

**1, Start building light anti vehicles/tank guns, enemy vehicles and light tanks will come quick on you!**

**2, Start building cheap infantry, do not blow your starting resources, at start, you need soldiers and light vehicles!**

**3, Control as quick is possible the key resources strategic points, such fuel points, Fuel points = Tanks!**

**4, Do not engage your infantry alone against vehicles & tanks! its a lost cause, they will get killed or they will surrender!**

**5, Retreat your wounded squads from the battle quick as you can, use a medic vehicle or an halftrack to heal & refit them.**

**6, Veteran units are more tuff to kill, keep your mens alive as much is possible, if caught in a fire fight they can't win RETREAT THEM! or they will surrender or get killed! keep your mens ALIVE!  
one squad lost = precious resources lost!**

**7, In the desert you better dig to put your infantry at cover! if any doubt, DIG!**

**8, Fortified positions are good until the enemy unleash hell on it! Artillery, Airstrikes will blow all that little world in few seconds! keep you Anti Aircraft vehicles near those fortified points to protect them.**

**9, Use first light armored vehicles to stop the enemy, they are fast and can quickly disengage combat if things getting too hairy! they are great to recon too!**

**10, Use first the medium tanks available, they are cheap, and very good, manage your resource wisely, more units on field, better the chance to win!**

**11, Your General is vital in game! protect him, he will give you access to better tanks, use his command truck to move him closer or far away from the battlefield.**

**12, Use reconnaissance units, they will gather precious information on your enemy, a blind army is a dead army!**

**14, ALWAYS support your troops! vehicles with infantry, Anti tank guns with strong positions, etc...etc... a tank without infantry support is a dead tank!**

**15, Flank your enemy as possible, this is the best way to create confusion among them and take the advantage.**

**16, Don't stay too much on one point, sooner or later, enemy fighter planes or heavy artillery will say hello to your "holiday inn".**

**GOOD LUCK SOLDIER! and don't forget to drink often, its hot in here!**

## **AFRIKA 43 TACTICAL BOOK & RULES OF ENGAGEMENT**

# AFRIKA KORPS

## Structures



D.A.K. Head Quarter JU-52



Units production:



### B 21 Panzer Division Pioneers



Starting troops who can build defense structures, Afrika Korps barracks & factories to improve and build new units, armed with Kar's 98 rifles, weak against combat units. They can be upgraded with mines detectors & flamethrowers.

### B 21 Panzer Division Side Car



Very fast unit, excellent against infantry but extremely vulnerable, Armed with MG42.

1

### B 21 Panzer Division Opel Truck



Fast troops transportation extremely vulnerable.



### 164 Infantry Division PAK 37mm Anti Tank Gun



The Anti Tank Gun PAK 37mm is very good against small and very light armored vehicles, but ineffective against medium armored vehicles & tanks, this unit can load high explosive rounds very efficient on infantry.

2

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## Structures



### D.A.K. Infantry Barracks



### 164 Infantry Division Volksgrenadiers

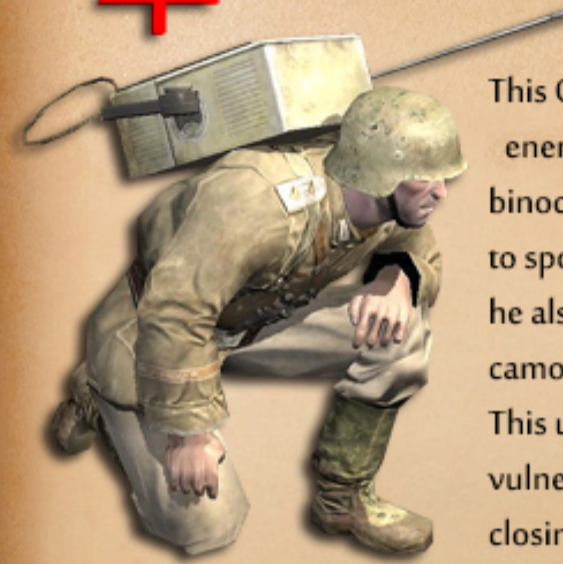


Light and non expensive infantry units, good if in numbers, armed with Kar's 98 rifles, can be upgraded with MP's 40 & MG34, all Volksgrenadiers can throw Grenades, Anti Tank «Stickies Bombs» & «Incendiary Anti Vehicles devices»

3



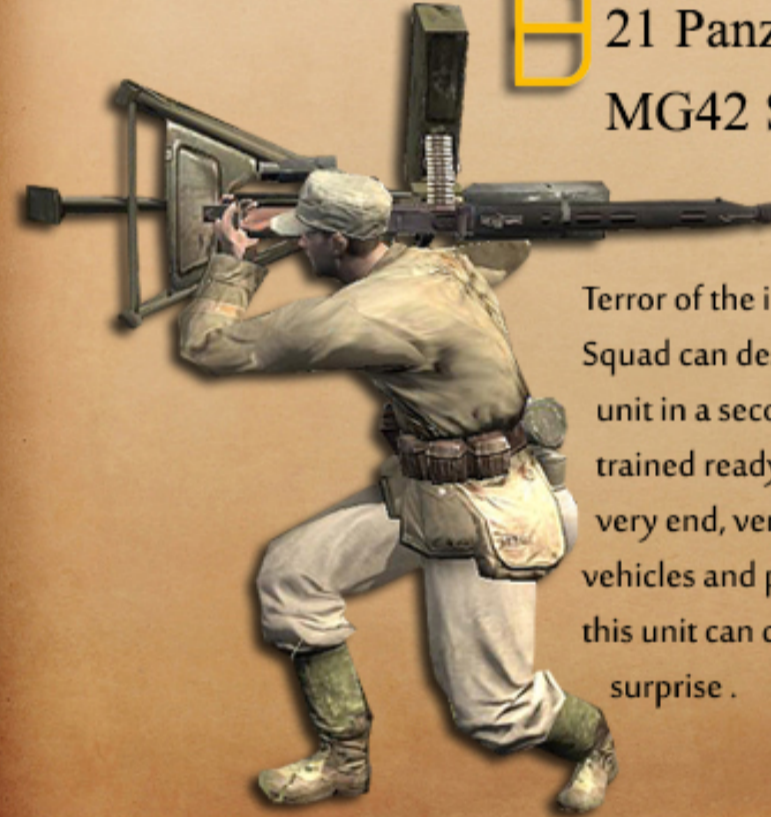
### 15 Panzer Division Scout



This Officer is specialized to recon enemies units is equipped with binoculars who give him the capability to spot troops on a very large radius, he also can patrol enemy zone with his camo ability without being detected. This un-armed Officer is very vulnerable if spotted by enemies closing by.



