

Order Dice: 15

Total Points: 1100

**PLATOON #1**

Eighth Army (Italy, 1943)

**OFFICER**

<b>Second Lieutenant (Armies of Great Britain page 20)</b>		<b>Inexperienced</b>				<b>42</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	Second Lieutenant					
	with Pistol	6"	1	n/a	Assault	
	with Submachine gun	12"	2	n/a	Assault	
	with Rifle	24"	1	n/a		
1	Infantry (equipped as modeled)		-	-		

**INFANTRY SQUADS**

<b>Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)</b>					<b>80</b>	
					<b>Regular</b>	
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	NCO with Rifle	24"	1	n/a		
7	Infantry with Rifle	24"	1	n/a		

<b>Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)</b>					<b>80</b>	
					<b>Regular</b>	
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	NCO with Rifle	24"	1	n/a		
7	Infantry with Rifle	24"	1	n/a		

<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	NCO with Rifle	24"	1	n/a		
7	Infantry with Rifle	24"	1	n/a		

**FREE OBSERVER**

<b>Free Forward Observer (Artillery) (Armies of Great Britain page 20)</b>		<b>Regular</b>				<b>0</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	Artillery Forward Observer					
	with Rifle	24"	1	n/a		
	with Pistol	6"	1	n/a	Assault	
	with Submachine gun	12"	2	n/a	Assault	

**INFANTRY**

<b>Royal Engineers Section (Italy: Soft Underbelly page 96)</b>		<b>Veteran</b>				<b>85</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	NCO with Rifle	24"	1	n/a		
3	Infantry with Rifle	24"	1	n/a		
	Engineers				Mine clearance experts, Engineers	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower	

<b>1st Airborne Division Paratroop (Sicily and Italy) (Italy: Soft Underbelly page 103)</b>						<b>112</b>
						<b>Veteran</b>

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
Entire squad is Stubborn					Stubborn

<b>Gurkha Section (Armies of Great Britain page 25)</b>						<b>112</b>
						<b>Veteran</b>

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!

<b>Veteran Infantry Section (Early/Mid War) (Armies of Great Britain page 23)</b>						<b>104</b>
						<b>Veteran</b>

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

### MORTAR

<b>Medium Mortar team (Armies of Great Britain page 29)</b>						<b>35</b>
						<b>Inexperienced</b>

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

### SNIPER

<b>Sniper team (Armies of Great Britain page 28)</b>						<b>65</b>
						<b>Veteran</b>

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

### SPECIAL RULES

<b>National Characteristic (Armies of Great Britain page 18)</b>						<b>0</b>
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Rapid Fire

<b>Commonwealth National Characteristic (Italy) (Italy: Soft Underbelly page 144)</b>						<b>0</b>
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Qty	Weapons	Range	Shots	Pen	Special
Indian: Blood Curdling Charge		Indian: Blood Curdling Charge, Blood curdling charge			

### ARTILLERY

<b>Light Artillery (Armies of Great Britain page 30)</b>						<b>55</b>
						<b>Regular</b>

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")

### ARMoured CARS

<b>Humber Armoured Car Mk IV</b> (Armies of Great Britain page 53)		<b>Regular</b>		<b>115</b>	
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>
1	Humber Armoured Car Mk IV	Wheeled	-	7+	Recce
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

### TANKS AND SP GUNS

<b>M3A1 Stuart III</b> (Armies of Great Britain page 46)		<b>Regular</b>		<b>155</b>	
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>
1	M3A1 Stuart III with flamethrower	Tracked	-	8+	Vulnerable, Internal volatile fuel tanks
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted flamethrower	12"	D6+1	+3	Front arc, Flamethrower

### TRANSPORTS

<b>Universal Carrier (Late-War)</b> (Italy: Soft Underbelly page 102)		<b>Regular</b>		<b>60</b>	
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>
1	Universal Carrier	Tracked	5	7+	Open-topped, Turn on the spot
		<b>Tow:</b> Light or medium Anti-Tank gun			
	Forward-facing LMG	36"	4	n/a	Front arc

### 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.

### **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.

### **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.

### **Indian: Blood Curdling Charge**

All HQ units, Gurkha sections, Indian Infantry sections (Italy, 1943) and infantry weapons teams (e.g. snipers and mortars etc) have Blood Curdling Charge as their national characteristic. The rest of the force may choose another National Characteristic. If Indian infantry units are selected in non-Indian reinforced platoons they keep the Blood Curdling Charge national characteristic rather than the national characteristic chosen for that force.

### **Indirect fire**

(p71)

### **Internal volatile fuel tanks**

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **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

### **Rapid Fire**

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

### **Recce**

(p118)

### **Scary Blighters!**

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

### **Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(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**

(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.

### **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.

### **Vulnerable**

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

### **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.

### **PickList**

British Artillery Forward Observer	1
British Humber Armoured Car Mk IV	1
British Infantry (equipped as modeled)	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	38
British Light howitzer	1
British M3A1 Stuart III with flamethrower	1
British Medium Mortar team	1
British NCO with Rifle	6
British Second Lieutenant	1

British Sniper team	1
British Universal Carrier	1

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