each small section carried in one Kfz 70 truck. The light Africa divisions generally had a lower allocation of vehicles and were issued a 3-ton truck for each squad rather than individual Kfz 70 trucks.

WEAPONS Platoons

0 to 1 Heavy Platoon



Platoon

HQ Section with:

2 Machine-gun Sections	165 points
1 Machine-gun Sections	95 points
No Machine-gun Sections	25 points

Options

- Add a Mortar Section with two 8cm GW34 mortars for +90 points.
- Add a third 8cm GW34 mortar to the Mortar Section for +30 points.
- Add a second Kfz 70 truck per Machine-gun Section at no cost.

*A Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.*

In the free-flowing desert battles it was useful to allocate its heavy weapons out to each company. The company's Heavy Platoon forms a base of fire for the Panzergrenadier's attacks and a strongpoint in their defence.

Heavy Platoon

Before you deploy your force you may detach teams from your Heavy Platoon to reinforce Panzergrenadier Platoons. The detached teams are no longer part of the Heavy Platoon, but become part of the Panzergrenadier Platoon they are attached to instead. The Heavy Platoon must retain at least one section under its own command.

When working out whether the platoon is below half strength for Platoon Morale Checks, the attached teams do not count towards the number of teams in the platoon that are capable of fighting, however if they are Destroyed, they do count towards the number of Destroyed teams in their adopted platoon.



IWM MH5835



0 to 2 Light Anti-tank Gun Platoon



**Platoon**

HQ Section with:

- 3 2.8cm sPzB41 **115 points**
- 2 2.8cm sPzB41 **85 points**

HQ Section with:

- 3 3.7cm PaK36 **130 points**
- 2 3.7cm PaK36 **95 points**

**Option (90. Afrikadivision only)**

- Replace all 3.7cm PaK36 guns with 4.2cm PJK41 guns for +10 points for the platoon.

HQ Section with:

- 3 5cm PaK38 **175 points**
- 2 5cm PaK38 **125 points**

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.

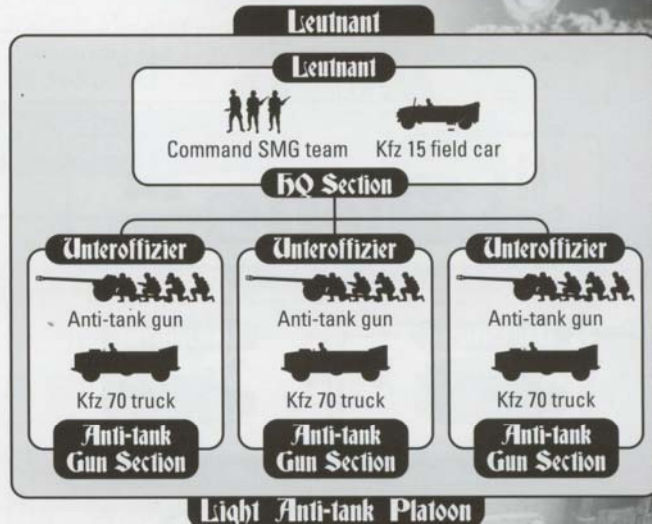
**Option**

- Replace all 5cm PaK38 guns with captured 6 pdr guns for -5 points for the platoon.

**Option (Not 10. Panzerdivision)**

- Replace all 5cm PaK38 guns and Kfz 70 trucks with 7.62cm PaK36(r) guns and 3-ton trucks for +20 points per Anti-tank Gun Section.
- Replace all 3-ton trucks with Sd Kfz 11 half-tracks for +5 points for the platoon.

*Your force may not contain more than one Anti-tank Gun Platoon armed with 2.8cm sPzB41, 3.7cm PaK36, or 4.2cm PJK41 guns.*



In the open desert anti-tank guns are vital for the infantry's survival. DAK was equipped with more and better anti-tank guns than any comparable formation in the world.

Every infantry battalion was supposed to have between three and twelve 5cm anti-tank guns as well as its lighter 2.8cm heavy anti-tank rifles. In practice, the number of guns varied almost as widely as their sources with captured British and Soviet guns sometimes outnumbering the German ones. 288. *Regiment zbV* of 90. *leichte Afrikadivision* even fielded the 4.2cm PJK41 normally issued to parachute units!

0 to 1 Panzer Pioneer Platoon (10. Panzerdivision only)



The battalion Panzer Pioneer Platoons of 10. Panzerdivision are organised the same as the Panzer Pioneer platoons shown on page 26.

SUPPORT PLATOONS

0 to 1 Scout Platoon



Scout Platoons are organised in the same way for both Panzer and Panzergrenadier forces. The organisation is shown on page 20.

0 to 1 Light Infantry Gun Platoon



Light Infantry Gun Platoon

Platoon

HQ Section with:

2 Infantry Gun Sections 130 points

Options

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.

Light infantry guns were not particularly useful in the open desert, however the Panzergrenadiers of 10. Panzerdivision found them invaluable in the rough terrain of Tunisia.

0 to 1 Heavy Infantry Gun Platoon



Heavy Infantry Gun Platoon

Platoon

HQ Section with:

2 Gun Sections 245 points

Options

- Replace each Bison (15cm sIG) with a 15cm sIG33 gun and Sd Kfz 11 half-track for -75 points for the platoon.

In 1942 the Afrikakorps received self-propelled infantry guns in the form of 707. and 708. sIG Kompanie (mot S).



Panzer Platoons



As well as supporting their own Panzergrenadiers, the tanks of the Panzer divisions support those of 90. and 164. leichte Afrika divisions. See page 19 for the Panzer Platoon organisation.

# Panzerpionierkompanie

## (Pioneer Mechanised Infantry Company)

A division's *Panzerpionierabteilung* or armoured pioneer battalion is both a combat engineering unit, and its premier assault force armed with flame-throwers and demolition charges. BENGASI

You may field a *Panzerpionierkompanie*, or Armoured Pioneer Company, containing:

- a Company HQ, and
- two or three Panzer Pioneer Platoons.

Weapons Platoons available to a *Panzerpionierkompanie* are:

- two Light Anti-tank Gun Platoons.

Support Platoons for a *Panzerpionierkompanie* can be:

- Heavy Infantry Gun Platoons,

- Panzer Platoons, and
- any Divisional Support Platoons except Divisional Pioneer Platoons.

A *Panzerpionierkompanie* may have up to **two** support platoons for each Panzer Pioneer Platoon in the force.

### Motivation And Experience

The *Panzerpionierkompanie* is extremely well trained and confident of its abilities. It is rated as **Confident Veteran**.

## HEADQUARTERS PLATOON

### 1 Company HQ



The Company HQ is organised like that of the *Panzergrenadierkompanie* on page 22, but without an Anti-tank Rifle Section. You may

add one Machine-gun Section from the Heavy Platoon on page 23 to the Company HQ platoon for +65 points.

## COMBAT PLATOONS

### 2 or 3 Panzer Pioneer Platoons



### Platoon

HQ Section with:

3 Pioneer Squads	225 points
2 Pioneer Squads	160 points
1 Pioneer Squad	95 points

### Options

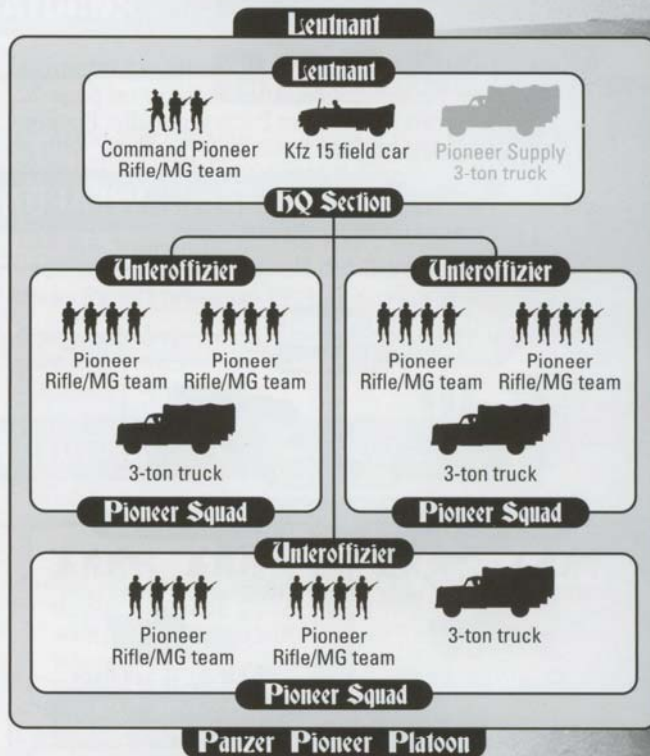
- Equip up to one Pioneer Rifle/MG team per Pioneer Squad with a flame-thrower in addition to its normal weapons for +30 points per team.
- Add Pioneer Supply 3-ton truck for +5 points.

The *Afrikakorps*' Panzer Pioneer Platoons proved invaluable when they cleared the minefields at Gazala and assaulted Tobruk.

### Armoured Panzer Pioneer Platoon

10. *Panzerdivision* had one *gepanzerte Panzerpionierzug*, or armoured pioneer platoon, mounted in armoured half-tracks.

Your company may upgrade one Panzer Pioneer Platoon to an Armoured Panzer Pioneer Platoon. To do so replace the Kfz 15 field car with an Sd Kfz 251/7C half-track for +15 points and replace each 3-ton truck with two Sd Kfz 251/7C (Pioneer) half-tracks for +30 points per Pioneer Squad. You may arm the platoon commander's Sd Kfz 251/7C half-track with a 2.8cm anti-tank rifle in place of its hull MG for +5 points.



### Modelling Tip

You can make a *Panzerpionierkompanie* by mixing figures from GE726 Pioneer Platoon with the *Afrikakorps* figures from GE742 *Panzergrenadier* Platoon (Afrika).

