

PLATOON #1

The Continuation War, June-September 1944
Xicoy 30pnts mmg camiones

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 42)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Second Lieutenant						
	with Pistol				Assault		
	with Submachine gun				Assault		
	with Rifle						

INFANTRY SQUADS

Continuation War Rifle Squad (Armies of Italy and the Axis page 43)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
7	Infantry with Rifle	24"	1	n/a			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

Continuation War Rifle Squad (Armies of Italy and the Axis page 43)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
7	Infantry with Rifle	24"	1	n/a			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

INFANTRY

Jääkäri Light Infantry Squad (Armies of Italy and the Axis page 43)						Veteran	133
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Submachine gun	12"	2	n/a	Assault		
7	Infantry with Submachine gun	12"	2	n/a	Assault		
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

Continuation War Rifle Squad (Armies of Italy and the Axis page 43)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
7	Infantry with Rifle	24"	1	n/a			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

Continuation War Rifle Squad (Armies of Italy and the Axis page 43)						Regular	85
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
7	Infantry with Rifle	24"	1	n/a			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

Jääkäri Light Infantry Squad (Armies of Italy and the Axis page 43)						Veteran	133
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Submachine gun	12"	2	n/a	Assault		
7	Infantry with Submachine gun	12"	2	n/a	Assault		
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		

FLAMETHROWER

Flamethrower team (Armies of Italy and the Axis page 46)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		

SNIPER

Sniper team (Armies of Italy and the Axis page 47)						Regular	55
Qty	Weapons	Range	Shots	Pen	Special		
1	Sniper team	36"	1	n/a	Team (2 men), Sniper		
	Master of the Hunt				Master of the Hunt		

ARTILLERY

Heavy Artillery (Armies of Italy and the Axis page 49)						Regular	125
Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy howitzer	72"(36-84)	1	HE	Team (5 men), Gun shield, Fixed, Howitzer, HE (4")		
1	Spotter				Spotter		

TOWS

Mule team (Battle of France page 68)						Veteran	6
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly
	Tow: Any light gun or light howitzer				
	0			+0	

TRANSPORTS

Truck (Armies of Italy and the Axis page 54)	Regular	39
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Truck	Wheeled	12	6+	
	Tow: Light howitzer; light or medium anti-tank gun, light or medium anti-aircraft gun				
	0			+0	

Truck (Armies of Italy and the Axis page 54)	Regular	39
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Truck	Wheeled	12	6+	
	Tow: Light howitzer; light or medium anti-tank gun, light or medium 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.

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 flamethrower, add +1 to damage effects chart.

Gun assembly

To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the transported artillery unit) receives a pin marker.

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 (4")

(p68) PEN: +4, PIN: D6 (3D6 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.

Master of the Hunt

If not shooting during an *Advance* move, turn the order die to Ambush.

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

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 (Mule)

When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.

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 (5 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	
Finland Flamethrower (infantry) team	1
Finland Heavy howitzer	1
Finland Infantry with Rifle	28
Finland Infantry with Submachine gun	14
Finland men have Panzerfaust in addition to other weapons	6
Finland NCO with Rifle	4
Finland NCO with Submachine gun	2
Finland Second Lieutenant	1
Finland Sniper team	1
Finland Spotter	1
Finland Truck	2
Generic Mule team	1