

PLATOON #1

Fucilieri Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 13)	Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Inexperienced Infantry Section (Armies of Italy and the Axis page 14)	Inexperienced	59
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire squad is Green				Green

Inexperienced Infantry Section (Armies of Italy and the Axis page 14)	Inexperienced	59
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire squad is Green				Green

INTELLIGENCE OFFICER

Intelligence Officer (Italy: Soft Underbelly page 164)	Inexperienced	21
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Qty	Weapons	Range	Shots	Pen	Special
1	Intelligence Officer (equipped as modelled)				
	Intelligence				Intelligence
	(must attach to officer unit with same quality)				
	(May not take Intelligence Squad)				

INFANTRY

Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)	Regular	83
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
	Non Testati				Non Testati
1	NCO with Submachine gun	12"	2	n/a	Assault

Regular Infantry Section (Armies of Italy and the Axis page 14)	Regular	100
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Paracadutisti (Paratroopers) Infantry Section (Armies of Italy and the Axis page 17)	Veteran	113
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Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (Paratroops)
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

MORTAR

Medium Mortar team (Armies of Italy and the Axis page 20)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

Light Mortar team (Armies of Italy and the Axis page 20)	Regular	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")

SNIPER

Sniper team (Armies of Italy and the Axis page 19)	Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

FLAMETHROWER

Flamethrower team (Armies of Italy and the Axis page 19)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

Medium Artillery (Armies of Italy and the Axis page 21)					Veteran	100
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

47/32 Elefantino (Armies of Italy and the Axis page 22)					Veteran	54
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Qty	Weapons	Range	Shots	Pen	Special
1	47/32 Elefantino	48"	1	+4	Team (3 men), Fixed, HE (1")

TANKS AND SP GUNS

Semovente 75/18 (Armies of Italy and the Axis page 25)					Regular	170
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Semovente 75/18		Tracked	-	9+ Vulnerable
	Forward-facing medium anti-tank gun		60"	1	+5 Front arc, (75mm) HE (2")

TRANSPORTS

Truck (Armies of Italy and the Axis page 28)					Veteran	47
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Truck		Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun				
	0				+0

Truck (Armies of Italy and the Axis page 28)					Veteran	47
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Truck		Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun				
	0				+0

SPECIAL RULES

(75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

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.

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.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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)

Intelligence

Once per game, at the beginning of any turn before the first die is drawn from the dice bag. Roll a D6 and apply modifiers: Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation. If both players attempt to activate this ability simultaneously, each must roll 1D6. The higher score wins and immediately uses this ability, but the losing player may attempt to use his ability on another turn instead.

Non Testati

Immediately before the opponent rolls to hit in shooting or for casualties in close combat versus a Camicie Nere section, its controller rolls a D6. On a result of 1-2, the section loses its will to fight and gains Shirkers. On a 3-4, the section remains the same. On a 5-6, the section is filled with patriotic bravery and gains Fanatics. Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game.

Sniper

(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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Stubborn (Paratroops)

(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.

Team (4 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.

Vulnerable

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

Fucilieri Reinforced Platoon

SELECTOR SPECIAL RULES

Multinational Forces

A multinational force may be created with the German Kampfgruppe West HGD, German Kampfgruppe Schmalz, Panzergrenadier Reinforced Platoon (Sicily 15th and 29th PGD), or Hermann Göring Division (Sicily and Salerno) Reinforced Platoons. See the Multinational Forces rules on page 166.

Pick List

Italian 47/32 Elefantino	1
Italian Flamethrower (infantry) team	1
Italian Infantry with Light Machine gun (requires loader)	1
Italian Infantry with Rifle	29
Italian Infantry with Submachine gun	4
Italian Intelligence Officer (equipped as modelled)	1
Italian Light Mortar team	1
Italian Medium howitzer	1
Italian Medium Mortar team	1
Italian NCO with Rifle	1
Italian NCO with Submachine gun	4
Italian Second Lieutenant	1
Italian Semovente 75/18	1
Italian Sniper team	1
Italian Spotter	2