# Gepanzerte Panzergrenadierkompanie

## (Mechanised Infantry Company)

10. Panzerdivision was the only Panzer division that served in Africa to have a gepanzerte Panzergrenadierbataillon (armoured Panzergrenadier Battalion), I/ 69. Panzergrenadierregiment. The infantry of this battalion had armoured half-tracks giving them greater mobility and firepower.

You may field a gepanzerte Panzergrenadierkompanie, or armoured Panzergrenadier company, containing:

- a Company HQ, and
- two or three Panzergrenadier Platoons.

Weapons Platoons for a gepanzerte Panzergrenadierkompanie are:

- an Armoured Heavy Platoon,
- a Light Infantry Gun Platoon,
- a Light Anti-tank Gun Platoon,
- and a Panzer Pioneer Platoon.

Support Platoons for an gepanzerte Panzergrenadierkompanie can be:

- a Scout Platoon,
- Panzer Platoons,
- Armoured Panzer Pioneer Platoons,
- Armoured Car Patrols, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Armoured Panzergrenadier Platoon you field.

### Motivation And Experience

A gepanzerte Panzergrenadierkompanie is well trained with plenty of combat veterans from the Eastern Front.. The company is rated as **Confident Veteran**.

## HEADQUARTERS PLATOON

### 1 Company HQ

The Company HQ is organised like that of the Panzergrenadierkompanie on page 21. You must replace the Kfz 15 field car and may replace

any Kfz 70 trucks or motorcycles with Sd Kfz 251/1C half-tracks for +15 points per half-track.

## COMBAT PLATOONS

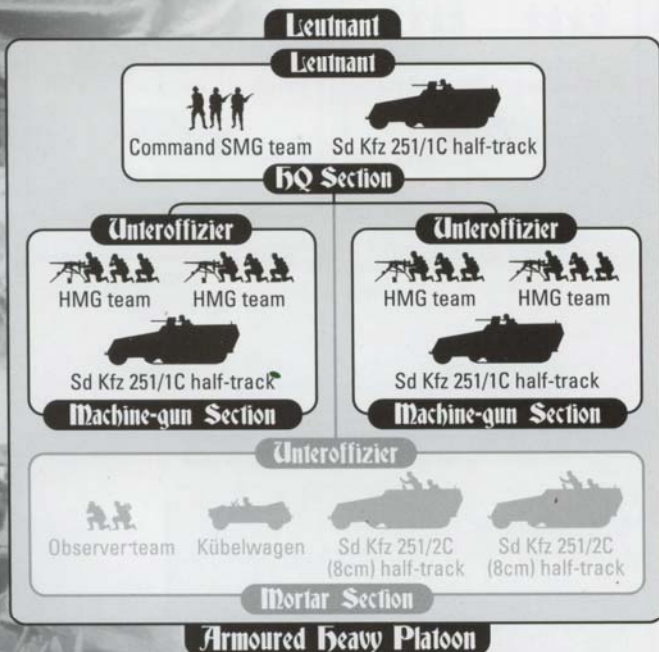
### 2 or 3 Panzergrenadier Platoons

The Panzergrenadier Platoons are organised like the Panzergrenadier Platoon on page 22. In at least half of your Panzergrenadier Platoons you must replace the Kfz 15 field car with an

Sd Kfz 251/10C (3.7cm) half-track for +20 points and each Kfz 70 truck with an Sd Kfz 251/1C half-track for +15 points per Panzergrenadier Squad.

## WEAPONS PLATOONS

### 0 to 1 Armoured Heavy Platoon



### Platoon

HQ Section with:

2 Machine-gun Sections	200 points
1 Machine-gun Sections	120 points
No Machine-gun Sections	35 points

### Options

- Add a Mortar Section for +110 points.

*An Armoured Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.*

The Heavy Platoon rules on page 22 apply to Armoured Heavy Platoons as well.

### 0 to 1 Light Infantry Gun Platoon

### 0 to 1 Light Anti-tank Gun Platoon

Light Infantry Gun Platoons and Light Anti-tank Gun Platoons are organised like the motorised versions on pages 23 and 24. You may replace all Kfz 15 field cars and Kfz 70 trucks with Sd Kfz 251/1C half-tracks for +15 points per half-track.

# Aufklärungsschwadron

(Reconnaissance Mechanised Infantry Company)

Every division in Africa has a Panzeraufklärungsabteilung, an armoured reconnaissance battalion, with one or two scout companies (Aufklärungsschwadron pronounced owf-klairr-oongs shvad-ron) to back up the actual reconnaissance element of half a dozen armoured car patrols.

You may field an *Aufklärungsschwadron*, or Scout Squadron, containing:

- a Company HQ, and
- one to three Aufklärungs Platoons.

Weapons Platoons for an Aufklärungsschwadron are:

- a Heavy Platoon,
- up to six Armoured Car Patrols,
- a Heavy Armoured Car Platoon,
- a Light Infantry Gun Platoon,
- two Light Anti-tank Gun Platoons,
- a Pioneer Platoon, and

- an Artillery Battery equipped with captured 25 pdr guns.

Support Platoons for an Aufklärungsschwadron can be:

- Panzer Platoons, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Aufklärungs Platoon you field.

## Motivation And Experience

An Aufklärungsschwadron is rated as **Confident Veteran**.

## HEADQUARTERS PLATOON

### 1 Company HQ



The Company HQ is organised like that of the Panzergrenadierkompanie on page 21.

You may replace the Kfz 15 field car and may

replace any Kfz 70 trucks or motorcycles with Sd Kfz 250 half-tracks for +15 points per half-track.

## COMBAT PLATOONS

### 1 to 3 Aufklärungs Platoons



Aufklärungs Platoons are organised like the Panzergrenadier Platoon on page 22.

Aufklärungs Platoons must replace each Kfz 70 truck with a team of one or two motorcycles and sidecars or Kübelwagen jeeps mounted on the same base for +5 points per platoon. They retain their Kfz 15 field car in the HQ Section.

If your Company HQ contains armoured half-tracks, you must upgrade at least one platoon to

an Armoured Aufklärungs Platoon instead. To do so replace the Kfz 15 field car with an Sd Kfz 250/10 (3.7cm), 250/11 (2.8cm), or 251/10C (3.7cm) half-track for +20 points and each Kfz 70 truck with either one Sd Kfz 251/1C half-track for +15 points or *two* Sd Kfz 250 half-tracks for +25 points per Panzergrenadier Squad.

*If you only have one Aufklärungs Platoon in your company, you must also have at least one Weapons Platoon.*

## WEAPONS PLATOONS

### 0 to 1 Heavy Platoon



Heavy Platoons are organised like the Heavy Platoon shown on page 22.

Heavy Platoons must mount their Machine-gun Sections on motorcycles. Replace each Kfz 70 truck with a team of one or two motorcycles and sidecars or Kübelwagen jeeps mounted on the same base for +5 points for the platoon. They retain their Kfz 15 car for the HQ Section and the Kfz 70 trucks for the Mortar Section.

If your Company HQ contains armoured half-tracks, you may upgrade the platoon to an

Armoured Heavy Platoon instead as follows:

- Replace the Kfz 15 car in the HQ Section with an Sd Kfz 250 half-track for +10 points,
- Replace the Kfz 70 in each Machine-gun Section with *two* Sd Kfz 250 half-tracks for +40 points per Machine-gun Section, and,
- In the Mortar Section, replace the Kübelwagen with an Sd Kfz 250 half-track and the 8cm GW34 mortars and Kfz 70 trucks with Sd Kfz 250/7 (8cm) half-tracks for +30 points for the section. You may not add a third mortar to the section.

*Note: The above platoons are not reconnaissance platoons. Their role is to clear the way for the Armoured Car Platoons which are reconnaissance platoons.*

0 to 6 Armoured Car Patrols



**Platoon**

Sd Kfz 223 (radio) with:

- 2 Sd Kfz 222 (2cm) **115 points**
- 1 Sd Kfz 222 (2cm) **75 points**
- Replace any or all Sd Kfz 222 (2cm) with Sd Kfz 221 (2.8cm) at no cost.
- 2 Sd Kfz 231 (8-rad) **90 points**

Armoured cars and scout tanks perform an essential role as the eyes and ears of the Panzertruppen. Moving ahead of the advancing army, they stealthily seek out the enemy and report their activities.

Armoured Car Patrols are reconnaissance platoons and may use the Reconnaissance rules in the *Flames Of War* rulebook or *Old Ironsides* (also available on our website) to avoid enemy fire.

0 to 1 Heavy Armoured Car Platoon (10. Panzerdivision only)



**Platoon**

- 3 Sd Kfz 233 (7.5cm) **220 points**
- 2 Sd Kfz 233 (7.5cm) **150 points**

Schwere Panzerspähwagen (7.5cm) Sd Kfz 233 heavy armoured cars give their lighter brethren support against enemy road blocks. Their 7.5cm StuK37 (L/24) guns are excellent against entrenched infantry.

Heavy Armoured Car Platoons are *not* reconnaissance platoons.

IWM MH5556



0 to 2 Light Anti-tank Gun Platoons



Light Anti-tank Gun Platoons are organised like those of a Panzergrenadierkompanie, see page 23.

You may not upgrade these platoons with 7.62cm PaK36(r) guns.

0 to 1 Light Infantry Gun Platoon



The Light Infantry Gun Platoon is organised like that of a Panzergrenadierkompanie, see page 24.

If your Company HQ has armoured half-tracks, you may replace all Kfz 15 field cars and Kfz 70 trucks with Sd Kfz 251/IC half-tracks for +15 points per half-track.

0 to 1 Panzer Pioneer Platoon



The Panzer Pioneer Platoon is organised like that of a Panzerpionierkompanie, see page 25.

If your Company HQ has armoured half-tracks, you may replace all Kfz 15 field cars and Kfz 70 trucks with Sd Kfz 250 half-tracks for +15 points per half-track.

0 to 1 Artillery Battery



This Artillery Battery is organised like the divisional support Artillery Battery on page 29.

The battery must be armed with captured 25 pdr guns.

