

## PLATOON #1

Eighth Army (Italy, 1943)

## OFFICER

**Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

## INFANTRY SQUADS

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)** **Regular** **63**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)** **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	

## MEDIC

**Medic (Armies of Great Britain page 20)** **Regular** **23**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault

## FREE OBSERVER

**Free Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

## INFANTRY

**Royal Canadian Engineer Section (MTO) (Italy: Soft Underbelly page 101)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Royal Canadian Engineers				Tough as Old Boots (Canadian), Engineers, Mine clearance experts
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

**1st Airborne Division Paratroop (Sicily and Italy) (Italy: Soft Underbelly page 103)** **Veteran** **85**

Qty	Weapons	Range	Shots	Pen	Special
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **72**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
1	NCO with Submachine gun	12"	2	n/a	Assault

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **72**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
1	NCO with Submachine gun	12"	2	n/a	Assault

## MORTAR

**Medium Mortar team (Armies of Great Britain page 29)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

**Medium Mortar team (Armies of Great Britain page 29)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")	
<b>SNIPER</b>						
<b>Sniper team (Armies of Great Britain page 28)</b>						<b>Regular</b>
						<b>50</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)	
<b>ANTI-TANK</b>						
<b>PIAT team (Armies of Great Britain page 28)</b>						<b>Regular</b>
						<b>40</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge	
<b>SPECIAL RULES</b>						
<b>National Characteristic (Armies of Great Britain page 18)</b>						<b>0</b>
Up and at em						
<b>ARTILLERY</b>						
<b>Light Artillery (Armies of Great Britain page 30)</b>						<b>Regular</b>
						<b>55</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell	
		48"	1	+4	HE (1")	
<b>Light Artillery (Armies of Great Britain page 30)</b>						<b>Regular</b>
						<b>55</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell	
		48"	1	+4	HE (1")	
<b>TANKS AND SP GUNS</b>						
<b>M3A1 Stuart III (Armies of Great Britain page 46)</b>						<b>Regular</b>
						<b>115</b>
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M3A1 Stuart III	Tracked	-	8+	Vulnerable	
		Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
		Co-axial MMG	36"	5	n/a	
		Forward facing MMG	36"	5	n/a	Front arc
<b>M3A1 Stuart III (Armies of Great Britain page 46)</b>						<b>Regular</b>
						<b>115</b>
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M3A1 Stuart III	Tracked	-	8+	Vulnerable	
		Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
		Co-axial MMG	36"	5	n/a	
		Forward facing MMG	36"	5	n/a	Front arc
<b>TRANSPORTS</b>						
<b>Universal Carrier (Late-War) (Italy: Soft Underbelly page 102)</b>						<b>Regular</b>
						<b>60</b>
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Universal Carrier	Tracked	5	7+	Open-topped, Turn on the spot	
<b>Tow: Light or medium Anti-Tank gun</b>						
		Forward-facing LMG	36"	4	n/a	Front arc
<b>Universal Carrier (Late-War) (Italy: Soft Underbelly page 102)</b>						<b>Regular</b>
						<b>60</b>
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Universal Carrier	Tracked	5	7+	Open-topped, Turn on the spot	
<b>Tow: Light or medium Anti-Tank gun</b>						
		Forward-facing LMG	36"	4	n/a	Front arc

### SPECIAL RULES

#### 25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

#### Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

#### Engineers

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

### **Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

### **Flamethrower**

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

### **Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### **HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Indirect fire**

(p71)

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Scary Blighters!**

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

### **Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### **Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Stubborn**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Tough as Old Boots (Canadian)**

Canadian headquarters and infantry weapons teams use the Tough as Old Boots national characteristic. One other national characteristic may be picked for non-Canadian Infantry sections in the Reinforced Platoon. If Canadian infantry units are selected in non-Canadian reinforced platoons they keep the Tough as Old Boots characteristic rather than the national characteristic chosen for that force.

### **Tough Fighters**

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### **Turn on the spot**

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

### **Up and at em**

If the army has this rule then any order given to make an **assault** is automatically treated as having been passed - the unit is assumed to have rolled whatever order die score is needed to pass its order. This rule does not apply to Inexperienced troops - including any units that start out as 'green'

### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

### **Eighth Army (Italy, 1943)**

#### **SELECTOR SPECIAL RULES**

0-4 Infantry squads: maximum of 2 1st Airborne Division Paratroop sections (Sicily and Italy), Royal Engineers sections, Royal Canadian Engineers sections (MTO), Commando/RMC subsections (MTO, 1943), Special Raiding Squadron subsections, a maximum of 1 Recce Corps Assault Troops section and 1st ParaSquadron, Royal Engineer team.

### **New Zealand Reinforced Platoons**

#### **Irish Reinforced Platoon**

### **Mountain Warriors**

Gurkha sections may have the Mountain Warriors special rule for +1pt per man in the section.

### **SAS Saboteur teams**

See campaign special rules on page 165.

<b>Pick List</b>	
British Artillery Forward Observer	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	21
British Infantry with Submachine gun	4
British Light howitzer	2
British M3A1 Stuart III	2
British Medic	1
British Medium Mortar team	2
British NCO with Rifle	2
British NCO with Submachine gun	4
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1
British Universal Carrier	2