

PLATOON #1

Fucilieri Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 13)

Regular

50

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

INFANTRY SQUADS

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

Inexperienced Infantry Section (Armies of Italy and the Axis page 14) full strength

Inexperienced

97

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad is Green				Green

FORWARD OBSERVER

Forward Observer (Air) (Armies of Italy and the Axis page 13)

Regular

75

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

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	

MACHINE GUN

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

Inexperienced

35

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

Light Mortar team (Armies of Italy and the Axis page 20)

Regular

35

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")

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

ANTI-TANK

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

Veteran

39

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

ARTILLERY							
Medium Artillery (Armies of Italy and the Axis page 21)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")		
1	Spotter				Spotter		
Light Artillery (Armies of Italy and the Axis page 21)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")		
TANKS AND SP GUNS							
Semovente 75/18 (Armies of Italy and the Axis page 25)						Regular	170
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	Semovente 75/18	Tracked	-	9+	Vulnerable		
	Forward-facing medium anti-tank gun	60"	1	+5	Front arc, (75mm) HE (2")		

SPECIAL RULES

(75mm) HE (2")

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

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.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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)

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).

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.

Team (4 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.

Vulnerable

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

Fucilieri Reinforced Platoon

SELECTOR SPECIAL RULES

Multinational Forces

A multinational force may be created with the German Kampfgruppe West HGD, German Kampfgruppe Schmalz, Panzergrenadier Reinforced Platoon (Sicily 15th and 29th PGD), or Hermann Göring Division (Sicily and Salerno) Reinforced Platoons. See the Multinational Forces rules on page 166.

Pick List	
Italian Air Force Forward Observer	1
Italian Infantry with Light Machine gun (requires loader)	2
Italian Infantry with Rifle	30
Italian Light howitzer	1
Italian Light Mortar team	1
Italian Medium howitzer	1
Italian Medium Machine gun team	1
Italian Medium Mortar team	1
Italian NCO with Rifle	4
Italian Second Lieutenant	1
Italian Semovente 75/18	1
Italian Sniper team	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Spotter	2