# Divisional Support Platoons

Any Panzerkompanie, motorised or armoured Panzergrenadierkompanie, Panzerpionierkompanie, or Aufklärungsschwadron may have the following support platoons:

- Anti-tank Gun Platoons,
- Tank-hunter Platoons,
- Light Anti-aircraft Platoons,
- Heavy Anti-aircraft Gun Platoons,
- Artillery Batteries,
- Rocket Launcher Batteries,
- Divisional Pioneer Platoons, and
- Heavy Tank Platoons.

## Air Support

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting Ju87 D Stuka, Me109 F, or FW190A ground-attack aircraft and fighters on a roll of 5+. You may upgrade your ground-attack aircraft to Hs129B 'flying tanks' for +20 points.

You may request Priority air support at a cost of 200 points. Priority air support will provide supporting Ju87 D Stuka, Me109 F, or FW190A ground-attack aircraft and fighters on a roll of 4+. You may upgrade your ground-attack aircraft to Hs129B 'flying tanks' for +40 points.

## Motivation And Experience

Like the combat troops they support, the divisional support platoons are experienced troops that know their own worth. Divisional Support Platoons are rated as **Confident Veteran**.

## Italian Allies

You may also field Carri Platoons equipped with M14/41 tanks, Bersaglieri Platoons, or Semovente Platoons from the *Intelligence Briefing on the Italian Army*. These do not count as support platoons, but are additional to your normal support choices. Allied troops like these retain their own Motivation and Experience ratings.

## Artillery Battery

### Platoon

HQ Section with:

- |                |                   |
|----------------|-------------------|
| 2 Gun Sections | <b>310 points</b> |
| 1 Gun Section  | <b>175 points</b> |

### Option

- Replace Kübelwagen jeeps with Sd Kfz 250, 253, or 254 half-tracks for +10 points per half-track, or Panzer II tanks for +25 points per tank.
- Replace all 3-ton trucks with Sd Kfz 11 half-tracks for +5 points for the battery.
- Replace all 10.5cm leFH18 guns with captured 25 pdr guns at no cost.

### Option (15. & 21. Panzerdivision only)

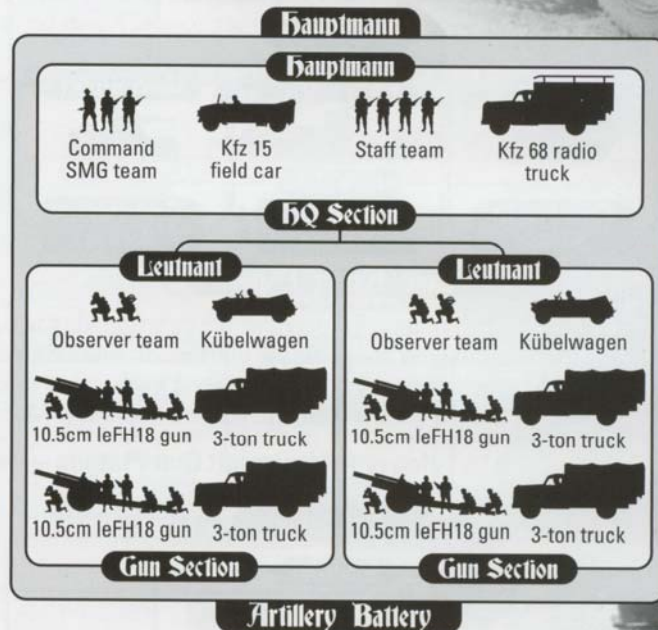
- Replace each 10.5cm leFH18 gun and its tractor with a 15cm (Sf) Lorraine Schlepper for +95 points per Gun Section.

### Option (90. Afrikadivision only)

- Replace all 10.5cm leFH18 guns with 7.62cm FK36(r) guns for +30 points per Gun Section.

### Option (164. Afrikadivision only)

- Replace all 10.5cm leFH18 guns with 7.5cm GebG36 guns for -25 points per Gun Section.
- Equip all 7.5cm GebG36 guns with gun shields for +20 points per Gun Section. 7.5cm GebG36 guns with gun shields are not Small Guns.

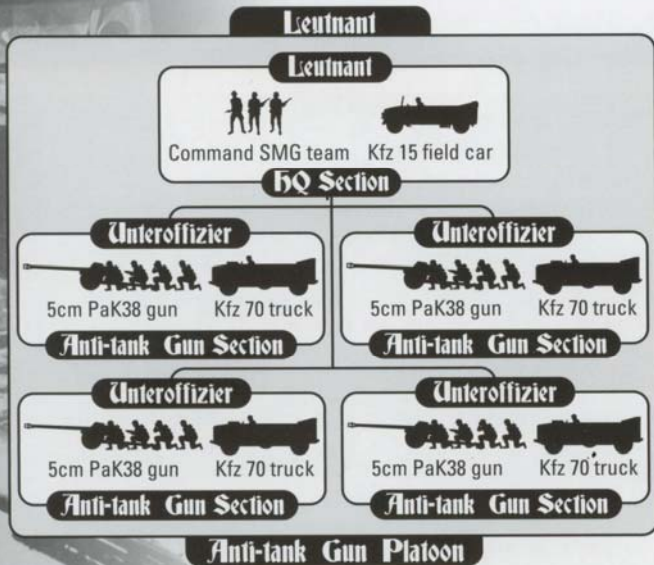


DAK was always short of artillery, so every division used the British 25 pdr guns they captured to make up the numbers. When 90. *leichte Afrikadivision* formed, there were no German guns available, so it's single artillery battalion has 25 pdr and Soviet 7.62cm guns.

The second artillery battalion of 164. *leichte Afrikadivision* brought its mountain guns with it from Crete, the first had 10.5cm howitzers.

Both 15. and 21. *Panzerdivision* had two batteries of 15cm (Sf) Lorraine Schlepper self-propelled guns at El Alamein, but lost them all in the following retreat.

Anti-tank Gun Platoon



Platoon

HQ Section with:

4 Anti-tank Sections	225 points
3 Anti-tank Sections	175 points
2 Anti-tank Sections	125 points

Options

- Replace all Kfz 70 trucks with Sd Kfz 10 half-tracks for +5 points for the platoon.

Options (10. Panzerdivision only)

- Replace all 5cm PaK38 guns and Kfz 70 trucks with 7.5cm PaK40 guns and Sd Kfz 11 half-tracks for +25 points per section.

Most of the anti-tank guns were issued to the Panzergrenadier battalions and replaced with self-propelled tank hunters. Only a small reserve of 5cm guns remained under divisional control.

Tank-hunter Platoon



Platoon

HQ Section with:

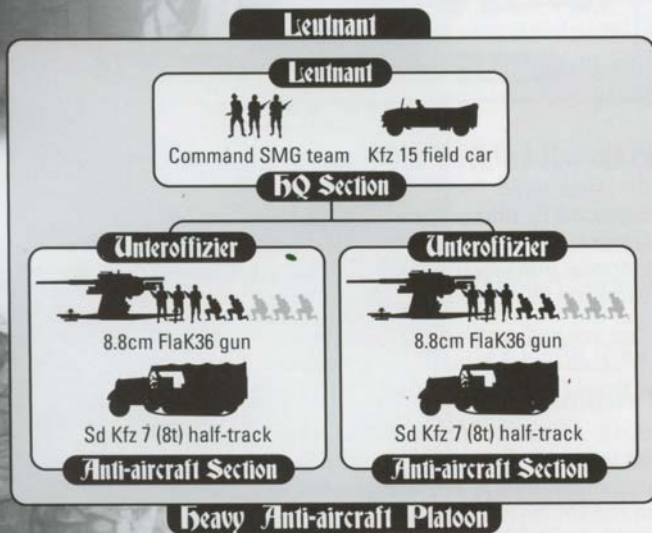
3 Panzerjäger I	160 points
2 Panzerjäger I	115 points

Options

- Upgrade all Panzerjäger I to: Diana for +15 points per tank-hunter, Marder III (7.62cm) +50 points per tank-hunter.
- Replace Command SMG team and Kfz 15 field car with a Command Panzer I B tank for +10 points.

The wide-open spaces of the desert made towed guns difficult to conceal, so the Afrikakorps always contained a significant number of tank-hunters. The Panzerjäger I was rather light for the role, so the half-tracked Diana hastened into service to join it at Gazala. The more powerful Marder III arrived in time for the Alamein battles, and a few Marder II fought in Tunisia.

0 to 1 Heavy Anti-aircraft Gun Platoon



Platoon

HQ Section with:

2 Anti-aircraft Sections	240 points
1 Anti-aircraft Section	130 points

Option

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

The 8.8cm FlaK36 will easily destroy any enemy tank at long range and is often called upon to defeat the heavily armoured British infantry tanks. However, the cost is high as Rommel's supply lines are constantly pounded by Allied bombers and the guns are also needed at the ports to protect shipping bringing vital fuel.



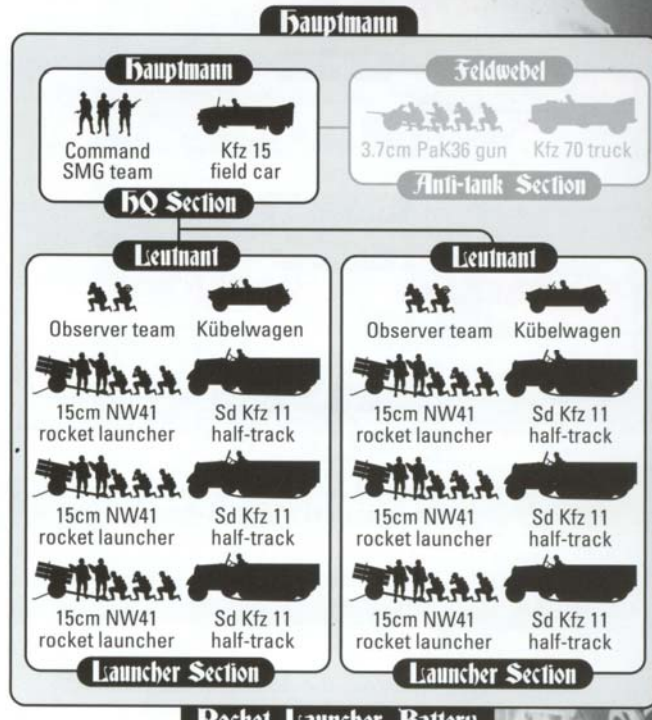
**Rocket Launcher Battery**



**Platoon**  
 HQ Section with:  
 2 Launcher Sections **370 points**  
 1 Launcher Section **200 points**

**Options**

- Replace Kübelwagen jeeps with Sd Kfz 250 or Sd Kfz 253 half-tracks for +10 points, or Panzer II tanks for +25 points per jeep.
- Add Anti-tank Section for +35 points.
- Equip 3.7cm PaK36 gun with Stielgranate ammunition for +5 points.
- Replace 3.7cm PaK36 gun with 5cm PaK38 gun for +15 points.
- Replace Kfz 70 truck with Sd Kfz 10 half-track for +5 points.



