

PLATOON #1

Italian Reinforced Platoon
Aitore 2 sept

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 13) **Veteran** **78**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS

Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15) **Regular** **130**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad are Fanatics				Fanatics

Guastatori Destruction Group (Italy: Soft Underbelly page 80) **Veteran** **146**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Guastatori				Bangalore torpedoes, Demolition charges, Engineers, Tank hunters
2	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

INFANTRY

Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17) **Veteran** **134**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Stubborn (Paratroops)				Stubborn (Paratroops)

Colonial Troops Infantry Section (Armies of Italy and the Axis page 18) full strength **Inexperienced** **88**

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

Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17) **Veteran** **134**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Stubborn (Paratroops)				Stubborn (Paratroops)

MORTAR

Medium Mortar team (Armies of Italy and the Axis page 20) **Inexperienced** **35**

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

SNIPER

Sniper team (Armies of Italy and the Axis page 19) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

ARMOURED CARS

Lancia Ansaldo IZ (Errata and FAQ PDF page 16) **Regular** **85**

Qty	Vehicle	Type	Trans	DV	Special
1	Lancia Ansaldo IZ Armoured Car	Wheeled	-	7+	Recce, Too many turrets!
	Turret-mounted twin MMGs	36"	10	n/a	
	Turret-mounted MMG	36"	5	n/a	

TANKS AND SP GUNS

M13/40 Medium Tank (Armies of Italy and the Axis page 24)						Regular	140
Qty	Vehicle	Weapons	Type Range	Trans Shots	DV Pen Special		
1	M13/40 Medium Tank		Tracked	-	8+ Slow, Vulnerable		
		Turret-mounted light anti-tank gun	48"	1	+4 HE (1")		
		Co-axial MMG	36"	5	n/a		
		Hull-mounted MMG	36"	5	n/a Front arc		
		Hull-mounted MMG	36"	5	n/a Front arc		
		Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc		

TRANSPORTS

Truck (Armies of Italy and the Axis page 28)						Inexperienced	31
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Qty	Vehicle	Weapons	Type Range	Trans Shots	DV Pen Special		
1	Truck		Wheeled	12	6+		
		Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun					
		0			+0		

Autoprotetto S37 (Armies of Italy and the Axis page 28)						Inexperienced	49
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Qty	Vehicle	Weapons	Type Range	Trans Shots	DV Pen Special		
1	Autoprotetto S37		Wheeled	8	7+ Open-topped		
		Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun					
		0			+0		

SPECIAL RULES

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.

Bangalore Torpedoes

To use Bangalore torpedoes, the unit must start their turn within 2" of the target, then *Advance* further than 2" from it. They may not shoot during this advance. At that point the explosives detonate and the player tests to see if the target is destroyed. You may not detonate a Bangalore torpedo if there are friendly units within 2" of the target. Roll 2D6: the player must roll 6 or more hits to destroy the obstacle.

Demolition charges

Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

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.

Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

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 flamerthrower, add +1 to damage effects chart.

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

Indirect fire

(p71)

One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

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

Recce

(p118)

Shaped Charge

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

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

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.

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.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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.

Too many turrets!

Three MMGS mounted on two separate-targeting concentric turrets in such a cramped space led to space and stability problems. To represent this, it is always necessary to make an order test when issuing an *Advance* order, even if the vehicle is not pinned..

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.

Vulnerable

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

Pick List

Italian Autoprotetto S37	1
Italian Flamethrower (infantry) team	2
Italian Infantry (equipped as modeled)	1
Italian Infantry with Rifle	30
Italian Infantry with Submachine gun	6
Italian Lancia Ansaldo IZ Armoured Car	1
Italian M13/40 Medium Tank	1
Italian Medium Mortar team	1
Italian men have Panzerfaust in addition to other weapons	4
Italian NCO with Rifle	3
Italian NCO with Submachine gun	2

Italian Second Lieutenant	1
Italian Sniper team	1
Italian Truck	1