

## 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** **93****Qty Weapons** **Range** **Shots** **Pen** **Special**

8	Infantry with Rifle	24"	1	n/a	
	Non Testati				Non Testati
1	NCO with Submachine gun	12"	2	n/a	Assault

**Camicie Nere(Blackshirts) Militia Infantry Section (Armies of Italy and the Axis page 15)** **Regular** **93****Qty Weapons** **Range** **Shots** **Pen** **Special**

8	Infantry with Rifle	24"	1	n/a	
	Non Testati				Non Testati
1	NCO with Submachine gun	12"	2	n/a	Assault

## INFANTRY

**Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17)** **Veteran** **156****Qty Weapons** **Range** **Shots** **Pen** **Special**

2	Infantry with Rifle	24"	1	n/a	
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	12"	1	+6	One-shot, Shaped Charge
	Entire squad are Fanatics				Fanatics

**Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17)** **Veteran** **113****Qty Weapons** **Range** **Shots** **Pen** **Special**

2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	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
	Entire squad are Fanatics				Fanatics

**Guastatori Destruction Group (Italy: Soft Underbelly page 80)** **Regular** **129****Qty Weapons** **Range** **Shots** **Pen** **Special**

	Guastatori				Bangalore torpedoes, Demolition charges, Engineers, Tank hunters
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Pistol and Rifle				Assault
	with Pistol				
	with Rifle				
2	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

## 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)** **Regular** **50****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
---	------------------------------	----	----	----	----------------------------

## ARTILLERY

**Light Artillery (Armies of Italy and the Axis page 21)** **Veteran** **70****Qty Weapons** **Range** **Shots** **Pen** **Special**

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** **120**

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
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

### TANKS AND SP GUNS

**AA Truck (Armies of Italy and the Axis page 26)** **Regular** **50**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	AA Truck with light automatic cannon	Wheeled	-	6+
	Light automatic cannon	48"	2	+2 Flak, HE (1")

### TRANSPORTS

**Truck (Armies of Italy and the Axis page 28)** **Regular** **54**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	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

**Truck (Armies of Italy and the Axis page 28)** **Regular** **54**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	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.

#### 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.

#### Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

#### 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)

### **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.

### **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 (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).

### **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.

<b>Pick List</b>	
Italian AA Truck with light automatic cannon	1
Italian Autoblinda 41 (AB41)	1
Italian Flamethrower (infantry) team	3
Italian Infantry with Rifle	23
Italian Infantry with Submachine gun	8
Italian Light howitzer	1

Italian Medium Mortar team	1
Italian men have Panzerfaust in addition to other weapons	3
Italian NCO with Pistol and Rifle	1
Italian NCO with Submachine gun	4
Italian Second Lieutenant	1
Italian Sniper team	1
Italian Spotter	1
Italian Truck	2