

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

## 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 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 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.



# 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 Schlepper



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

The small Lorraine Schlepper 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.



# 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 2nd company, the second number is the platoon number and the third number is the tank number in the platoon.

### Headquarters Platoon

200 201

### First Panzer Platoon

211 212 213 214 215

### Second Panzer Platoon

221 222 223 224 225

### Third Panzer Platoon

231 232 233 234 235

### Fourth Panzer Platoon

241 242 243 244 245

## 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 2nd company, 3rd platoon, and is the 3rd 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.