### 21 Panzer Division MG42 Squad



Terror of the infantry, the MG42 Squad can destroy an entire unit in a second, 3 mens well trained ready to fight until the very end, very weak against vehicles and planes attacks, this unit can camo for a lethal surprise .

4

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Infantry Barracks



### 17 Infantry Division «Pavia» Sniper

This Italian sniper will made great casualties among your troops if not spotted on time, this unit can camo and recon enemy territories without being detected, a very dangerous unit, but very vulnerable when discovered.



### 17 Infantry Division «Pavia» 81mm Mortar



This Italian squad armed with the 81mm Mortar will destroy any defense at long distance, but very weak in front of closed enemies.

5



### 21 Panzer Division Panzer Grenadier



The Panzer Grenadier are the main Afrika Korps combat infantry, they are very well trained and can be upgraded with MP 40 submachine guns and MG 42 Light machine guns, they can throw anti-tank «stickies bombs» and grenades.



### 132 Armored Division «Ariete» Bersaglieri Regiment 8.



This Italian unit is well trained, they are equipped with Carcano rifles and can be upgraded with Beretta MP38 & Breda M30 light machine gun, they also can throw like the Panzer Grenadier «stickies bombs» & grenades.

6

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Infantry Barracks

### 21 Panzer Division Officer



The D.A.K. Officer is the leader of combat troops giving them bonus points and quicker veterancy during combats, he also can call a rockets strike on enemies positions, he can be upgraded with MP40.

7

## Structures



### D.A.K. Light Armored Factory

### 90 Light Afrika Division Sdkfz 251



The Sdkfz 251 is a light armored troop transport, he can reinforce troops nearby, he's equipped with 2 MG34 who can be used by troops, Great versus infantry, but weak in front of armored & Anti Tank units.

8

# AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Light Armored Factory

**B** 21 Panzer Division Sdkfz 251/2  
Mortar 81mm



The Sdkfz 251/2 81mm Mortar will deploy very fast his heavy 81mm Mortar to destroy all enemy defenses, he's equipped on the rear with one MG34, like all Sdkfz he's weak against armored vehicles & Anti Tank units.

**B** 21 Panzer Division Sdkfz 251/10  
Pak 37mm



Same vehicle with an Anti Tank Gun Pak 37mm, good versus light armour & vehicles, but too weak against better armored units. **9**

**D** 90 Light Afrika Division  
Sonderverband 288 Sdkfz 251



The Sdkfz 251 Sonderverband 288 Assault Truck will drop on field Elite troops and Special units with unique capabilities.



Fallschirmjäger-Brigade Ramcke, Sonderverband 288 MG42 squad, Feldweibel squad and Demolition squad. **10**

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Light Armored Factory

15 Panzer Division Sdkfz 222 & 231/8 Rad Fu



20 mm KwK 30 L/55 autocannon



The 20 mm Autocannon of the Sdkfz 222 with his MG34 will rule the field against infantry and light vehicles, with great speed this armored car will have more chance to avoid Tanks and Anti Tank units.



The Sdkfz 231 Fu (Radio) Share the same armament with the Sdkfz 222, but the Radio of this unit will give you more visibility in the fog of war.

11



21 Panzer Division Panzer II Ausf. F

20 mm KwK 30 L/55 autocannon



The Panzer II is lethal in front of infantry, buildings, and light armored vehicles, with better armour compare to the Sdkfz 222 & 231 his 20mm rapid fire autocannon and MG34 will spread death around him, this light Panzer is very vulnerable to Anti Tank rifles, Anti Tank Guns, light & medium tanks can put this unit on fire very quickly.

90 Light Afrika Division Pak 38 Anti Tank Gun



His lethal 50 mm (L/60) Gun is very efficient on light and some medium tanks, he can fire armour piercing rounds at long range.

12

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Light Armored Factory

### 90 Light Afrika Division Pak 40 Anti Tank Gun



Feared by all, the 75 mm Pak 40 Anti Tank Gun is taking out all allies Tanks at good range, he can fire armour piercing rounds, very vulnerable to infantry, air attack and indirect fire.



### 15 Panzer Division Sdkfz 11 Ammunition truck



This truck when nearby can provide ammunition upgrades, and reduce the firing cost to artillery units.

13

### 90 Light Afrika Division Nebelwerfer 150mm



The six powerful 150 mm Rockets of the Nebelwerfer can be fired from a very long distance to destroy enemies, this very slow unit is very vulnerable to infantry, air attack and indirect fire like all static units.

14

## AFRIKA 43 ADD-ON



# AFRIKA KORPS

## Structures



**D.A.K. Panzer Factory**

**4** 15 Panzer Division Panzer III Ausf. N  
75 mm KwK 37 + 2 MG 34



This infantry support tank is capable to quickly destroy fortifications and infantry with high explosives shells and able to destroy armour at short range.

Vulnerable to Anti Tank Guns and some medium Tanks..

**15**

**4** 15 Panzer Division Panzer III Ausf. J  
50 mm KwK 38 Anti Tank Gun + 2 MG 34



This Anti Tank unit is able to destroy any light medium armour at long range, vulnerable to Anti Tank Guns, and some medium tanks.

**4** 15 Panzer Division Panzer IV Ausf. E  
75 mm KwK 37 + 2 MG 34



This infantry support tank is capable to quickly destroy fortifications and infantry with high explosives shells and able to destroy tanks with armourpiercing rounds, this unit has a better armour compare to the Panzer III.

