

## PLATOON #1

Italian Reinforced Platoon  
1200p Danish nationals

## 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** **91**

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

**Bersaglieri Infantry Section (Armies of Italy and the Axis page 15)** **Veteran** **91**

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

## INFANTRY

**Bersaglieri Infantry Section (Armies of Italy and the Axis page 15)** **Veteran** **91**

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

**Bersaglieri Infantry Section (Armies of Italy and the Axis page 15)** **Veteran** **91**

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

**Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17)** **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons Stubborn (Paratroops)	12"	1	+6	One-shot, Shaped Charge Stubborn (Paratroops)

## MACHINE GUN

**Machine Gun team (Armies of Italy and the Axis page 19)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

## 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

## SNIPER

**Sniper team (Armies of Italy and the Axis page 19)** **Veteran** **65**

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)** **Veteran** **65**

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

## ANTI-TANK

**Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19)** **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Solothurn 20mm anti-tank rifle team	36"	1	+2	Team (2 men)

## ARTILLERY

**Light Artillery (Armies of Italy and the Axis page 21)** **Veteran** **70**

Qty	Weapons	Range	Shots	Pen	Special
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1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")
1	Spotter				Spotter

### ARMoured CARS

#### Autoblinda 41 (AB41) (Armies of Italy and the Axis page 26)

Regular

105

Qty	Vehicle	Type	Trans	DV	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	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

### TRANSPORTS

#### Autoprotetto S37 (Armies of Italy and the Axis page 28)

Regular

76

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	Autoprotetto S37	Wheeled	8	7+	Open-topped
	<b>Tow:</b> 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

#### Fiat 508 CM (Armies of Italy and the Axis page 28)

Regular

23

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	Fiat 508 CM	Wheeled	4	6+	
	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.

#### 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.

#### 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)

### **One-shot**

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

### **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)

### **Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### **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.

<b>Pick List</b>	
Italian Autoblinda 41 (AB41)	1
Italian Autoprotetto S37	1
Italian Fiat 508 CM	1
Italian Flamethrower (infantry) team	1
Italian Infantry with Rifle	24
Italian Infantry with Submachine gun	5
Italian Light howitzer	1
Italian M15/42 Medium Tank	1
Italian Medium Machine gun team	1
Italian Medium Mortar team	1
Italian men have Panzerfaust in addition to other weapons	2
Italian NCO with Rifle	4
Italian NCO with Submachine gun	1
Italian Second Lieutenant	1
Italian Sniper team	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Spotter	2