The *Sturmflut* operation at Kasserine Pass was the first time the Nebelwerfer rocket launcher was used in North Africa. Rocket artillery is a cheap alternative to conventional guns.

**Divisional Pioneer Platoon**



Divisional Pioneer Platoons are organised the same as Panzer Pioneer Platoons. These were assigned to support either a Panzer or Panzergrenadierkompanie as needed. The organisation is given on page 25.

**Light Anti-aircraft Platoon**



**Platoon**  
 HQ Section with:  
 3 Sd Kfz 10/5 (2cm) **135 points**  
 2 Sd Kfz 10/5 (2cm) **90 points**



Light Anti-aircraft Platoons are useful for keeping enemy aircraft at bay when the Luftwaffe is busy elsewhere. They are both essential and plentiful in all of the divisions in Africa.

**0 to 1 Assault Gun Platoon**



**Platoon**  
 3 StuG F **460 points**  
 2 StuG F **305 points**

**Platoon (90 Afrikadivision only)**  
 2 StuG D **200 points**  
 1 StuG D **100 points**

*Your force may not contain more than one Assault Gun Platoon.*



StuG assault guns were very rare in Africa. 288 zbV Regiment of 90. leichte Afrikadivision had two StuG D at Gazala, but lost one. The remaining one was lost at El Alamein.

0 to 1 Heavy Tank Platoon



**Platoon**

- 2 Tiger I E 770 points
- 1 Tiger I E 385 points

**Options**

- Add either: one or two Panzer III M tanks for +125 points per tank, or one or two Panzer III N tanks for +115 points per tank.

*Remember to roll for your Tiger Ace Skills (see below) before each game!*

Parts of two heavy tank battalions reached Tunisia before the end. The first company from 501. *schwere Panzerabteilung* with Tiger I and Panzer III N tanks arrived in late November and went into action on December 1 1942. The second company followed later in December. At the end of February, the battalion became part of 10. *Panzerdivision*.

The first and only company from 504. *schwere Panzerabteilung* (with Tiger I and Panzer III M tanks) to reach Tunisia joined 15. *Panzerdivision* in early April.

Tiger tanks are the deadliest killers on the battlefield—each Tiger tank is worth a platoon of lesser tanks. Their biggest limitation is simply the small numbers available.

## Tiger Ace Skills

Tiger tank crews were selected from the best and most experienced tank soldiers available. To reflect the abilities and experience of these exceptional soldiers, *Flames Of War* gives each platoon of Tiger tanks its own Tiger Ace Skill. This skill gives them the ability to perform the incredible feats of the real tankers that manned these formidable machines.

At the start of the game roll a die for each Tiger tank platoon and look up their Tiger Ace Skill on the table below. If you roll a 6, your platoon is fortunate to be led by an exceptionally talented officer with his own Tiger Ace Skill in addition to that of the platoon as a whole!



**Schnell!** This platoon believes in the importance of speed. Their kills have been racked up through being at the right place at the right time!



*The platoon may make a Stormtrooper move on a roll of 2+.*



**Every Shot Counts!** The outstanding teamwork and excellent gunners of this platoon ensure that almost every shot hits its target.



*Tiger tanks in this platoon re-roll any failed roll to hit when they shoot.*



**Clever Hans!** The drivers of this platoon are masters of their vehicles. No matter how difficult the terrain or how firmly stuck they appear to be, they'll have their tank through the obstacle in no time.



*Tanks in this platoon pass Skill tests to cross rough terrain or to free a bogged down tank on a roll of 2+.*



**Rapid Fire!** Superb teamwork between the commander, the gunner, and the loader means that this platoon maintains a high rate of fire in combat.



*The 8.8cm tank guns of the Tiger tanks in this platoon have ROF 3.*



**For the Fatherland!** The soldiers of this platoon love their country. They know how important their part in Germany's final victory is, and will fight to their utmost to secure it.



*The platoon passes Motivation tests on a roll of 2+.*



**Top Ace!** The commander of this platoon is a top gun, a real *Kanone!*



*Roll to determine the platoon's Tiger Ace Skill. If you roll 6 again, you may choose the platoon's skill.*

*Roll a third time to generate an extra skill for the platoon command tank. This gives the platoon commander two Tiger Ace Skills. If you roll a 6, you may choose the platoon commander's extra skill.*

# Afrikakorps Tank Markings

## Army Symbols

Every vehicle displayed combinations of the German cross or *Balkenkreuz*, the *Afrikakorps* palm (usually displayed on the left front guard or vehicle sides), and divisional symbols. Most vehicles were originally grey, so when they were repainted in desert colours, a contrasting grey patch was sometimes left behind the markings.

When using captured vehicles it is essential to distinguish them in the battlefield, so they usually had oversized crosses painted on the doors and any other flat surface.



## Common Tank Numbering System

This diagram shows the numbering system for a complete company of combat vehicles. The first number '2' indicates the 2<sup>nd</sup> company, the second number is the platoon number and the third number is the tank number in the platoon.

### Headquarters Platoon



### First Panzer Platoon



### Second Panzer Platoon



### Third Panzer Platoon



### Fourth Panzer Platoon



Wolfsangel

## 15. Panzerdivision

15. *Panzerdivision* is unusual in only showing a single oversized red digit for the company number, omitting the platoon and tank numbers. The divisional symbol was commonly found on the turret sides and the rear of the turret bin. Tank crews often thought of themselves as the elite regiment of the division and had their own symbol. For *Panzerregiment 8* this was the *Wolfsangel*, usually displayed next to the divisional symbol. The *Afrikakorps* palm was displayed on the front drivers plate and the *Balkenkreuz* on the hull sides.



## 21. Panzerdivision

21. *Panzerdivision* used the common 3 digit numbering system as described above. The numbers were normally red with white outlines painted on the turret sides. The divisional symbol was commonly found on the front plate with the *Afrikakorps* palm and this was repeated on the rear plate.

This tank is from 2<sup>nd</sup> company, 3<sup>rd</sup> platoon, and is the 3<sup>rd</sup> tank.



## 10. Panzerdivision

10. *Panzerdivision* usually followed the same practice as 15. *Panzerdivision* in only painting the company number on the turret side and rear, although some companies later added the platoon and tank numbers in smaller white numerals. The Bison symbol of *Panzerregiment 7* was usually shown on the turret sides and rear. The divisional symbol was displayed front and rear.



## 90. leichte Afrikadivision

90. *leichte Afrikadivision* had few armoured vehicles of its own. However its trucks and gun tractors displayed the divisional symbol front and rear.



## 164. leichte Afrikadivision

164. *leichte Afrikadivision* had relatively few vehicles of its own as it was newly formed at Alamein. Those it had displayed the divisional symbol front and rear.



# Painting Afrikakorps



Due to the extreme conditions in the desert, the colour of the *Afrikakorps* uniform varied depending on how long the individual has been in the desert sun. By adding a small amount of white to the uniform colour on your mixing palette you can simulate the sun-bleaching of the uniforms. Add more white for veterans of many battles, but don't add any white at all to represent newly-arrived soldiers who have spent little time under the blazing sun.

	Vallejo Acrylic	Games Workshop	Model Master Enamel
<b>Infantry</b>			
Uniform	Russian Uniform (924)	Camo Green	1792
Helmet and gasmask (1941-1942)	Green Brown (879)	Desert Yellow	2098
(1942-1943)	Iraqi Sand (819)	Kommando Khaki	2102
Boots	Beige Brown (875)	Bestial Brown	1735
Boot uppers	German Camo Beige (821)	Kommando Khaki	1702
Webbing	Stone Grey (884)	Rotting Flesh	1704
SMG ammunition pouches and bread bag	German Camo Beige (821)	Kommando Khaki	1702
Waterbottle and entrenching tool	Beige Brown (875)	Bestial Brown	1735
<b>Tanks</b>			
(1941-1942)	Green Brown (879)	Desert Yellow	2098
(1942-1943)	Iraqi Sand (819)	Kommando Khaki	2102
<b>Camouflage</b>			
Panzer Grey	German Grey (995)	Codex Grey	2094
<b>Standard Colours</b>			
Faces and hands	Flat Flesh (955)	Dwarf Flesh	1516
Rifle butt	Beige Brown (875)	Bestial Brown	1735
Machine-guns, rifle barrels, goggles, and tracks	Gunmetal Grey (863)	Boltgun Metal	1795
Tyres	Black (950)	Chaos Black	1749

## Painting Afrikakorps Infantry

1



After preparing your figures for painting, undercoat them with a black spray-can primer or thinned primer paint. Paint a base coat of Russian Uniform (924) on the uniforms and paint the helmets Green Brown (879) (1941-1942) or Iraqi Sand (819) (1942-1943).

2



Next highlight the uniforms. Mix a little White (951) with the Russian Uniform (924) and dry brush this onto the raised parts of the uniform to add depth to the figures. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for dry brushing techniques.

3



Finish the figures by painting the details with a 2/0 brush. Paint faces and hands in Flat Flesh (955), rifles and boots in Beige Brown (875), and machine-guns in Gunmetal Grey (863). Now your troops are ready for battle. All you need to do now is to mount them on their bases. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for basing ideas.