Vulnerable to Anti Tank Guns and some medium Tanks..

**16**

## AFRIKA 43 ADD-ON

# AFRIKA KORPS

## D.A.K. Panzer Factory

**B** 21 Panzer Division Panzer IV Ausf. F2/G  
75mm KwK40 L/43 + 2 MG 34



This Panzer is a very serious opponent on the battlefield, one of the best D.A.K. Panzer available, he can shoot High Explosive shells & Armour Piercing Anti Tank shells, the F2 is vulnerable to anti tank guns.

**Y III** 10 Panzer Division Stug III Ausf. F8  
75mm StuK 40 L/48 + 1 MG 34



The Stug III is the most powerful medium Panzer of the D.A.K. he will destroy any armour at long range, he can fire HE & AP shells, he is vulnerable to Anti Tank guns.

17

## Structures



## D.A.K. Heavy Panzer Factory



Schwere Panzer-Abteilung 504 Tiger I E  
88 mm KwK36 gun + 2 MG 34



There is no match for the Tiger I E on the battlefield, you will need to use your speed and fire at the rear of this beast and pray! the 17 Pdr Anti Tank Gun or artillery strikes are the only things who can destroy the Tiger Tank quickly.

18

# AFRIKA 43 ADD-ON

# AFRIKA KORPS

D.A.K. Heavy Panzer Factory

## B 21 Panzer Division Panzer Leader



The Panzer leader when in command of a Panzer will give important veterancy bonuse to the tank, the Panzer leader is extremely weak and can be killed easely if not inside a Panzer, The only Panzers who can receive a Panzer leader are :  
The Panzer IV Ausf. E, The Panzer IV Ausf. F2, The Stug III Ausf. F8 & The Tiger I E.

19

## OFFMAP UNITS CALL IN

### AFTER ARMY TREE UNIT UNLOCK

Can be build in the Sdkfz Sonderverband 288 assault truck



Excellent against infantry, equipped with MP40's and MG42, they can throw Genades, Anti Vehicles «Stickies Bombs» and have the camo ability. (Limited to 3 units)

Fallschirmjäger brigade ramcke,



4 mens specialized in demolition  
Excellent against buildings they have the camo ability and can crawl in enemy territory without being detected, They can be upgraded with MP40's. (Limited to 2 units MAX)

Sonderverband 288 Demolition Squad



4 mens equipped with 2 MG42,  
Excellent against infantry they have the camo ability.  
(Limited to 2 units MAX)

Sonderverband 288 MG 42 Squad

20

## AFRIKA 43 ADD-ON

**OFFMAP UNITS CALL IN  
AFTER ARMY TREE UNIT UNLOCK**

Off map call in only.

Messerschmitt BF109 F-4 «Trop»  
3./Jagdgeschwader 27



«Hauptmann Hans-Joachim Marseille,  
Yellow 14»



Equipped with 2x 7,92mm MG-17 and 1x 20mm MG 151/20  
«Motorkanon» this unit will destroy lights armored vehicles and all  
infantry on his path.

**PIONEERS BUILDING ABILITIES  
AFTER ARMY TREE UNIT UNLOCK**



90 Light Afrika Division 88 mm Flak 36

\*2 units maximum on field



The 88mm Flak 36 is one of  
the most powerful Gun who can  
destroy armored units at very long  
range, its an

excellent anti aircraft and  
artillery Gun.

21

90 Light Afrika Division leFH18



105 mm Howitzer

\*2 units maximum on field

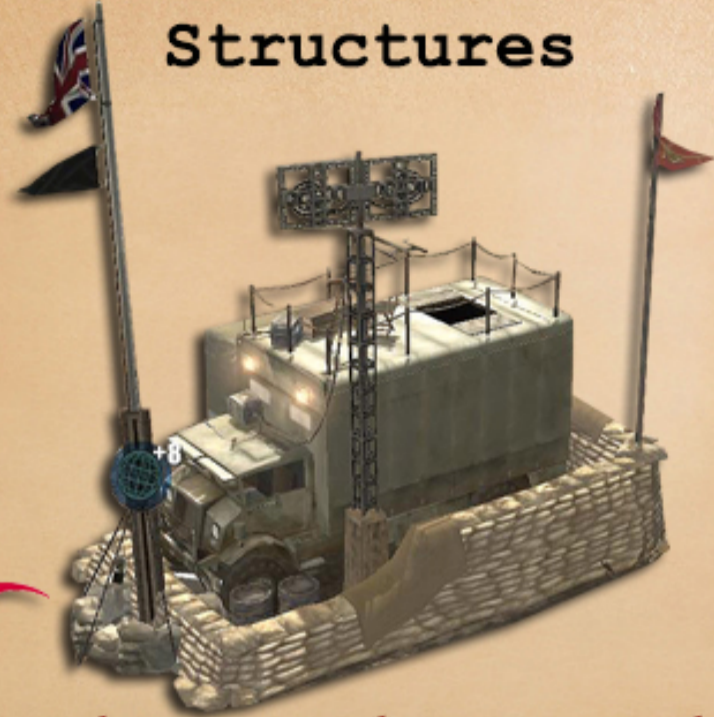


The 105 mm high explosives shells will destroy all enemies troops,  
buildings, fortifications and even Heavy tanks at very long range, this  
artillery unit is also able to fire directly on a target closing nearby, one  
of the most feared unit on the battlefield, very vulnerable to air attack,  
indirect fire and infantry units.

22

**AFRIKA 43 ADD-ON**

# CW 8th ARMY Structures



8th Army Head Quarter Truck



9th Australian Division Sappers



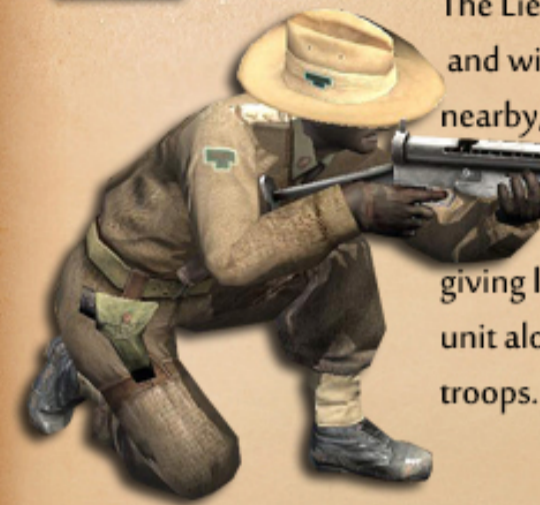
The Sappers are the first unit in field, they are armed with the Lee Enfield rifle and can build defenses, fortifications, they can be upgraded by choosing one specialty (flamethrower, repair expert, mines detector), they are weak against combat units.



