MA N	SYARMY.CUM	DI ATOON III			Ord	ler Dice: 13	Total Points: 998
		PLATOON#1					
		Italian Reinforced Pla	toon	_			
C	17.	OFFICER					25
	nd Lieutenant (Armies of Italy and the Axis page 13)	Dangs	Chata	Don	Special	Inexperienced	35
Qty	Weapons Second Lieutenant	Range	Shots	ren	Special		
1	with Pistol				Assault		
	with Submachine gun				Assault		
	with Rifle				7 ISSAUIT		
	martine	INFANTRY SQUA	DS				
Bersa	aglieri Infantry Section (Armies of Italy and the Axis page 15)	1,111,111,000,000				Veteran	65
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a	•		
4	Infantry with Rifle	24"	1	n/a			
Bersa	aglieri Infantry Section (Armies of Italy and the Axis page 15)					Veteran	65
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
4	Infantry with Rifle	24"	1	n/a			
		ARMOURED CA	RS				
Auto	blinda 41 (AB41) (Armies of Italy and the Axis page 26)					Regular	105
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots		Special		
1	Autoblinda 41 (AB41)	Wheeled	-	7+	Recce (Dual dire	ction 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		
3.54.54	42.55 L. T. J. C. J. J. C. J.	TANKS AND SP G	UNS			D 1	1.15
M115/	42 Medium Tank (Armies of Italy and the Axis page 24)	Т	Т	DV		Regular	145
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
20	Co-axial MMG	36"	5	n/a	~pee.m		
1	M15/42 Medium Tank	Tracked	-	8+			
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Hull-mounted MMG	36"	5		Front arc		
	Twin co-axial MMGs	36"	10	n/a	Front arc		
	Hull-mounted MMG	36"	5	n/a	Front arc		
		PLATOON #2					
		Italian Reinforced Pla	toon				
		OFFICER					
Secor	nd 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 SQUA	ADS				
_	i Infantry Section (Armies of Italy and the Axis page 15)	_		_		Veteran	65
Qty	Weapons	Range	Shots		Special		
1	NCO with Rifle	24"	1	n/a			
4 Dama	Infantry with Rifle	24"	1	n/a		X7-4-	
	cadutisti (Paratroopers) Infantry Section (Armies of Italy an		Ch-4-	D	Smoois!	Veteran	99
Qty	Weapons Infontry with Piflo	Range 24"	Shots		Special		
1	Infantry with Rifle	24"	1	n/a	Stubbom (Don-4	roons)	
1	Stubborn (Paratroops) NCO with Submachine gun	12"	2	n/a	Stubborn (Paratr Assault	loops)	
4	Infantry with Submachine gun	12"	2		Assault Assault		
7	mandy with Stomachille guil	SNIPER		11/a	Assault		
Snine	er team (Armies of Italy and the Axis page 19)	DIMI EK				Regular	50
~mpt	2 court (arrines of run) and the rans page 17)					regulai	- 30

Qty	Weapons	Range	Shots	Pen	Special			
1	Sniper team	36"	1	n/a	Team (2 men), Snip	per		
		FLAMETHROWE	R					
Flam	ethrower team (Armies of Italy and the Axis page 19)					Regular	50	
Qty	Weapons	Range	Shots	Pen	Special			
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flan	methrower		
		ARMOURED CAF	RS					
Autol	blinda 40 (AB40) (Armies of Italy and the Axis page 26)					Regular	90	
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	•			
1	Autoblinda 40 (AB40)	Wheeled	-	7+	Recce (Dual direction	on steering)		
	Turret-mounted MMG	36"	5	n/a				
	Rear facing hull-mounted MMG	36"	5	n/a	Rear arc			
	Turret-mounted MMG	36"	5	n/a				
		TANKS AND SP GU	INS					
M15/	42 Medium Tank (Armies of Italy and the Axis page 24)					Regular	145	
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots		Special			
	Co-axial MMG	36"	5	n/a				
1	M15/42 Medium Tank	Tracked	-	8+				
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")			
	Hull-mounted MMG	36"	5	n/a	Front arc			
	Twin co-axial MMGs	36"	10	n/a	Front arc			
	Hull-mounted MMG	36"	5	n/a	Front arc			
		TRANSPORTS						
Auto	protetto S37 (Armies of Italy and the Axis page 28)					Inexperienced	49	
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Autoprotetto S37	Wheeled	8	7+	Open-topped			
	Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun							
	0			+0				

### 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.

### 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 flamerthrower, add +1 to damage effects chart.

### HE (1"

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go down to halve the hits taken

# 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 (Dual direction steering)

(p118)

### 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.

# 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.

Pick List				
Italian Autoblinda 40 (AB40)	1			
Italian Autoblinda 41 (AB41)	1			
Italian Autoprotetto S37	1			
Italian Flamethrower (infantry) team	1			
Italian Infantry with Rifle	13			
Italian Infantry with Submachine gun 4				
Italian M15/42 Medium Tank	2			
Italian NCO with Rifle	3			
Italian NCO with Submachine gun	1			
Italian Second Lieutenant	2			
Italian Sniper team	1			