Expert



Once you have painted your army you may want to go back and add more details to your figures. Only do this if you wish to put a lot more time into your painting. You can paint the webbing, water bottle, goggles and webbing, adding highlight for more depth.

## Painting Afrikakorps Guns

1



After assembling your guns using the supplied instructions, undercoat them with a black spray-can primer or thinned primer paint. Base coat your guns with Green Brown (879) (1941-1942) or Iraqi Sand (819) (1942-1943).

2



Mix a little White (951) into the Green Brown (879) or Iraqi Sand (819) and highlight the top surfaces of the gun. Dry brushing is an excellent method for this as it picks out the guns' details and gives the impression of light and shadow.

3



Paint the tyres Black (950). Now paint the crew as described above and you are ready to mount your weapon and its crew to its base. Your gun is now ready for its first battle.

Expert



Adding battlefield wear and tear, mud on the wheels and smoke stains at the end of the barrel all add up to a weapon that will stand out on the battlefield.

## Painting Afrikakorps Tanks

1



Assemble your tanks using the diagram in the pack. Undercoat them with a black spray-can primer or thinned primer paint. Base coat your tanks with Green Brown (879) (1941-1942) or Iraqi Sand (819) (1942-1943).

2



Mix a little White (951) into the base colour. Dry brush this on the top surfaces and raised details of the tank to highlight them. Scale miniatures benefit from accentuating detail in this way that would otherwise be lost to the eye.

3



Finish off your tanks by painting your tracks Gunmetal Grey (863) and the tyres on the road wheels Black (950). Your tanks are now ready to stalk their prey across the battlefield.

Expert



To take your tank to the expert level, you can paint the tools. Paint the tracks with a rusty brown and highlight with metal. Adding decals for unit numbers, crosses and army symbols gives your tank its final touches.

# Tuneser 1943

By 1943, everything had changed. Now Rommel was fighting to hold Tunisia, the last bridgehead in North Africa, against the combined American and British forces. —Tunisia, 1943



Marder III (7.62cm)

Marder III tank-hunters engage unsuspecting American half-tracks from afar.



Panzergrenadiers react quickly to a US attack.



7.5cm IeIG18

Light infantry guns engage over open sights.



Sd Kfz 11 (3t)

10.5cm IeFH18

The gunners of the artillery battery quickly deploy to engage the enemy.



Heavy machine-guns prepare to repulse an American assault.



5cm PaK38

Anti-tank guns ambush careless Stuarts.



Kfz 70

Panzergrenadiers launch a counterattack.





8.8cm FlaK36

Sd Kfz 7 (8t)

Heavy 8.8cm anti-aircraft guns knock Allied fighters and bombers out of the sky.



Marder III (7.62cm)



7.62cm PaK36(r)

The Marder is a powerful anti-tank gun on a light chassis.

Not being seen first is the key to survival in the desert.



Unsuspecting American troops walk straight into an Afrikakorps ambush.





Panzergrenadiers take advantage of trucks abandoned by the British retreat.



Sd Kfz 7/1

The tanks of 10. Panzer have excellent anti-aircraft cover.



StuG D

Heavy Platoon

288 zbV had both of the assault guns at Gazala



Tiger I E

Panzer III N

Panzer III N tanks protect the Tiger tanks from infantry during the fighting in Tunisia.



Panzer III J & L, Panzer IV F1

Rettemeier leads his company into battle against American Sherman tanks.



Sd Kfz 231 (6 rad)

Heavy armored cars lead the advance.



Rommel controls the battle.



Tiger I E

Gigantic Tiger I E heavy tanks are almost unbeatable!

# Operation Venezia

## Wehrmacht Communique

May 27 1942

DEUTSCHES AFRIKAKORPS IN BATTLE AT GAZALA  
Our glorious forces, in North Africa have launched a major offensive to drive the English from Libya, codenamed 'Venezia'. The Afrikakorps has outflanked the enemy defence line at Gazala, and is now in battle with the English tank forces.

The English tank forces have many new American Mark 3 'Pilot' or 'Grant' tanks, equipped with a powerful 7.5cm cannon, but our army also has newer model panzers with cannon that can penetrate the American tanks' armour. In the first clash, our panzers outflanked the English 7th Armoured Division and sent it in retreat.

The battle continued against the English 1st Armoured Division. Oberst Wolz, the brave commander of our 8.8cm FlaK guns, was present to save the day when the English tanks threatened to overwhelm 15. Panzerdivision. Wolz' guns smashed the English attack, leaving the battlefield strewn with their smoking wrecks.

## Wehrmacht Communique

May 29 1942

Our gallant Afrikakorps standing in the middle of the English defences has defeated numerous attacks by the enemy 1st Armoured Division. Our anti-tank fronts smashed wave after waves of English tanks before a huge sandstorm at 1500 hours ended the battle.

Further south, it is reported that French Foreign Legion troops fighting for the English are holding out in the desert fort at Bir Hacheim.

## Wehrmacht Communique

1 June 1942

The Afrikakorps continues to defend its 'hedgehog' against continuous enemy attacks in an area now called the Hexenkessel, the Cauldron.

Further west, the English 150. Brigade has surrendered. With this position cleared, supply convoys can now reach the Afrikakorps in the Cauldron. Hauptmann Werner Reissmann of 104. Panzergrenadierregiment has been recommended for a Knight's Cross for his heroic assault against the English bunkers.

It is reported that Bir Hacheim continues to hold out, but Stuka attacks have caused heavy casualties.

## Wehrmacht Communique

June 6 1942

An English attack to penetrate our anti-tank fronts in the Cauldron and relieve Bir Hacheim has been defeated. On 5 June the English attacked using Indian troops and artillery. However, a counter-attack by Panzers has overrun two English brigades and four regiments of their artillery and destroyed a hundred English tanks. Hauptmann Otto Reipold of 5. Panzerregiment has been recommended for a Knight's Cross for his heroism in attacking the English artillery.

It is reported that the French Legionnaires at Bir Hacheim continue to hold out, despite continuous attacks by Stuka divebombers.

## Wehrmacht Communique

May 29 1942

Our gallant Afrikakorps standing in the middle of the English defences has defeated numerous attacks by the enemy 1st Armoured Division. Our anti-tank fronts smashed wave after waves of English tanks before a huge sandstorm at 1500 hours ended the battle.

Further south, it is reported that French Foreign Legion troops fighting for the English are holding out in the desert fort at Bir Hacheim.

## Wehrmacht Communique

June 13 1942

BIR HACHEIM HAS FALLEN!

The heroic 90. leichte Division, after several days of combat, have taken Bir Hacheim. The French Legionnaires have either fled into the desert or surrendered.

Yesterday our Panzer divisions trapped the English armoured divisions in a pincer movement near El Adem. Amidst sandstorms, the Afrikakorps crushed the English tank divisions, destroying almost 200 tanks. Those English who have not been killed or captured have fled east.

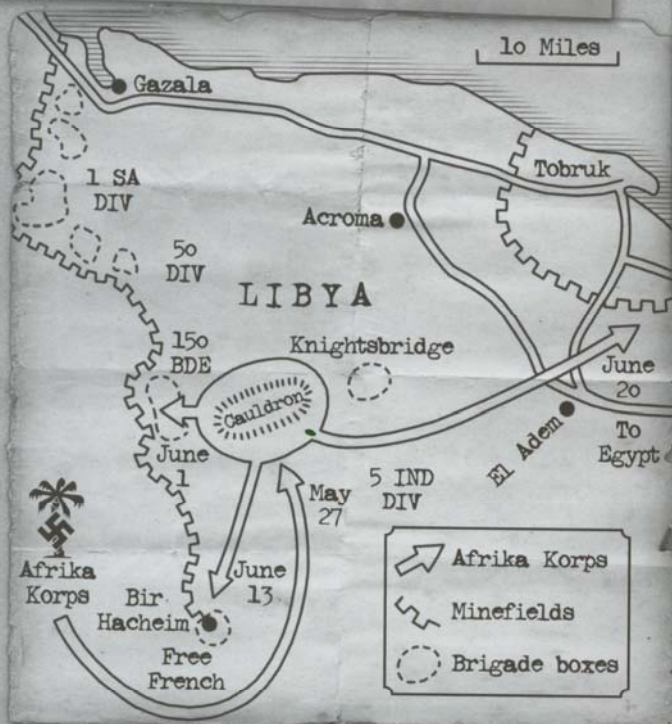
## Wehrmacht Communique

June 20 1942

GREAT VICTORY - TOBRUK FALLS!

The fortress port of Tobruk that defied our armies in 1941 has fallen. More than a hundred Stukas hammered the Tobruk defences before our tanks and infantry smashed their way through the defences and the English defenders surrendered. Many thousands of prisoners have been taken, as well as a mountain of supplies.

The remnants of the English Army are in complete rout. Our advance guards are entering Egypt.





# Mission Special Rules

The following special rules help give a Fighting Withdrawal mission its own particular flavour.

## PHASED WITHDRAWAL

Your rearguard must hold the main position until the planned withdrawal time. However, there is a danger of the enemy working around your flanks, so you must guard against this. You will pull in your flank guards just before you withdraw from the main position to give them time to fall back.

At the start of their turn *five* the defending player removes *one* of the two objectives placed by the attacking player.

At the start of their turn *six*, the defending player removes the other objective placed by the attacking player.

The objective placed by the defending player always remains on the board.

## RETROGRADE MOVEMENT

For the rearguard to achieve its mission, it must not only delay the enemy while the rest of the army withdraws, it must also break free and withdraw itself.

Once the commander gives the order, each unit in turn withdraws and moves back to the next defence line as fast as possible. It is essential that this occurs in a controlled fashion for the rearguard to outdistance the pursuing enemy.

### Withdrawing

Beginning on their *second* turn, the defending player begins withdrawing platoons and sending them back to the next defence line.

At the start of their Movement step, the defending player counts up the number of platoons and delay counters (read on, they'll make sense in a moment...) on the table. The defending player starts with no delay counters.

