

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

Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)

Regular

80

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

Guastatori Destruction Group (Italy: Soft Underbelly page 80)

Regular

128

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
	Guastatori				Bangalore torpedoes, Demolition charges, Engineers, Tank hunters
3	Infantry with Rifle	24"	1	n/a	
2	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

INFANTRY

Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)

Regular

90

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

Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)

Regular

80

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

Cavalry Section (Armies of Italy and the Axis page 18)

Veteran

120

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
7	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry

MORTAR

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

Inexperienced

35

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

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)

Regular

50

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

Breda 20mm (Armies of Italy and the Axis page 22)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Breda 20mm	48"	2	+2	Team (3 men), Fixed, Flak, HE (1")

TOWS

Horse-drawn limber (Italy: Soft Underbelly page 164)	Inexperienced	8
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Horse-drawn limber	Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer			
0				+0

ARMoured CARS

Autoblinda 40 (AB40) (Armies of Italy and the Axis page 26)	Regular	105
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

TANKS AND SP GUNS

M15/42 Medium Tank (Armies of Italy and the Axis page 24)	Regular	160
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
	Co-axial MMG	36"	5	n/a
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
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

TRANSPORTS

Fiat 508 CM (Armies of Italy and the Axis page 28)	Regular	23
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Fiat 508 CM	Wheeled	4	6+
	0			+0

Truck (Armies of Italy and the Axis page 28)	Regular	54
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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 anti-aircraft gun			
	0			+0
	Forward-facing pintle-mounted MMG	36"	5	n/a Front arc, Flak

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.

Bangalore Torpedoes

To use Bangalore torpedoes, the unit must start their turn within 2" of the target, then *Advance* further than 2" from it. They may not shoot during this advance. At that point the explosives detonate and the player tests to see if the target is destroyed. You may not detonate a Bangalore torpedo if there are friendly units within 2" of the target. Roll 2D6: the player must roll 6 or more hits to destroy the obstacle.

Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

Demolition charges

Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

Engineers

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

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.

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

Indirect fire

(p71)

Non Testati

Immediately before the opponent rolls to hit in shooting or for casualties in close combat versus a Camicie Nere section, its controller rolls a D6. On a result of 1-2, the section loses its will to fight and gains Shirkers. On a 3-4, the section remains the same. On a 5-6, the section is filled with patriotic bravery and gains Fanatics. Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game.

Recce (Dual direction steering)

(p118)

Slow (only when towing)

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

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.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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.

Pick List	
Italian Autoblinda 40 (AB40)	1
Italian Breda 20mm	1
Italian Fiat 508 CM	1
Italian Flamethrower (infantry) team	3
Italian Horse-drawn limber	1
Italian Infantry with Cavalry carbine	7
Italian Infantry with Rifle	25
Italian M15/42 Medium Tank	1
Italian Medium Mortar team	1
Italian NCO with Cavalry carbine	1
Italian NCO with Rifle	4

Italian Second Lieutenant	1
Italian Sniper team	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Truck	1