



AFRIKA KORPS



FORMATIONS

Your force must contain at least one formation.



**PANZER IV
TANK COMPANY**
MG108



**PANZER III
TANK COMPANY**
MG101 or MG102



**90TH LIGHT
RIFLE COMPANY**
MG124



**AFRICA
RIFLE COMPANY**
MG109



**FALLSCHIRMJÄGER
COMPANY**
MG301

SUPPORT UNITS

See Other Side



MOVEMENT ORDERS

A Unit Leader may issue one Movement Order each turn.

BLITZ MOVE

In the Movement Step before the Unit Moves, roll a die:

- If greater than or equal to Skill, the Unit Leader and any Teams within 6"/15cm immediately move up to 4"/10cm. If Team does not move further, it Shoots at Halted ROF.
- Otherwise, Unit cannot Dash and shoots with +1 to hit.

SHOOT AND SCOOT

In the Assault Step instead of Assaulting, roll a die.

If greater than or equal to Leader's Skill, Leader and Teams within 6"/15cm that did not Move, now Move 4"/10cm.

DIG IN

Instead of Moving in the Movement Step, roll a die:

- If greater than or equal to Skill, any Infantry or Gun Teams in the Unit may dig Foxholes gaining Bulletproof Cover.
- Teams attempting to dig Foxholes Shoot with Moving ROF and cannot fire an Artillery Bombardment.

FOLLOW ME!

In the Movement Step after the Unit Moved, Unit Leader Moves 4"/10cm forward and rolls a die:

- If greater than or equal to Leader's Courage, Teams within 6"/15cm and Line of Sight Move 4"/10cm forward. Teams within 6"/15cm and Line of Sight of Leader cannot Shoot.

CROSS HERE

Declare in the Movement Step before the Unit Moves. Teams rolling to Cross Difficult Terrain within 6"/15cm of Leader reduce their Cross number by 1, but cannot Shoot or Assault.

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SUPPORT UNITS AVAILABLE TO YOUR FORCE

0-1 Tiger Heavy Tank Platoon, or Diana Tank-Hunter Platoon	MG111 MG126
0-1 Marder (7.62cm) Tank Hunter Platoon, or Diana Tank-Hunter Platoon, or Fallschirmjäger Marder II (7.5cm) Tank-Hunter Platoon	MG118 MG126 MG312
0-1 5cm Tank-hunter Platoon, or Fallschirmjäger 5cm Tank-hunter Platoon Fallschirmjäger 3.7cm Tank-hunter Platoon	MG114 MG307 MG306
0-1 8.8cm Heavy AA Platoon Fallschirmjäger 7.5cm Tank-hunter Platoon	MG122 MG308
0-2 Sd Kfz 221 & 222 Light Scout Troop, or Sd Kfz 231 Heavy Scout Troop	MG116 MG117
0-1 10.5cm Artillery Battery, or 15cm (Sf) Lorraine Schlepper Artillery Battery	MG120 MG119
0-1 10.5cm Artillery Battery 15cm Bison Infantry Gun Platoon Fallschirmjäger 7.5cm Artillery Battery Fallschirmjäger 10.5cm Recoilless Battery	MG120 MG127 MG311 MG316
0-1 Panzer II OP Observation Post Fallschirmjäger Observation Post	MG121 MG313
0-1 Sd Kfz 10/4 Light AA Platoon 2cm Anti-aircraft Platoon	MG115 MG310
0-1 Fallschirm Pioneer Platoon	MG309
0-1 Ju 87 Stuka Dive Bomber Flight	MG123

FORMATION SUPPORT

You may field compulsory
Combat Units from any
Formations in the Force as
Support Units.

WILDCARD

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ALLIED SUPPORT

You may field one
compulsory Unit from an
Italian Formation as Support
and one Italian Formation as
an Allied Formation.