- If the total is *five or more*, they must immediately withdraw a platoon and remove all delay counters from the table.
- Otherwise, they place a small token on the table as a delay counter (placing them beside your company HQ helps keep track of them).

### Withdrawing A Platoon

When the defending player is required to withdraw a platoon, they choose one of the platoons on the table (including one in Ambush or Pinned Down) as the platoon to withdraw.

If all teams in the platoon that is withdrawing are more than 4"/10cm from or out of sight of all enemy teams, simply remove them from the table and the platoon now counts as having successfully withdrawn. A platoon held in ambush will always withdraw successfully.

Any remaining teams are too closely engaged to withdraw easily and must take a Skill test.

- If they pass the Skill test, they will withdraw with the rest of the platoon.
- If they fail the Skill test, they are left behind and are captured, counting as Destroyed.

Leaving friends behind to be captured is bad for morale. Any platoon that left teams behind and is now below half strength (as defined in the Platoon Morale rules in the *Flames Of War* rulebook), must take a Motivation test.

- If they pass the Motivation test, they withdraw successfully. Remove all remaining teams from the table.
- If they fail the Motivation test, the platoon disintegrates in the retreat and does *not* count as having withdrawn successfully, but does not count as Destroyed either.

Higher or Company Command teams and Soviet Komissars do *not* have any effect on this Motivation test.

A platoon cannot withdraw any other way. Platoons moving off the table do not count as having successfully withdrawn.

### Bailed Out And Bugged Down Tanks

Bailed Out or Bugged Down tanks within 4"/10cm of an enemy team are always left behind and Destroyed when a platoon withdraws. The crew of any other Bugged Down or Bailed Out tank withdraw safely, although they abandon their vehicle to the enemy.

### Towed Guns

The crews of guns withdraw as normal, although they must abandon their weapons to the enemy unless the tractors are adjacent to the guns. This has no effect unless the battle is part of an on-going campaign.

### Company Morale

Platoons that withdraw do *not* count as being on table for Company Morale Checks, so heavy losses can make the morale of the remaining rear guard decidedly shaky as they wait for their turn to withdraw.

### Last Out

Once they have done their duty and the game is over, any remaining defending troops on the table automatically withdraw.

## LIMITED AMBUSH

Limited Ambush is identical to the Ambush rules on page 156 of the *Flames Of War* rulebook, except that only one platoon may be held in ambush.

## Fighting Withdrawal

The Fighting Withdrawal mission uses the **Phased Withdrawal, Retrograde Movement, Limited Ambush, and Prepared Positions** special rules.

The Fighting Withdrawal mission is typical of the delaying actions fought by both sides as the desert war swung back and forth across Libya and Egypt.

### YOUR ORDERS

#### Attacker

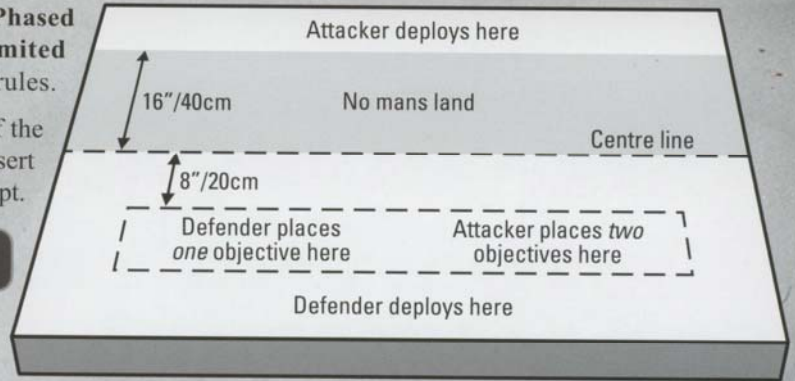
You have won a major victory over the enemy. Now is the opportunity to cement your victory by smashing their rearguard and turning their retreat into a rout.

You must break through the rearguard and capture one of the objective points before the enemy gets away.

#### Defender

The battle went against you. Now you must cover the withdrawal as the army falls back to the next defensible position to regroup and strike back. The enemy is moving around your flanks so you cannot stay too long. You must withdraw as soon as the rest of the army is clear.

You must hold the objectives and pull out half of your force.



### PREPARING FOR BATTLE

1. A player with an Infantry Company will defend against a player with a Motorised Infantry Company or a Tank Company, and a player with a Motorised Infantry Company will defend against a player with a Tank Company. In all other cases, both players roll a die and the highest scoring player chooses to attack or defend.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys in the other half of the table.
3. The defender places an objective at least 8"/20cm back from the centre line of the table and at least 8"/20cm from all table edges.
4. The attacker now places *two* objectives in the same area so that no two objectives are more than 48"/120cm apart.

### ENDING THE BATTLE

The battle ends when:

- the attacker starts any turn holding any objective, or
- at the start of the defender's seventh turn.

### DECIDING WHO WON

The attacker wins if they hold any objective at the end of the game. The attacker has broken through the rearguard or pinned it in place while flanking forces bypass it.

Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

### Withdrawal Timetable

Defender's Turn	Event
1	Engage enemy advance guard.
2	First platoon withdraws.
3	Second platoon withdraws
4	Withdrawal continues.
5	First objective removed.
6	Second objective removed.
7	Withdrawal complete.

### Victory Points Table

Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3



# Operation Aida

## Wehrmacht Communique

June 27 1942

MERSA MATRUH CAPTURED!

The English fortress of Mersa Matruh fell to the Afrikakorps in heavy fighting today. The entire 50. and 10. Indian Division was captured. The New Zealand Division is surrounded at Minqar Quiam outside the fortress and faces imminent destruction. Little now stands between our forces in Africa and total victory.

## Wehrmacht Communique

June 28 1942

Last night the butchers of the New Zealand Division using gangster methods, including the slaughter of wounded soldiers, broke through the surrounding German troops. However few of the enemy escaped and many prisoners were taken.

## Wehrmacht Communique

2 July 1942

VICTORY IN EGYPT!

For the last two days the Afrikakorps has launched heavy attacks on the final English position in front of Cairo at El Alamein. 21. Panzerdivision overran an Indian Brigade while 90. leichte Division attacked the South African Division making headway against intense artillery fire. The next few days may see the end of English resistance in Egypt.

## Wehrmacht Communique

11 July 1942

21. Panzerdivision has captured several New Zealand positions south of the El Alamein position, despite a furious counterattack by the Australian Division against Italian troops at Tel El Eisa on the coast. The Australian attack has been stopped with heavy losses to the enemy.

## Wehrmacht Communique

15 July 1942

Heavy fighting saw the virtual destruction of 5. Indian Division and the New Zealand Division on Ruweisat Ridge. The English divisions attacked at night capturing some of the ridge from the Italian defenders, but were quickly overwhelmed at first light by concentrated attacks made by the Afrikakorps. The enemy continues to batter themselves against our strong positions in front of El Alamein.

## Wehrmacht Communique

22 July 1942

ALAMEIN LINE HOLDS!

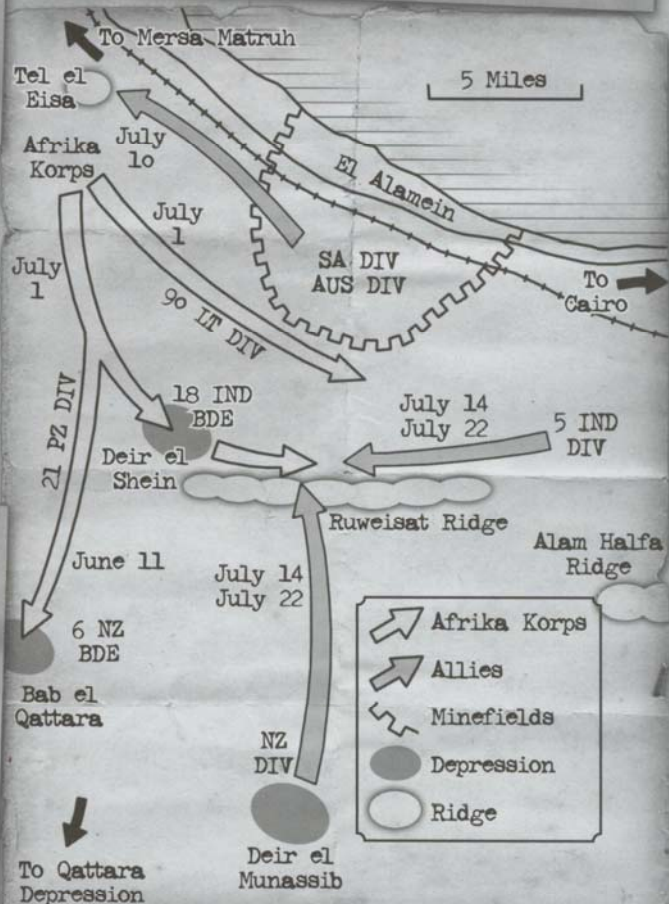
Today the Afrikakorps repulsed further heavy attacks by English forces around Ruweisat Ridge. Over one hundred English tanks were destroyed and a New Zealand and an Indian Brigade overrun and taken prisoner. Anti-tank gunner Günter Halm of 104. Panzergrenadierregiment has been nominated for the Knight's Cross for destroying sixteen enemy tanks in this action. The Afrikakorps is heavily engaged all along the line, but continues to hold its positions and make local gains.

## Wehrmacht Communique

30 July 1942

The crisis in North Africa is over. The English counterattacks by the Australian, Indian, and New Zealand Divisions of the last weeks have been beaten back with heavy losses to the enemy.

The Afrikakorps under Feldmarschall Rommel is preparing for a major offensive in August to destroy the exhausted remnants of the English Army, drive to the Nile, and complete the capture of Egypt. New tanks arrive daily and Mussolini has promised increased supplies of fuel.



# Desert Fox Arsenal

## WEAPONS

### Flame-throwers

Flame-throwers are offensive weapons. They take time to prepare and cannot react quickly when surprised.

Flame-throwers cannot fire in defensive fire.

