Scoral Lieutement	EA	SYARMY.COM					Order Dice: 14	Total Points: 1075
Company Comp			PLATOON	#1				
Second Light (Sources of Itals) and the Axis page 13)			Italian Reinforced	Platoon				
No Propose Runge			OFFICEI	R				
1	Seco	nd Lieutenant (Armies of Italy and the Axis page 13)					Inexperience	d 42
With Plated With Plated With Plated With Plated With Radie	Qty	Weapons	Range	Shots	Pen	Special		
With Submachine gam	1	Second Lieutenant						
Michael Mich		with Pistol				Assault		
Infantry (cquipped as modeled)		with Submachine gun				Assault		
NEAVINE SQUI Section Interpretenced Infantry Section (Armies of Italy and the Asis page 14) full strength Park		with Rifle						
Interpretance Infantry Section (Armies of Italy and the Axis page 14) full strength Section Section Section (Armies of Italy and the Axis page 14) full strength Infantry with Ride 24" 1 1 1 1 1 1 1 1 1	1	Infantry (equipped as modeled)		-	-			
Close Clos			INFANTRY SQ	QUADS				
N. Co. wish. Rifle	Inex	perienced Infantry Section (Armies of Italy and the Axis page	e 14) full strength				Inexperience	d 97
Infinitry with Kille	Qty	Weapons	Range	Shots	Pen	Special		
Inflatory with Light Machine gun (requires looder) 36" 4" 7" 7" 7" 7" 7" 7" 7	1	NCO with Rifle	24"	1	n/a			
Parties squad is Green	9	Infantry with Rifle	24"	1	n/a			
Inexperienced Infantry Section (Armies of Italy and the Asis page 14) full strength 1	1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
New		-				Green		
NCO with Rifle	Inex	perienced Infantry Section (Armies of Italy and the Axis page	e 14) full strength				Inexperience	d 97
9 Infantry with Light Machine gun (requires loader) 36" 4" n'a force Force	Qty	Weapons	Range	Shots	Pen	Special		
Infantry with Light Machine gun (requires loader) 36" 4" n'a Green FORWARD OBSERVER FORWARD OB	1	NCO with Rifle	24"	1	n/a			
Entire squad is Green FORWARD OBS-FUEL FORWAR	9	Infantry with Rifle	24"	1	n/a			
FORWARD OBSENCE FORWARD OB	1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
Note		Entire squad is Green				Green		
Qty Weapons Range Shots Pen Special 1 Artillery Forward Observer with Rifle Assault with Submachine gum Assault Assault INFANTEV************************************			FORWARD OBS	SERVER				
1 Artillery Forward Observer with Rifle with Pistol with Submachine gun INFANTRY Intexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength Verapons Range Shots Pen Special	Forw	vard Observer (Artillery) (Armies of Italy and the Axis page 13	3)				Regular	100
with Rifle with Pixt0 Assault Assault Assault (with Pixt0 buth Submachine gun INFANTXY Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength Jungant France (Infantry Section (Armies of Italy and the Axis page 14) full strength Pen Special Infantry with Rifle 24" 1 n/a Pen Special Special Pen Special Special Pen Spec	Qty	Weapons	Range	Shots	Pen	Special		
With Pistol With Submachine gun With Rifle 24" 1	1	Artillery Forward Observer						
International Properties International Prope		with Rifle						
Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength		with Pistol				Assault		
Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength Shots Pen Special		with Submachine gun				Assault		
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 Intersequad is Green 5" Green Infantry Section (Armies of Italy and the Axis page 14) full strength 5" Fen Special 1 NCO with Rifle 24" 1 n/a 1 n/a 9 Infantry with Light Machine gun (requires loader) 36" 4 n/a 1 n/a			INFANTR	Y				
1 NCO with Rifle 24" 1 n/a 9 Infantry with Rifle 24" 1 n/a 1 Infantry with Rifle 24" 1 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a 2 Infantry with Light Machine gun (requires loader) 56" 5 m/a NCO with Rifle 24" 1 n/a 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a 2 Infantry with Rifle 5 m machine Green 5 machine Gun team (Armies of Italy and the Axis page 19) 7 m machine Gun team (Armies of Italy and the Axis page 19) 8 m machine Gun team (Armies of Italy and the Axis page 20) 8 m machine Gun team (Armies of Italy and the Axis page 20) 8 m machine Gun team (Armies of Italy and the Axis page 20) 8 m machine Gun Machine gun team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") 5 potter 7 m manti-tank rifle team (Armies of Italy and the Axis page 19) 7 m manti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Globum 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) 8 m machine Green Carmine Carmi	Inex	perienced Infantry Section (Armies of Italy and the Axis page	e 14) full strength				Inexperience	d 97
9 Infantry with Rifle	Qty	Weapons	Range	Shots	Pen	Special		
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a Entire squad is Green	1	NCO with Rifle	24"	1	n/a			
Entire squad is Green	9	Infantry with Rifle	24"	1	n/a			
Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength 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 MACHINE GUNT MACHINE GUNT Machine gun team (Armies of Italy and the Axis page 19) Regular 50 Oty Weapons Range Shots Pen Special Mortar team (Armies of Italy and the Axis page 20) Regular 60 Oty Weapons Range Shots Pen Special In Medium Mortar team (Armies of Italy and the Axis page 20) Regular 60 Oty Weapons Range Shots Pen Special Spotter Spotter Solution 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Regular 30 <td>1</td> <td>Infantry with Light Machine gun (requires loader)</td> <td>36"</td> <td>4</td> <td>n/a</td> <td></td> <td></td> <td></td>	1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
