

**PLATOON #1**

Fucilieri Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Italy and the Axis page 13)** **Inexperienced** **35**

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**

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

**Inexperienced Infantry Section (Armies of Italy and the Axis page 14)** **Inexperienced** **59**

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

**INTELLIGENCE OFFICER****Intelligence Officer (Italy: Soft Underbelly page 164)** **Inexperienced** **21**

Qty	Weapons	Range	Shots	Pen	Special
1	Intelligence Officer (equipped as modelled) Intelligence (must attach to officer unit with same quality) (May not take Intelligence Squad)				Intelligence

**CHAPLAIN****Chaplain (Italy: Soft Underbelly page 162)** **Veteran** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Chaplain				

**INFANTRY****X Arditi Saboteur Section (Italy: Soft Underbelly page 82)** **Veteran** **148**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle X Arditi Demolition Charges Inexperienced Saboteurs	24"	1	n/a	Tough Fighters, Behind enemy lines, Forza d animo Demolition Charges Inexperienced Saboteurs
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault

**Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)** **Regular** **80**

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

**Paracadutisti (Paratroopers) Infantry Section (Armies of Italy and the Axis page 17)** **Veteran** **130**

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

**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

**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")

**SNIPER**

<b>Sniper team (Armies of Italy and the Axis page 19)</b>						<b>Veteran</b>	<b>65</b>
---	--	--	--	--	--	----------------	-----------

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

**FLAMETHROWER**

<b>Flamethrower team (Armies of Italy and the Axis page 19)</b>						<b>Regular</b>	<b>50</b>
---	--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**ARTILLERY**

<b>47/32 Elefantino (Armies of Italy and the Axis page 22)</b>						<b>Veteran</b>	<b>54</b>
--	--	--	--	--	--	----------------	-----------

Qty	Weapons	Range	Shots	Pen	Special
1	47/32 Elefantino	48"	1	+4	Team (3 men), Fixed, HE (1")

<b>Medium Artillery (Armies of Italy and the Axis page 21)</b>						<b>Veteran</b>	<b>100</b>
--	--	--	--	--	--	----------------	------------

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

**TANKS AND SP GUNS**

<b>AA Truck (Armies of Italy and the Axis page 26)</b>						<b>Regular</b>	<b>50</b>
--	--	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	AA Truck with light automatic cannon	Wheeled	-	6+
	Light automatic cannon	48"	2	+2 Flak, HE (1")

**TRANSPORTS**

<b>Truck (Armies of Italy and the Axis page 28)</b>						<b>Veteran</b>	<b>62</b>
---	--	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Truck	Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun			
	0			+0
	Forward-facing pintle-mounted MMG	36"	5	n/a Front arc, Flak

<b>Truck (Armies of Italy and the Axis page 28)</b>						<b>Veteran</b>	<b>62</b>
---	--	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Truck	Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun			
	0			+0
	Forward-facing pintle-mounted MMG	36"	5	n/a Front arc, Flak

**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.

**Behind enemy lines**

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

**Chaplain**

-Self-defence only: Clergymen are not soldiers and will not take part in hostile actions - they cannot fire any weapon, nor assault enemy units. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).

-Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.

-Inspiring presence: Upon receiving his order dice (except for Down), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit.

**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.

**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 flamethrower, add +1 to damage effects chart.

### **Forza d animo**

Italian artillery, self-propelled artillery, Folgore Paracadutisti infantry, and all X Reggimento Arditi units remove D2 pins whenever they pass an order test.

### **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)

### **Inexperienced Saboteurs**

Each enemy unit coming in from Reserve rolls a D6. If the result is 1, 2, or 3 the enemy units coming in from reserve suffers an additional -1 modifier on the order test to come on to the table. If you have more than one of these rules in your list, this rule is not cumulative, and when all saboteur units are destroyed this special rule no longer applies.

### **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.

### **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.

### **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 AA Truck with light automatic cannon	1
Italian Chaplain	1
Italian Flamethrower (infantry) team	1
Italian Infantry with Rifle	26
Italian Infantry with Submachine gun	8
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 Sniper team	1
Italian Spotter	2
Italian Truck	2