### Heavy Machine-guns In Half-tracks

German armoured machine-gun platoons used a special version of the Sd Kfz 251 half-track that allowed them to fire their heavy machine-guns from sustained fire mountings.

Any half-track from a Machine-gun Section carrying an HMG team may fire its hull MG as an HMG instead. That gives the weapon a range of 24"/60cm and ROF 4 if it does not move.

### Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm FlaK gun have large crews and fast reloading systems to keep up an extraordinary rate of fire.

An 8.8cm anti-aircraft gun can have ROF 3 for +10 points if it is modelled with 8 or more crew.

### Light Guns

The 2.8cm sPzB41 heavy anti-tank rifle and the 8.8cm RW43 anti-tank launcher (nicknamed the Püppchen or dolly) are light enough to move with the infantry they protect.

Light guns can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.

### No HE

The 2.8cm sPzB41 anti-tank rifle and the British 6 pdr anti-tank guns are good at knocking out tanks, but not very effective against infantry since they have no high explosive (HE) round.

Weapons with no HE ammunition fire with Firepower 6 against unarmoured targets.

### Panzerknackers

The German infantry has found that their anti-tank rifles are all but useless against many enemy tanks. The soldiers have had to think up other ways to knock out tanks. Panzerknackers use heavy anti-tank mines and petrol bombs to knock out tanks at close quarters.

A Panzerknacker team has an Anti-tank rating of 5 in assaults against tanks, but otherwise operates as a normal SMG infantry team.

### Pioneers

Pioneers don't have the skills of specialist tank-hunters, but they do have lots of demolition charges and other explosives.

Pioneer teams have an Anti-tank rating of 4 in assaults against tanks.

### Rear AA Mount

German half-tracks are fitted with a rear anti-aircraft mounting for one of the passengers' machine-guns, so they can fire from the vehicle.

A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an AA MG, but against ground targets its field of fire is limited to targets behind a line across the rear of the half-track. A passenger cannot dismount in a turn in which it fires from the rear AA mount.

Rommel's half-track, *Greif*, always has its AA MG fitted, even though it doesn't carry any passengers.

### Self-defence Anti-aircraft Guns

Some vehicles carry machine-guns or cannon that can fire at aircraft, even though this isn't their main role. However, these vehicles are too busy with their primary tasks to protect other platoons from aircraft.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

## Small Guns

Small anti-tank guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the *Flames Of War* rulebook) and neither moved nor shot in their turn, count as being Concealed and Gone To Ground, even if they are in the open.

7.5cm GebG36 mountain guns and 7.5cm PaK 40 anti-tank guns are rated as small guns despite their calibre. These guns have low-slung mountings and are easy to conceal.

## VEHICLES

### Assault Bridges

The Sd Kfz 251/7 half-track carries a small assault bridge. The pioneers use this to span streams and trench lines to allow other vehicles to cross.

Any pioneer team starting the turn adjacent to or mounted in an Sd Kfz 251/7 half-track can place the assault bridge across any adjacent stream or ditch that it can span at the start of movement. The bridge can be returned to the half-track in the same manner. Once placed, the assault bridge is Difficult Going.

### Heavy Tanks

Tiger heavy tanks may be slow, but they have the power and weight to grind their way across almost any terrain.

Tiger tanks only move 8"/20cm on Road and Cross-country terrain.

If a Tiger tank becomes Bugged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

### Mortar Carrier

The Sd Kfz 251/2C (8cm) mortar carrier is a half-track carrying a standard medium mortar. Although the mortar normally fires from the half-track, it can dismount and send the half-track to the rear.

You may dismount the mortar by removing the half-track and replacing it with an 8cm GW34 mortar team.

### Motorcycles and Jeeps

Historically, German motorcycle and sidecar combinations and Kübelwagen jeeps were only expected to carry a driver and two soldiers each. A team of four soldiers was split over two vehicles. If vehicles were in short supply though, the entire team could cram themselves into a single vehicle.

In *Flames Of War* you can model a motorcycle or jeep transport team as either one or two vehicles (with one machine-gun between them), but either way they count as a single transport team. Both models must stay together and count as a single target for shooting. If one is Destroyed, both are Destroyed. Basing both vehicles together helps to show this.

Over time Kübelwagen jeeps replaced motorcycles and sidecars. Wherever a motorcycle or Kübelwagen is shown, either can be used. Rifle/MG, MG and HMG teams mounted on a motorcycle or jeep team fire as a vehicle-mounted MG. SMG teams mounted on a motorcycle or jeep team fire as an SMG team.

### Overloaded

Armour, a big 15cm sFH13 howitzer, plus crew and ammunition was a heavy load for the Lorraine Schlepper chassis.

Overloaded vehicles only move 8"/20cm on Road and Cross-country terrain.

When required to make a bogging roll, an overloaded vehicle becomes Bugged Down on a roll of 1 or 2, rather than the usual 1.

## Unreliable

The new Tiger heavy tanks have been rushed into service without sufficient time to iron out the problems. As a result, they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bugged Down until repaired.

The only way to repair a broken down tank is for an adjacent recovery vehicle to pass a Skill test at the end of the Movement step. If it passes the Skill test, the broken down tank is repaired at the end of the Shooting step.

## AIRCRAFT

### Flying Tank

The Hs129B is a heavily-armoured ground-attack aircraft.

When attempting to shoot down a Hs129B you must re-roll successful Firepower rolls.

- A successful re-roll shoots the aircraft down.
- A failed re-roll means that the aircraft's heavy armour protected it, allowing it to press home its attack on a roll of 3+ as normal.

## NOTES

**Anti-aircraft:** Anti-aircraft weapons can fire at aircraft.

**Artillery:** Artillery can fire artillery bombardments at up to three times their normal range.

**Close-support artillery:** Close-support artillery can fire artillery bombardments at up to twice their normal range.

**Flame-thrower:** Flame-throwers roll a Skill test to hit, and pin down any target hit. The target does not get any saving roll. Remove team after shooting.

**Gun shield:** Teams crewing weapons with a gun shield are in bulletproof cover when fired at from the front.

**Immobile:** Heavy anti-aircraft guns cannot be manhandled. They can only move if towed.

**Man-packed:** Man-packed weapons are carried on the backs of the crew. They ignore Rough Terrain like Infantry teams.

**Mortar:** Mortars can only fire artillery bombardments, so they do not have a ROF rating. Re-roll first failed roll to range in.

**Recovery vehicle:** Recovery vehicles can tow other vehicles without needing to pass a Skill test.

**Salvo rocket artillery:** Rocket launchers only fire bombardments, so they do not have a ROF rating. Rockets do not suffer ranging-in penalties on to hit rolls.

**Smoke:** Weapons with smoke ammunition can fire a smoke screen rather than their normal shooting.

**Turntable:** Weapons mounted on turntables can rotate to fire in any direction without penalty.

## Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	16"/40cm	2	2	6	Kar98k rifles and MG34 or MG42 machine-guns.
MG team	16"/40cm	3	2	6	MG34 or MG42 machine-guns.
SMG team	4"/10cm	3	1	6	MP40 submachine-guns.
Anti-tank Rifle team	16"/40cm	2	4	6	7.92mm PzB39 anti-tank rifles.
HMG team	24"/60cm	4	2	6	sMG34 or sMG42 heavy machine-gun.
Observer team	————	cannot shoot	————	————	————
Staff team	————	cannot shoot	————	————	Moves as a Gun team.
<b>Additional Training and Equipment</b>					
Pioneer team	————	as infantry team	————	————	Pioneer.
Panzerknacker team	————	as infantry team	————	————	Panzerknacker.
Flame-thrower	4"/10cm	2	-	6	Flame-thrower.

## Gun Teams

Weapon	Range	ROF	Anti-tank	Firepower	Notes
2.8cm sPzB41	16"/40cm	3	7	5+	Man-packed, Gun shield, Small gun, Light gun, No HE.
8.8cm RW43 (Püppchen)	16"/40cm	1	11	5+	Man-packed, Gun shield, Small gun, Light gun.
8cm GW34 mortar	40"/100cm	-	-/1	3+/6	Man-packed, Mortar, Smoke, Small gun.
7.5cm leIG18 gun	16"/40cm	2	9/2	3+/6	Gun shield, Artillery, Smoke, Small gun.
15cm sIG33 gun	16"/40cm	1	8/3	1+/2+	Gun shield, Artillery, Smoke.
3.7cm PaK36 gun	24"/60cm	3	6	5+	Gun shield, Small gun.
4.2cm PJK41 gun	24"/60cm	3	9	5+	Gun shield, Small gun.
5cm PaK38 gun	24"/60cm	3	9	4+	Gun shield, Small gun.
Captured 6 pdr gun	24"/60cm	3	9	4+	Gun shield, Small gun, No HE.
7.5cm GebG36 gun	24"/60cm	2	9/2	3+/6	Artillery, Smoke, Small gun.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Gun shield, Small gun.
7.62cm F36(r) gun	32"/80cm	2	10	3+/6	Gun shield, Artillery, Smoke.
7.62cm PaK36(r) gun	32"/80cm	2	11	3+	Gun shield.
Captured 25 pdr gun	24"/60cm	2	9/3	3+/6	Gun shield, Turntable, Artillery, Smoke.
8.8cm FlaK36 gun	40"/100cm	2	13	3+	Gun shield, Turntable, Heavy anti-aircraft, Immobile.
10.5cm leFH18 howitzer	24"/60cm	1	10/3	2+/4+	Gun shield, Artillery, Smoke, Immobile.
15cm NW41 rocket	56"/140cm	-	-/2	2+/4+	Salvo rocket artillery, Smoke.



