

PLATOON #1

Italian Reinforced Platoon

OFFICER

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

Inexperienced

42

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

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

FORWARD OBSERVER

Forward Observer (Artillery) (Armies of Italy and the Axis page 13)

Regular

100

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

INFANTRY

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

MACHINE GUN

Machine Gun team (Armies of Italy and the Axis page 19)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

MORTAR

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

Regular

60

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

ANTI-TANK

Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19)

Regular

30

Qty	Weapons	Range	Shots	Pen	Special
1	Solothurn 20mm anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

47/32 Elefantino (Armies of Italy and the Axis page 22)

Regular

45

Qty	Weapons	Range	Shots	Pen	Special
1	47/32 Elefantino	48"	1	+4	Team (3 men), Fixed, HE (1")
ARMOURED CARS					
L6/40 (Armies of Italy and the Axis page 27)				Regular	95
Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	L6/40	Tracked	-	8+	Vulnerable, One-man Turret, Recce
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	5	n/a	
TANKS AND SP GUNS					
M13/40 Medium Tank (Armies of Italy and the Axis page 24)				Regular	125
Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	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
PLATOON #2					
Italian Reinforced Platoon					
MORTAR					
Light Mortar team (Armies of Italy and the Axis page 20)				Regular	35
Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")
ARMOURED CARS					
Autoblinda 41 (AB41) (Armies of Italy and the Axis page 26)				Regular	105
Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	Autoblinda 41 (AB41)	Wheeled	-	7+	Recce (Dual direction steering)
	Turret-mounted light automatic cannon	48"	2	+2	Flak, HE (1")
	Co-axial MMG	36"	5	n/a	
	Rear facing hull-mounted MMG	36"	5	n/a	Rear arc
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.					
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)					
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 <i>Down</i> . 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.					
HE (1")					
(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go <i>down</i> to halve the hits taken					
HE (2")					
(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go <i>down</i> to halve the hits taken					
Indirect fire					
(p71)					
One-man Turret					
Must make an order test when issuing an Advance order, even if the tank is not pinned					
Recce					

(p118)

Recce (Dual direction steering)

(p118)

Slow

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

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).

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.

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 47/32 Elefantino	1
Italian Artillery Forward Observer	1
Italian Autoblinda 41 (AB41)	1
Italian Infantry (equipped as modeled)	1
Italian Infantry with Light Machine gun (requires loader)	4
Italian Infantry with Rifle	36
Italian L6/40	1
Italian Light Mortar team	1
Italian M13/40 Medium Tank	1
Italian Medium Machine gun team	1
Italian Medium Mortar team	1
Italian NCO with Rifle	4
Italian Second Lieutenant	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Spotter	1