23



9th Australian Division Lieutenant



The Lieutenant is the second built unit and will give bonus veterancy to the units nearby, he can call a powerful artillery strike and recon the field with binoculars giving larger vision in the fog of war, this unit alone is very weak against combat troops.



7th Armoured Division 'Desert Rats'



This well trained unit is equipped with Lee Enfield rifles, they can build trenches and be upgraded with 2 Bren's MKI machine gun, they can also throw anti vehicles «Stickies Bombs» & Grenades.

24

## AFRIKA 43 ADD-ON

# CW 8th ARMY

## 8th Army Head Quarter Truck



### 7th Armoured Division 'Desert Rats' Vickers MG Squad



The Vickers Cal .303 will erase from the map any troops in her path, this unit can camo.



### 13th Free French Foreign Legion Half Brigade



This well trained infantry equipped with Lee Enfield rifles can build trenches and be upgraded with Thompson's MP's & 1 Browning M1919a4 Machine Gun, they can throw anti vehicles «Stickies Bombs» and Grenades.

25



### 7th Armoured Division 'Desert Rats' Bren Carrier



The Bren carrier is a light armour troops transport, very efficient against infantry units but very vulnerable in front of Anti Tank units and light armored cars, he can be upgraded with one Anti Vehicles «Boys» rifle or one Heavy Vickers MG.



### 7th Armoured Division 'Desert Rats' Anti Vehicles «Boys» Rifle



The Boys anti vehicles rifle can pierce 23.2mm of steel at 100 yards (91 m), very efficient against light armored cars and the Panzer II, he become pretty useless in front of medium tanks with better armour, this 3 mens unit can camo to ambush vehicles and build trenches.

26

## AFRIKA 43 ADD-ON

# CW 8th ARMY

## 8th Army Head Quarter Truck



### 9th Australian Division Stuart «Recce»



The Stuart «Recce» will seek and destroy all infantry troops in his path, the 2 Brownings MG's (Cal. 50 + .303) will do the job, he is vulnerable to medium Anti Tank units and medium Tanks.



### 9th Australian Division 2 inch Mortar



The 2' Mortar will do a great job on enemies defenses and troops at medium range, this unit is very vulnerable without proper support.

27

## Structures

### 8th Army Field Support Truck



### 7th Armoured Division 'Desert Rats' Captain

#### Captain



The Captain will unlock new units and give veterancy bonus to troops nearby, able to call an artillery strike he is equipped with binoculars who will give you larger vision in the fog of war, the Captain alone is very vulnerable to enemy troops.

28

# AFRIKA 43 ADD-ON

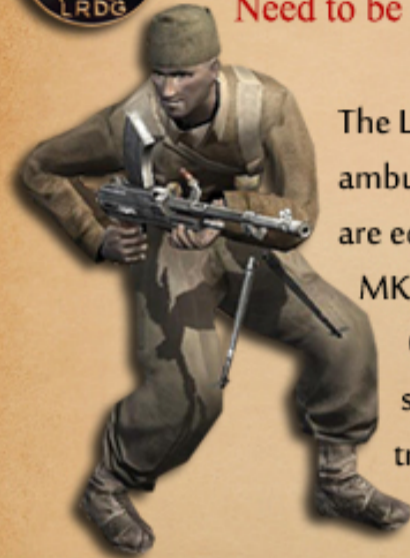
# CW 8th ARMY

## 8th Army Field Support Truck



### Long Range Desert Group (L.R.D.G.)

Need to be unlocked in the Army tree



The LRDG Commandos are ruling the battlefield, ambush specialist and demolition expert they are equipped with Sten's submachine gun, Bren MKI machine gun, Thompson MP and Grenades, they have the camo ability to surprise the enemy and are able to build trenches.



### Long Range Desert Group Recon Jeep

The LRDG Jeep will drop LRDG scouts who are able to call artillery strikes and recon the field, the great fire power of this jeep will let no chances to infantry, this unit is fast but has no armour.



29



### 1st Armoured Division M3/T12

### 75mm Anti Tank gun «Autocar»



The 75mm of the M3/T12 give him a good firepower against tanks, this unit can also fire at long range the 75mm high explosive shells like artillery, the thin armour of the M3 make this unit very vulnerable against Armored Cars, Tanks and Anti Tanks units.



### 1st Armoured Division Daimler MKI

### «Dingo» 2 Pdr Gun + 7.92 mm Besa MG

This very fast recon unit is able to put in flames light armored vehicles with his 2 Pdr Anti Tank Gun, the adaptator «little John» give to his gun more velocity for better penetration, but he is very vulnerable due to his poor armour.



30

## AFRIKA 43 ADD-ON



# CW 8th ARMY

## 8th Army Field Support Truck



7th Armoured Division 'Desert Rats'

Stuart III 2 Pdr Gun + 2 x Browning M1919A4 MG



The Stuart M3A1 Mk III is a light tank who can destroy any light armour, very efficient against infantry he can fire high explosive shells, this unit is vulnerable to Anti Tanks units and medium tanks.



7th Armoured Division 'Desert Rats'

C15TA Light Armored Trucks



These 2 lights armored trucks can transport quickly troops, heal and reinforce them with little armour protection.