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 MACHINE UIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII		Entire squad is Green				Green		
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 1 Infantry with Light Machine gun (requires loader) 36" 4 n/a Entire squad is Green	Inex	perienced Infantry Section (Armies of Italy and the Axis page	e 14) full strength				Inexperience	d 97
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	Qty	Weapons	Range	Shots	Pen	Special		
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a Entire squad is Green Machine Suntan Sunt	1	NCO with Rifle	24"	1	n/a			
Entire squad is Green	9	Infantry with Rifle	24"	1	n/a			
MACHINE GUN Machine Gun team (Armies of Italy and the Axis page 19) Regular 50 Qty Weapons Range Shots Pen Special 1 Mortar team (Armies of Italy and the Axis page 20) Regular 60 Qty Weapons Range Shots Pen Special 1 Spotter Spotter Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Range Shots Pen Special 1 Solothurn 20mm anti-tank rifle team 36" 1 +2 Team (2 men)	1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
Machine Gun team (Armies of Italy and the Axis page 19) 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) 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 NORTAR Regular 60 Qty Weapons Range Shots Pen Special 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter ANTI-TANK Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Qty Weapons Range Shots Pen Special 1 Solothurn 20mm anti-tank rifle team (3 men) ARTILLERY Regular 30 ARTILLERY		Entire squad is Green				Green		
Qty Weapons Range Shots Pen Special Medium Machine gun team 36" 5 n/a 5 n/a Team (3 men), Fixed 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 Spotter ANTI-TANK Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Regular 30 Range Shots Pen Special Solothurn 20mm anti-tank rifle team 36 ARTILLERY			MACHINE (GUN				
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) Qty Weapons Range Shots Pen Special 1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter ANTI-TANK Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Qty Weapons Range Shots Pen Special Solothurn 20mm anti-tank rifle team (3 men), Fixed, Indirect fire, HE (2") Regular 30 ARTILLERY	Macl	hine Gun team (Armies of Italy and the Axis page 19)					Regular	50
Medium Mortar team (Armies of Italy and the Axis page 20) 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 60 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 Solothum 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	Qty	Weapons	Range	Shots	Pen	Special		
Medium Mortar team (Armies of Italy and the Axis page 20) Qty Weapons Range Shots Pen Special 1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter ANTI-TANK Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Qty Weapons Range Shots Pen Special 1 Solothum 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed	
Qty Weapons Range Shots Pen Special 1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter ANTI-TANK Solot-turn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Regular 30 Qty Weapons Range Shots Pen Special 1 Solothum 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY			MORTAI	R				
1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Regular 30 Qty Weapons Range Shots Pen Special Solothurn 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	Medi	ium Mortar team (Armies of Italy and the Axis page 20)					Regular	60
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	Qty	Weapons	Range	Shots	Pen	Special		
ANTI-TANK Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Qty Weapons Range Shots Pen Special 1 Solothurn 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	1	Medium Mortar team	12"-60"	1	HE	Team (3 men	n), Fixed, Indirect fire, HE (2"))
Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19) Qty Weapons Range Shots Pen Special 1 Solothurn 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	1	Spotter				Spotter		
Qty Weapons Range Shots Pen Special 1 Solothum 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY			ANTI-TAN	IK				
1 Solothum 20mm anti-tank rifle team 36" 1 +2 Team (2 men) ARTILLERY	Solot	hurn 20mm anti-tank rifle team (Armies of Italy and the Ax	is page 19)				Regular	30
ARTILLERY	Qty	Weapons	Range	Shots	Pen	Special		
	1	Solothurn 20mm anti-tank rifle team	36"	1	+2	Team (2 men)	
47/32 Elefantino (Armies of Italy and the Axis page 22) Regular 45			ARTILLEI	RY				
	47/32	Elefantino (Armies of Italy and the Axis page 22)					Regular	45

1	47/32 Elefantino	48"	1	+4 Team (3 men), Fixed, HE (1")	
		ARMOURED (CARS		
L6/4	0 (Armies of Italy and the Axis page 27)			Regular	95
	Vehicle	Type	Trans	s DV	
Qty	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")	

36"

Range

Shots Pen Special

n/a

5

	TANKS AND SP GUNS								
M13	/40 Medium Tank (Armies of Italy and the Axis page 24)					Regular	125		
	Vehicle	Type	Trans	DV					
Qty	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								
Ligh	t 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	e, HE (1")			
	ARMOURED CARS								
Auto	oblinda 41 (AB41) (Armies of Italy and the Axis page 26)					Regular	105		
	Vehicle	Type	Trans	DV					
Otv	Weapons	Range	Shots	Pen	Special				

	Vehicle	Type	Trans	DV	
Qty	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

Weapons

Co-axial MMG

(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 *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.

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-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