

PLATOON #1

Italian 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**Bersaglieri 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	

Bersaglieri 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 CARS**Autoblinda 41 (AB41) (Armies of Italy and the Axis page 26)** **Regular** **105**

Qty	Vehicle	Type	Trans	DV	Special
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

TANKS AND SP GUNS**M15/42 Medium Tank (Armies of Italy and the Axis page 24)** **Regular** **145**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
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

PLATOON #2

Italian 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**Alpini 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	

Paracadutisti (Paratroopers) Infantry Section (Armies of Italy and the Axis page 17) **Veteran** **99**

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

SNIPER**Sniper team (Armies of Italy and the Axis page 19)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special	
1	Sniper team	36"	1	n/a	Team (2 men), Sniper	
FLAMETHROWER						
Flamethrower 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), Flamethrower	
ARMoured CARS						
Autoblinda 40 (AB40) (Armies of Italy and the Axis page 26)						Regular
						90
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Autoblinda 40 (AB40)	Wheeled	-	7+	Recce (Dual direction 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 GUNS						
M15/42 Medium Tank (Armies of Italy and the Axis page 24)						Regular
						145
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	M15/42 Medium Tank	Tracked	-	8+		
	Co-axial MMG	36"	5	n/a		
	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						
Autoprotetto S37 (Armies of Italy and the Axis page 28)						Inexperienced
						49
Qty	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, leader 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