31



9th Australian Division

6 pdr 57mm Anti Tank Gun

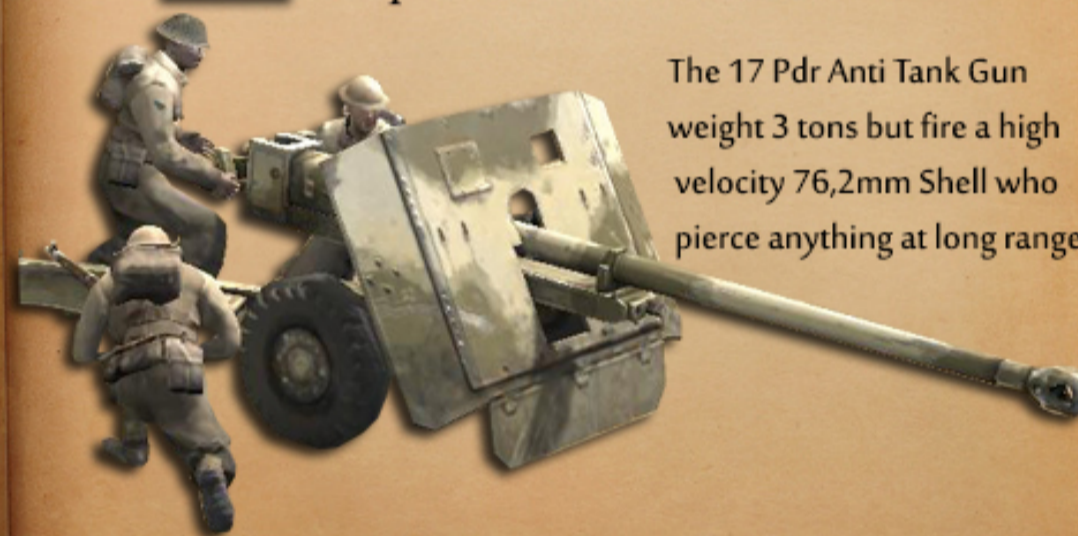


The 6 Pdr Anti Tank Gun is very efficient on medium Panzers, he can fire armour piercing shells at long range, very vulnerable to indirect fire or infantry nearby, this unit can camo to ambush tanks.



9th Australian Division

17 pdr 76mm Anti Tank Gun



The 17 Pdr Anti Tank Gun weight 3 tons but fire a high velocity 76,2mm Shell who pierce anything at long range,

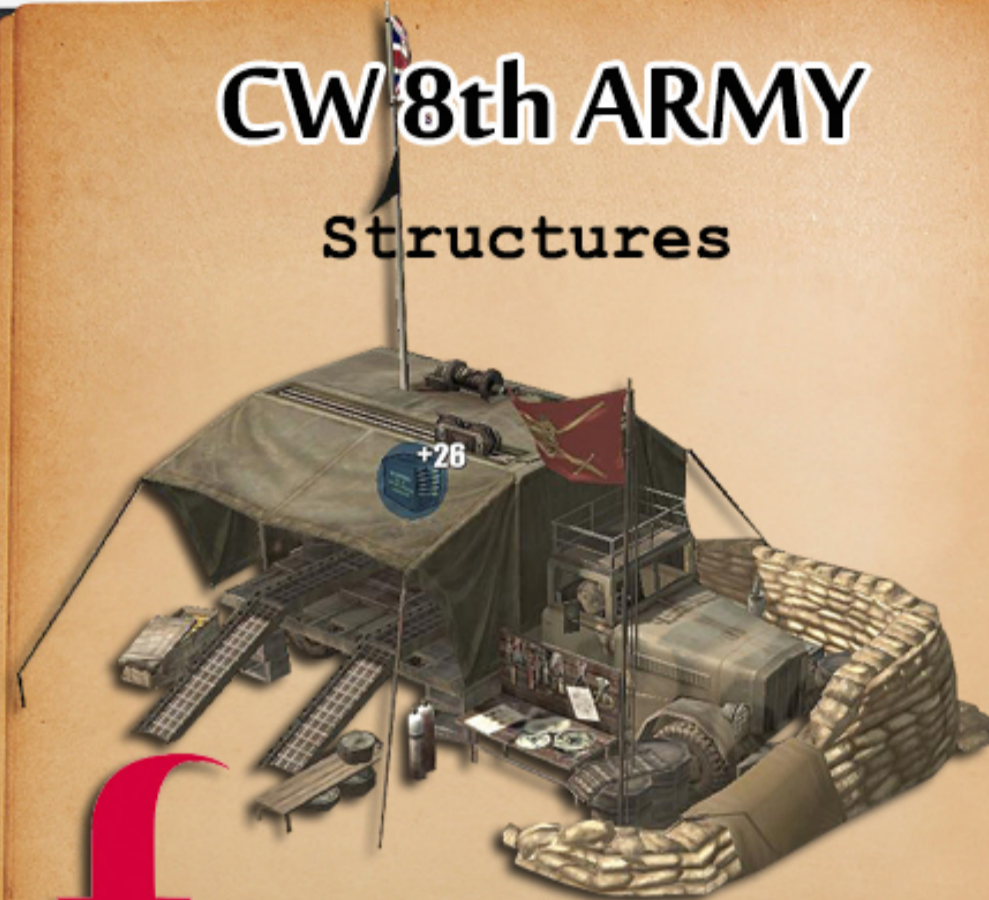
even the mighty Tiger I can't resist to his destruction power, he can fire Armour Piercing shells and anti infantry high explosive shells, this unit can camo to ambush tanks, this is one of the most dangerous anti tank gun of WWII.

32

# AFRIKA 43 ADD-ON

# CW 8th ARMY

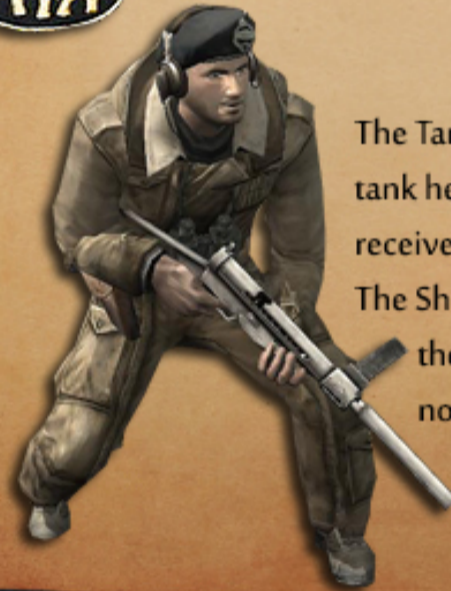
## Structures



8th Army Tank Command Truck



1st Armoured Division Tank Leader



The Tank leader will give extra bonus to the tank he command, the only tanks who can receive a tank leader are:

The Sherman Mk III, & The Churchill Mk IV, the tank leader is very vulnerable if not in a tank.