## Tank Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Sd Kfz 250/5 'Greif'	Half-tracked	1	0	0	Hull MG, Rear AA Mount.
Panzer I B	Half-tracked	1	0	1	Twin MG.
Panzer II	Fully-tracked	3	1	1	2cm tank gun, co-ax MG.
Captured Honey Stuart	Fully-tracked	3	2	1	Captured 37mm tank gun, co-ax MG, hull MG, Light tank.
Panzer III G, H, or J	Fully-tracked	5	3	1	Short 5cm tank gun, co-ax MG, hull MG.
Panzer III J (late)	Fully-tracked	5	3	1	Long 5cm tank gun, co-ax MG, hull MG.
Panzer III L or M	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG.
Panzer III N	Fully-tracked	5	3	1	7.5cm assault gun, co-ax MG, hull MG.
Panzer IV E or F <sub>1</sub>	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG.
Panzer IV F <sub>2</sub> or G	Fully-tracked	5	3	1	7.5cm tank gun, co-ax MG, hull MG.
Tiger I E (early)	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank, Unreliable.

### Assault Guns

StuG D	Fully-tracked	5	3	1	7.5cm assault gun, AA MG.
StuG F	Fully-tracked	5	3	1	7.5cm tank gun, AA MG.

### Infantry Guns (SP)

Sd Kfz 250/7 (early, 8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
Sd Kfz 251/2C (8cm)	Half-tracked	1	0	0	8cm mortar, Rear AA MG, Mortar carrier.
Bison (15cm sIG)	Fully-tracked	2	1	0	15cm infantry gun, AA MG.

### Tank Hunters

Panzerjäger I	Half-tracked	0	0	0	4.7cm anti-tank gun, AA MG.
Diana	Half-tracked	0	0	0	7.62cm field gun, AA MG.
Marder III (7.62cm)	Fully-tracked	1	0	0	7.62cm anti-tank gun, hull MG.

### Artillery (SP)

15cm (St) Lorraine Schlepper	Fully-tracked	0	0	0	15cm howitzer, AA MG, Overloaded.
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### Anti-aircraft

Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	2cm anti-aircraft gun.
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	Quadruple 2cm anti-aircraft gun.

### Recce

Sd Kfz 221 (2.8cm)	Wheeled	0	0	1	Hull 2.8cm anti-tank rifle.
Sd Kfz 222 (2cm)	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-ax MG.
Sd Kfz 223 (radio)	Wheeled	1	0	1	AA MG.
Sd Kfz 231 (8-rad)	Half-tracked	2	0	1	2cm tank gun, co-ax MG.
Sd Kfz 233 (7.5cm)	Half-tracked	2	0	0	7.5cm assault gun, AA MG.

## Vehicle Weapons

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
Twin MG	16"/40cm	4	2	6	
8cm mortar	40"/100cm	-	-/1	3+/6	Mortar, Smoke.
2cm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
Quadruple 2cm anti-aircraft gun	24"/60cm	6	5	5+	Anti-aircraft.
Light 2cm anti-aircraft gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
2cm tank gun	16"/40cm	3	5	5+	
2.8cm anti-tank rifle	16"/40cm	2	7	5+	No HE.
3.7cm tank gun	24"/60cm	2	6	5+	
Captured 37mm tank gun	24"/60cm	2	7	5+	
4.7cm anti-tank gun	24"/60cm	2	7	4+	
Short 5cm tank gun	24"/60cm	3	7	4+	
Long 5cm tank gun	24"/60cm	3	9	4+	
Short 7.5cm tank gun	24"/60cm	2	9/2	3+/6	Close-support artillery, Smoke.
7.5cm assault gun	24"/60cm	2	9	3+	
7.5cm tank gun	32"/80cm	2	11	3+	
7.62cm field gun	32"/80cm	2	10	3+	
7.62cm anti-tank gun	32"/80cm	2	11	3+	
8.8cm tank gun	40"/100cm	2	13	3+	
15cm infantry gun	16"/40cm	1	8/3	1+/2+	Artillery, Smoke.
15cm howitzer	24"/60cm	1	10/4	1+/2+	Artillery, Smoke.

## Transport Teams

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Trucks</b>					
BMW & Sidecar or Kübelwagen	Jeep	-	-	-	1 passenger.
Kettenkrad	Half-tracked	-	-	-	1 passenger.
Horch Kfz 15 car	Jeep	-	-	-	1 passenger.
Horch or Krupp Kfz 70 truck	Wheeled	-	-	-	1 passenger.
Steyr Kfz 70 truck	Wheeled	-	-	-	2 passengers.
Opel Blitz 3-ton truck	Wheeled	-	-	-	3 passengers.
Opel Kfz 68 radio truck	Wheeled	-	-	-	1 passenger.
<b>TOWS</b>					
Sd Kfz 10 (1t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (3t)	Half-tracked	-	-	-	1 passenger.
Sd Kfz 7 (8t)	Half-tracked	-	-	-	1 passenger.
<b>APC's</b>					
Sd Kfz 250 (early)	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 250/10 (early, 3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 250/11 (early, 2.8cm)	Half-tracked	1	0	0	2.8cm anti-tank rifle, Rear AA mount, 1 passenger.
Sd Kfz 251/1C	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/7C (Pioneer)	Half-tracked	1	0	0	Hull MG, Rear AA mount, Assault bridge, 1 passenger.
Sd Kfz 251/10C (3.7cm)	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 253	Half-tracked	1	0	1	AA MG, 1 passenger.
Sd Kfz 254	Half-tracked	1	0	1	AA MG, 1 passenger.
<b>Recovery</b>					
Sd Kfz 9 (18t)	Half-tracked	-	-	-	Recovery vehicle.

## Aircraft

Aircraft	Weapon	Range	ROF	Anti-tank	Firepower	Notes
Ju87D Stuka	Bombs	4"/10cm	-	4	1+	
FW190A	Bombs	4"/10cm	-	4	1+	
Me109F	Bombs	4"/10cm	-	4	1+	
Hs129B	Guns	8"/20cm	4	8	5+	Flying tank.
or	Bombs	4"/10cm	-	4	1+	

IWM MH6328



# Catalogue



GE042 Panzer IV F2



GE885 Feldmarschall Rommel & Sd Kfz 250/5 'Greif'



GE033 Panzer III J



GE340 Sd Kfz 231 (8-Rad)



GE744 Machine-gun Platoon (Afrika)



GE149 15cm (Sf) Lorraine Schlepper



GE160 Sd Kfz 10/5 (2cm)



GE401 BMW & sidecar (Afrika)



GE510 5cm PaK38 gun



GE104 Marder III (7.62cm)



GE302 Sd Kfz 223 (Command)



GE200 Sd Kfz 250/1C



GE113 Diana



GE749 Artillery HQ (Afrika)



GE148 Bison (15cm sIG)

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GEAB02 Afrika Korps 1500pt Army Box  
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GBX02 Panzer III J Platoon  
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GBX05 8.8cm Flak36 Platoon  
GE002 Panzer I B (x2)  
GE011 Panzer II F  
GE031 Panzer III G  
GE032 Panzer III H  
GE033 Panzer III J  
GE034 Panzer III L, N  
GE035 Panzer III M  
GE041 Panzer IV E  
GE042 Panzer IV F1, F2  
GE044 Panzer IV G

GE070 Tiger I E (Tunisia)  
GE100 Panzerjäger I (x2)  
GE104 Marder III (7.62cm)  
GE113 Diana  
GE148 Bison (15cm sIG)  
GE149 15cm (Sf) Lorraine Schlepper  
GE160 Sd Kfz 10/5 (2cm)  
GE166 Sd Kfz 7/1 (Quad 2cm)  
GE200 Sd Kfz 250/1, /10 (3.7cm) (early)  
GE205 Sd Kfz 250/7 (early, 8cm)  
GE207 Sd Kfz 250/8 (early, 7.5cm)  
GE216 Sd Kfz 253 (StuG)  
GE217 Sd Kfz 254 (Saurer)  
GE240 Sd Kfz 251/1C, /10C (3.7cm)  
GE244 Sd Kfz 251/2C (8cm)  
GE252 Sd Kfz 251/9C (7.5cm)

GE270 Sd Kfz 7 (8t) tractor  
GE272 Sd Kfz 11 (3t) tractor (x2)  
GE273 Sdkfz10 (1t) Tractor (x2 resin)  
GE300 Sd Kfz 221 (MG/Pz Bush)  
GE301 Sd Kfz 222 (2cm)  
GE302 Sd Kfz 223 (Command)  
GE340 Sd Kfz 231 (8-Rad)  
GE341 Sd Kfz 233 (7.5cm)  
GE401 BMW & sidecar (Afrika) (x4)  
GE410 Kübelwagen (x3)  
GE413 Horch Kfz 15 (x2 resin)  
GE426 Steyr Kfz 70 truck (x2 resin)  
GE431 Opel Blitz 3-ton truck (x2 resin)  
GE490 Opel Blitz radio truck  
GE501 3.7cm PaK36 gun (x2)  
GE510 5cm PaK38 gun (x2)

GE520 7.5cm PaK40 gun (x2)  
GE525 7.62cm PaK36(r) gun (x2)  
GE550 8.8cm Flak36 gun  
GE560 7.5cm leIG18 gun (x2)  
GE571 10.5cm leFH18 how (x2)  
GE590 15cm Nebelwerfer 41 (x3)  
GE670 German Stowage  
GE726 Pioneer Platoon  
GE741 Company HQ (Afrika)  
GE743 Panzergrenadier Platoon (Afrika)  
GE744 Machine-gun Platoon (Afrika)  
GE745 Mortar Platoon (Afrika)  
GE749 Artillery HQ (Afrika)  
GE885 Feldmarschall Erwin Rommel  
GE886 Oberst Josef-Wilhelm Rettemeyer  
GE942 DAK Decals

This is a supplement for *Flames Of War* the World War II Miniatures game.  
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The war in the west is over, France decisively beaten, and Great Britain pushed into the sea at Dunkirk. Seizing what he considers to be a good opportunity, the Italian leader, Benito Mussolini, orders the invasion of British-controlled Egypt, and in turn watches as his army is beaten back from Egypt and Italian Libya. Although planning for the upcoming invasion of the Soviet Union is well underway, Hitler answers his ally's call for help and sends a small force of tanks to counter the British. They are to be commanded by Generalleutnant Erwin Rommel, a brilliant tactician whose exploits in the deserts of North Africa will earn him a new nickname, the...

**'Desert Fox'.**



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