

PLATOON #1

Eighth Army (Italy, 1943)
20231125BA JPadre

OFFICER

Second Lieutenant (Armies of Great Britain page 20) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Regular** **60**

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

Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Regular** **60**

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

FREE OBSERVER

Free Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **0**

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

INFANTRY

Royal Canadian Engineer Section (MTO) (Italy: Soft Underbelly page 101) **Veteran** **88**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
	Royal Canadian Engineers				Tough as Old Boots (Canadian), Engineers, Mine clearance experts
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Gurkha Section (Armies of Great Britain page 25) **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!

Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Regular** **60**

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

MORTAR

Medium Mortar team (Armies of Great Britain page 29) **Inexperienced** **35**

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

Medium Mortar team (Armies of Great Britain page 29) **Inexperienced** **35**

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

FLAMETHROWER

Flamethrower team (Armies of Great Britain page 29) **Veteran** **65**

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

SPECIAL RULES

Commonwealth National Characteristic (Italy) (Italy: Soft Underbelly page 144) **8**

New Zealand: Steadfast Under Fire

Qty Weapons Range Shots Pen Special

8 men have Maori Formidable Fighters special rules (Italy).

ARTILLERY

Light Artillery (Armies of Great Britain page 30) Regular 55

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
		48"	1	+4	HE (1")

Light Artillery (Armies of Great Britain page 30) Regular 55

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
		48"	1	+4	HE (1")

TOWS

Mule team (Italy: Soft Underbelly page 164) Veteran 6

Qty	Vehicle	Type	Trans	DV
1	Mule team	Infantry	-	3+
	Tow: Any light gun or light howitzer			
	0			+0

ARMOURED CARS

SAS Jeep (Armies of Great Britain page 56) Regular 75

Qty	Vehicle	Type	Trans	DV
1	SAS Jeep	Wheeled	-	6+ Recce
	Forward-facing HMG	36"	3	+1 Front arc
	Forward-facing MMG	36"	5	n/a Front arc
	Rear-facing MMG	36"	5	n/a Rear arc
	Rear-facing MMG	36"	5	n/a Rear arc

TANKS AND SP GUNS

Sherman V (75mm) (Armies of Great Britain page 48) Regular 205

Qty	Vehicle	Type	Trans	DV
1	Sherman V (75mm)	Tracked	-	9+
	Turret-mounted medium anti-tank gun	60"	1	+5 (75mm) HE (2")
	Co-axial MMG	36"	5	n/a
	Forward facing MMG	36"	5	n/a Front arc

Bofors AA Truck (Armies of Great Britain page 51) Regular 60

Qty	Vehicle	Type	Trans	DV
1	Bofors AA Truck	Wheeled	-	6+
	Heavy automatic cannon	72"	2	+3 Flak, HE (1")

TRANSPORTS

Universal Carrier (Late-War) (Italy: Soft Underbelly page 102) Regular 65

Qty	Vehicle	Type	Trans	DV
1	Universal Carrier	Tracked	5	7+ Open-topped, Turn on the spot
	Tow: Light or medium Anti-Tank gun			
	Forward-facing MMG	36"	5	n/a Front arc

Jeep (Armies of Great Britain page 60) Regular 21

Qty	Vehicle	Type	Trans	DV
1	Jeep	Wheeled	3	6+
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun			
	0			+0

SPECIAL RULES

(75mm) HE (2")

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

25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

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.

Blood curdling charge

If the army has this special rule then enemy units cannot react to an **assault** by shooting at them - they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced - including any units that start out as 'green'

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.

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.

Formidable Fighters (Italy)

The Maori do not benefit from the National characteristic you have chosen for the army. Instead, they always have the following three National characteristics: Blood curdling charge, and Tough as Boots.

Gun assembly

To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the transported artillery unit) receives a pin marker.

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

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)

Mine clearance experts

The Unit is equipped with mine clearance equipment.

New Zealand: Steadfast Under Fire

After rolling for the number of pins caused by HE fire, if the target is New Zealand infantry or artillery, halve the number of pins rounding down.

New Zealand: Superb Junior Officers

New Zealander First and Second Lieutenants have a morale bonus range of 12". Snap to Action ranges remain 6".

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)

Scary Blighters!

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

Stubborn (Mule)

When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.

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.

Tough as boots

If the army has this special rule then all Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die - so seven men would roll two extra dice, and ten men would roll three extra, and so on. This extra attack can be assumed to come from any of the men fighting.

Tough as Old Boots (Canadian)

Canadian headquarters and infantry weapons teams use the Tough as Old Boots national characteristic. One other national characteristic may be picked for non-Canadian Infantry sections in the Reinforced Platoon. If Canadian infantry units are selected in non-Canadian reinforced platoons they keep the Tough as Old Boots characteristic rather than the national characteristic chosen for that force.

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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Eighth Army (Italy, 1943)

SELECTOR SPECIAL RULES

0-4 Infantry squads: maximum of 2 1st Airborne Division Paratroop sections (Sicily and Italy), Royal Engineers sections, Royal Canadian Engineers sections (MTO), Commando/RMC subsections (MTO, 1943), Special Raiding Squadron subsections, a maximum of 1 Recce Corps Assault Troops section and 1st ParaSquadron, Royal Engineer team.

New Zealand Reinforced Platoons

Irish Reinforced Platoon

Mountain Warriors

Gurkha sections may have the Mountain Warriors special rule for +1pt per man in the section.

SAS Saboteur teams

See campaign special rules on page 165.

Pick List	
British Artillery Forward Observer	1
British Bofors AA Truck	1
British Flamethrower (infantry) team	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	24
British Infantry with Submachine gun	1
British Jeep	1
British Light howitzer	2
British Medium Mortar team	2
British men have Maori Formidable Fighters special rules (Italy). 8	
British Mule team	1
British NCO with Rifle	5
British SAS Jeep	1
British Second Lieutenant	1
British Sherman V (75mm)	1
British Universal Carrier	1