33



7th Armoured Division 'Desert Rats' & 1st Armoured Division

Crusader III, AA Mk II / Mk III  
Anti Aircraft Oerlikon 20 mm guns



The AA Crusader tank will destroy any enemy airplane, light vehicles and erase infantry from the map in a second, he's vulnerable to Anti Tank units and medium tanks



7th Armoured Division 'Desert Rats' & 1st Armoured Division

Crusader Mk II 2 Pdr Gun + 2 Besa MG



Very good against infantry and light tanks, the Crusader Mk II 40mm Gun will have a lot of difficulties to take down medium & heavy Panzers, he can fire anti infantry high explosive shells, vulnerable to anti tank units, medium and heavy Panzers

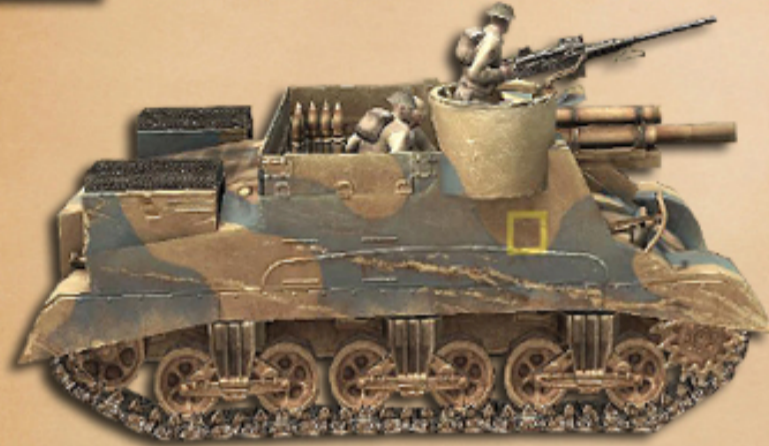
34

## AFRIKA 43 ADD-ON

## OFF MAP UNITS CALL IN AFTER ARMY TREE UNIT UNLOCK



7th Armoured Division 'Desert Rats'  
M7 «Priest» 105 mm Howitzer



The 105 mm high explosive artillery shell will destroy at long range any units and defenses, the Priest can fire incendiary shells as well, this very powerful unit is very vulnerable to anti tank units, medium and heavy Panzers, the Priest is limited to 1 unit maximum on field.



Hurricane II-C No. 73 Squadron R.A.F.  
Off map call in only.

The Hawker Hurricane II-C will engage ground units in a deadly strafing run.



Armaments: 4x 20mm MG  
«Hispanos»

37



Typhoon No. 451 Squadron R.A.A.F.  
Off map call in only.

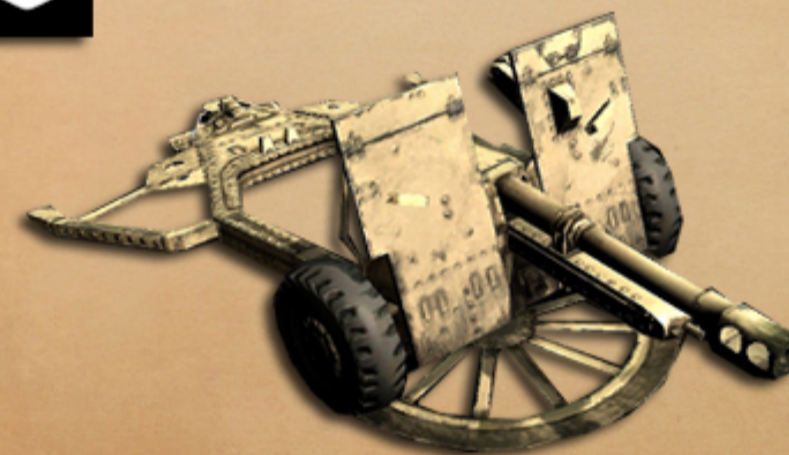


The Hawker Typhoon will make a reconnaissance run on a large zone.

## SAPPERS BUILDING ABILITIES AFTER ARMY TREE UNIT UNLOCK



9th Australian Division 25 Pdr Howitzer



The 87.6 mm high explosive shell of the 25 Pdr Howitzer will destroy enemies units and defenses at long range, this powerful unit is vulnerable to air attack, indirect fire and troops closing by, limited to 2 units maximum on field,

38

# AFRIKA 43 ADD-ON

# NEW IN V1.2



1 supreme commander to rule the field, the 1st team member who create the supreme commander will unlock for his team the ability to produce the latest tanks, if the General is killed, the Team loose the late tanks production ability.

\*The Leaders are available in the Armoured Truck & Panzer Kompanie

**B** 21 Panzer Division Panzer III Ausf. L  
50mm KwK 39 L/60 AT Gun + 2MG 34



With his longer and more powerful gun the Ausf. L is the last evolution of the Panzer III before being replaced by the Panzer IV for Anti Tank Role.

New! surrendering system, if units are under heavy fire and not withdrawn in time they will surrender!  
Points will be allocated to the player who forced the enemy to surrender.



New! U.S. Army off map call in:  
You will be able now to call in a U.S. M4 Sherman with one U.S. infantry squad on the battlefield (no limits call in).



## AFRIKA 43 UPDATES

# NEW IN V1.2

## Sturzkampfgeschwader 1 (StG 1)

3 Ju 87 Stuka bombers can be called by the General Rommel on a precise target on the battlefield.



8 Spitfires fighters can be called by the General Montgomery for a lethal strafing run on a precise target on the battlefield.



