

PLATOON #1

The Continuation War, June-September 1944

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** **104**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6	One-shot, Shaped Charge Tough Fighters

Continuation War Rifle Squad (Armies of Italy and the Axis page 43) **Regular** **104**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons Tough Fighters	12"	1	+6	One-shot, Shaped Charge Tough Fighters

HEADQUARTERS

Medic (Armies of Italy and the Axis page 42) **Regular** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

INFANTRY

Sissi Recon Squad (Armies of Italy and the Axis page 44) **Veteran** **84**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle Master of the Hunt	24"	1	n/a	Master of the Hunt

Sissi Recon Squad (Armies of Italy and the Axis page 44) **Veteran** **84**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle Master of the Hunt	24"	1	n/a	Master of the Hunt

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) **Veteran** **72**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team Master of the Hunt	36"	1	n/a	Team (2 men), Sniper Master of the Hunt

ARTILLERY

Medium Artillery (Armies of Italy and the Axis page 49) **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

ARMOURED CARS

BA-10 (Armies of Italy and the Axis page 53) **Regular** **95**

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

1	BA-10	Wheeled	-	7+	Recce, Unreliable
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial LMG	36"	4	n/a	
	Forward-facing LMG	36"	4	n/a	Front arc

TANKS AND SP GUNS

StuG III Sturm (Armies of Italy and the Axis page 53) **Regular** 230

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	StuG III Sturm	Tracked	-	9+					
	Forward-facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")				
	Forward-facing MMG	36"	5	n/a	Front arc				

TOWS

Mule team (Battle of France page 68) **Regular** 5

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly				
	Tow: Any light gun or light howitzer								
	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 flamerthrower, 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 (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.

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

Recce

(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 (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 (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.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Unreliable

If the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one additional pin marker

Pick List	
Finland BA-10	1
Finland Flamethrower (infantry) team	1
Finland Infantry (equipped as modeled)	1
Finland Infantry with Rifle	26
Finland Medic	1
Finland Medium howitzer	1
Finland men have Panzerfaust in addition to other weapons	2
Finland NCO with Rifle	4
Finland Second Lieutenant	1
Finland Sniper team	1
Finland Spotter	1
Finland StuG III Sturm	1
Generic Mule team	1