## NEW UNIT COVER INDICATOR ICON



Covering your units behind trees, rocks, walls, tanks etc... will increase their resistance in combat, if your mens are fighting in open field without cover they will die like flies quickly! even if «on the paper» they are better or stronger units.

## NEW Stug III Ausf. F8!

The Stug III is a lethal weapon, his 75mm Stuk gun will put in flammes any allies tank in Africa!



# AFRIKA 43 UPDATES

# NEW IN V1.2



New icons, Ranks & Medals!

Italians & French new Ranks!  
Italians & French will receive their real veterancy ranks with their real WWII medals kickers.



## 7 Armoured Division «Desert Rats»

New unit! M3 Grant MkI, 75mm Gun + 37mm Gun.  
This unit will be efficient against light and some medium armor.



Vulnerable to AT guns and medium & heavy Panzers

## Doctrines panels



In the V1.2 the 3 same doctrines panels are finally gone! something that i wanted to do for a very long time and now its done, you will access directly to the command army tree without having to click on one of those obsolete panels anymore, thanks to my friend Jagdpanther!

i remind you that in Afrika 43 there is no doctrines, just Armies (Deutsches Afrika Korps/British 8th Army) with their unique command trees, and those doctrines panels were not necessary.

In afrika 43 you don't need «doctrines» all is made in the command tree to adapt your strategy and build the right units depending of your resources points and the way your opponent is playing, all that to prevent to be stuck with one type of «doctrine» and be crushed by more superior and powerful ones, this is only possible because of the great variety and amount of units available in Afrika 43, your enemy build strong infantry? you can!, your enemy build strong tanks? you can! your enemy build strong artillery? you can! etc...etc... control the map, gather the resources, choose wisely and destroy the enemy!

\*Reminder: killing the enemy supreme commander (General) will cut the opponent ability to create good tanks! think about it...

# AFRIKA 43 UPDATES

# NEW IN V1.2

## New Armies command trees



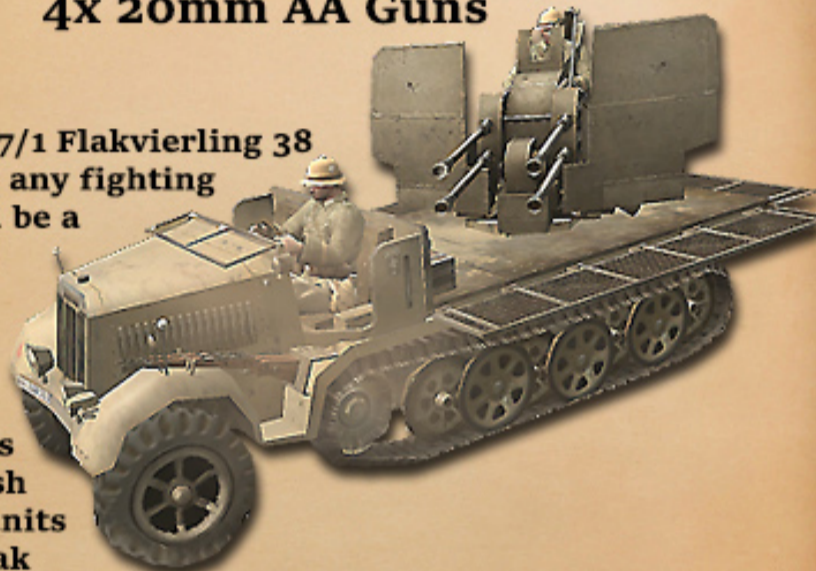
Introducing the Mighty Folgore paratroopers and the U.S Army!

# AFRIKA 43 UPDATES

# NEW IN V1.2

**4** 15 Panzer Division Sd.Kfz. 7/1  
20 mm Flakvierling 38  
4x 20mm AA Guns

The Sdkfz 7/1 Flakvierling 38 will attack any fighting planes and be a nightmare for the infantry, the power of his 4x 20mm guns will unleash hell, this units is very weak versus armoured vehicles and anti tank units.



fallschirmjäger Ramcke Brigade  
Sdkfz 2 «Kettenkrad»

The Kettenkrad is a very fast recon unit with a longer view in the fog of war, he can hide near bushes and when upgraded can call for a air drop a 75mm Howitzer without crew to support your infantry, he is very vulnerable to anything and will be destroyed quickly if spotted.



SdKfz. 250/3 Generalfeldmarschall  
Rommel Afrika Korps command truck  
"GREIF"



The Rommel command truck is equipped with 2 MG's 34, will reinforce troops nearby, call an artillery strike, air drop supplies and do long range reconnaissance, protect your leader in this car in the battlefield, the General Rommel need to be out of his vehicle to use his own abilities.

M3 Haltrack 8th Army Command truck  
Field Marshall Montgomery



British command truck version with Same abilities as Rommel command truck, armed with 1 Bren MkI and 1 heavy MG Vickers.



## AFRIKA 43 UPDATES



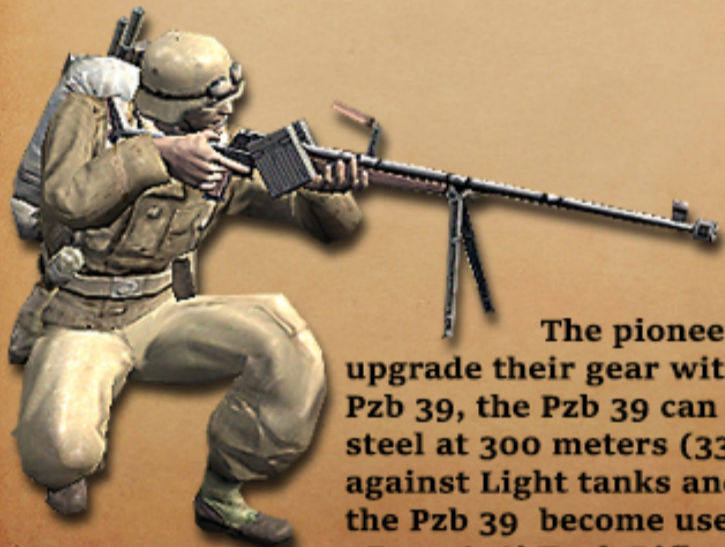
# NEW IN V1.2

Fi 156 Storch recon plane  
Aufklarungsgruppe 14 (2.(H)/Aufkl.Gr.14)



The General Rommel can call the Storch for a large reconnaissance anywhere on the map.

Pioneer upgrade: Panzerbüchse 39 (Pzb 39)  
Anti Tank Rifle: Cal. 7.92×94mm Patronen



The pioneers will be able to upgrade their gear with 2 Anti Tank Rifles Pzb 39, the Pzb 39 can pierce 25mm of steel at 300 meters (330 Yards) excellent against Light tanks and all light vehicles, the Pzb 39 become useless like the british «Boys Anti Tank Rifle» against medium and heavy tanks with thicker armor.

In the V1.2 all Panzer III's will be able to receive Panzer's leaders to increase faster their battle veterancy.



New Panzer leader model with new panzer field cap, headphones and historical tropical outfit.



In the V1.2 all engineers will have the ability to build anti tank mines, The «Tellermine» for the Axis, and the new mine model for the British sappers the «GS Mk V»



## AFRIKA 43 UPDATES

# NEW IN V1.2

51



New Fallschirmjäger uniform from the the 1st Company of Lehr Bat. Fallschirmjäger Ramcke Brigade, North Africa.

New more detailed infantry faces for all units!



## Exclusive AFRIKA 43 desert maps!

52

HISTORICAL ADD-ON

BY AFRIKA 43 MAPPER SIR\_LEINAD

BY MONOLITHICBACON

AFRIKA 43

OFFICIAL DESERT MAPS

EL AGHEILA 1 & 2 1941  
MERSA EL BREGA  
MECHILLI  
BENGHAZI  
RAS EL MADAUUR  
FORT CAPUZZO  
HELL FIRE PASS  
SIDI REZECH  
BIR HAKEIM 1942  
TOBRUK 1 & 2  
MERSA MATRUH

RUWEISAT RIDGE  
EL ALAMEIN  
ALAM HALFA  
DJEBEL ABIOD  
JEFNA  
MEDJEZ EL BAB  
TEBOURBA  
MARETH 1943  
LONGSTOP HILL



All historical north African battles maps made exclusively for Afrika 43 will be included in the Afrika 43 V1.2 installer! The desert maps are covering the major desert battles from 1941 to 1943, the Afrika 43 maps work only with Afrika 43 historical add-on.



New reinforcement wounded units icons!  
Details is everything ;)



## AFRIKA 43 UPDATES

# NEW IN V1.2

New WWII historical camo nets thinner with accurate camo texture patterns



For D-Day June 1944 (Bocage texture)  
&  
Afrika 43 (Desert texture)

In V1.2 all the 3 British HQ's vehicles will get brand new skin!



(\*Preview HQ1 with disruptive British WWII desert camo pattern)

## NEW HISTORICAL MODELS: SHERMAN MK II



It's a premiere for COH1, the real Sherman model who entered the war in 1942 for the first time in Africa!

# AFRIKA 43 UPDATES

# NEW IN V1.2

55

New! M10 Tank destroyer off map call in with one Ranger unit.  
The M10 «Wolverine» and his M7 76.2mm Anti tank gun  
Will beat all Afrika korps panzers.



New! Sdkfz 132 «Marder II D»

The Marder II with his captured 7.62 cm F-22 soviet anti tank gun mounted on the Panzer II chassis will destroy any medium tanks on the field. The Marder crew members are veterans, they will reload the gun quickly, the only problem is that the Marder have a very thin armor and can be destroyed by anything...



56  
New! Ranking icons for D-Day (Blitzkrieg)  
Stars will replace the Relic ugly white squares!  
(Afrika 43 keep the historical WWII army ranks)



New Historical units HD icons for all!



New HD weapons symbols for all!



Now all units portraits & icons are reworked and in HD!



## AFRIKA 43 UPDATES

# NEW IN V1.2

55

New! The Matilda II in game!  
(Afrika 43)



The Matilda Mk II nicknamed «the queen of the desert» will be available with the standard anti tank QF 2 pdr, this gun can be replaced by the QF 3 inch Howitzer gun for anti infantry and fortified positions purpose, the Matilda is a slow unit but his 78mm frontal armor thickness will be a pain in the butt for early panzers!

The Italian Breda M30 Light Machine Gun new upgrade!  
(Afrika 43)



New L.R.D.G. Sniper!  
(Afrika 43)

56



New units skins for  
D-Day June 1944!



(D-Day June 1944)



And much more!

## AFRIKA 43 UPDATES

# NEW IN V1.2

57

The Sdkfz Ausf. D who never saw Africa has been replaced by the historically accurate Sdkfz Ausf. B.



Sdkfz Differences:

Sdkfz Ausf. D



Sdkfz Ausf. B



185th Airborne Division Folgore

58

## «FOLGORE» PARATROOPER!

The Italian paratrooper «Folgore» will be lethal in close combat, this unit ambush enemies in camouflage mode, they will be called into battle with a tank hunter «Stug III» Ausf. F8



**New Italian helmets and gear!**



# AFRIKA 43 UPDATES

# NEW IN V2.3 58

New! Sdkfz SdKfz 101, PANZER I Ausf. B  
2 x 7.92 mm MG13 machine guns



The Panzer I Ausf. B is now available in Afrika 43, this little unit will quickly recon the battlefield and capture the strategic points, the Panzer I have a thin armor, but he is lethal versus infantry, watch out, his Twin MG13 will destroy your entire squad very fast, use Anti tank rifles or Anti tank guns to take him down, The Panzer I is limited to one unit at a time.

# NEW IN V2.4.1. 59



The Fallshirmjäger Ramcke Brigade Kübelwagen car will be now available, this light recon unit is equipped with one MG 34 machine gun excellent versus infantry, have a better sight range and can place anti tank mines on the battlefield. The Kübelwagen will be limited to 2 units at the same time.

## NEW REWORKED DESERT MAPS WITH NEW TERRITORY LINES



# AFRIKA 43 UPDATES