

PLATOON #1

Italian Reinforced Platoon
Aitore torneo espaguetis

OFFICER

First Lieutenant (Armies of Italy and the Axis page 13) Regular 75

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---------------------|-------|-------|-----|---------|
| 1 | First 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) full strength Regular 110

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---------------------|-------|-------|-----|-------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 10 | 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 50

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---------------------|-------|-------|-----|-------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| | Non Testati | | | | Non Testati |

INFANTRY

Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17) Veteran 117

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | 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 |
| | Stubborn (Paratroops) | | | | Stubborn (Paratroops) |

Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17) Veteran 110

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 3 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | 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 |

Late War Paracadutisti (Paratroopers) Inf. Section (Errata and FAQ PDF page 17) Veteran 117

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | 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 |
| | Stubborn (Paratroops) | | | | Stubborn (Paratroops) |

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 |

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) Veteran 65

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|------------------------------|-------|-------|-----|----------------------------|
| 1 | Flamethrower (infantry) team | 6" | D6 | +3 | Team (2 men), Flamethrower |

ARTILLERY

Breda 20mm (Armies of Italy and the Axis page 22) Veteran 60

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

ARMoured CARS

| | | | | | | |
|--|--|--|--|--|----------------|------------|
| Autoblinda 41 (AB41) (Armies of Italy and the Axis page 26) | | | | | Regular | 120 |
|--|--|--|--|--|----------------|------------|

| Qty | Vehicle | Weapons | Type | Trans | DV |
|-----|---------------------------------------|---------|---------|-------|------------------------------------|
| Qty | 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

| | | | | | | |
|--|--|--|--|--|----------------|------------|
| M13/40 Medium Tank (Armies of Italy and the Axis page 24) | | | | | Regular | 140 |
|--|--|--|--|--|----------------|------------|

| Qty | Vehicle | Weapons | Type | Trans | DV |
|-----|------------------------------------|---------|---------|-------|--------------------------|
| Qty | Weapons | | Range | Shots | Pen Special |
| 1 | M13/40 Medium Tank | | Tracked | - | 8+ Slow, Vulnerable |
| | Turret-mounted light anti-tank gun | | 48" | 1 | +4 HE (1") |
| | Co-axial MMG | | 36" | 5 | n/a |
| | Hull-mounted MMG | | 36" | 5 | 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

| | | | | | | |
|--|--|--|--|--|----------------|-----------|
| Autoprotetto S37 (Armies of Italy and the Axis page 28) | | | | | Regular | 76 |
|--|--|--|--|--|----------------|-----------|

| Qty | Vehicle | Weapons | Type | Trans | DV |
|-----|--|---------|---------|-------|---------------------|
| Qty | Weapons | | Range | Shots | Pen Special |
| 1 | Autoprotetto S37 | | Wheeled | 8 | 7+ Open-topped |
| | 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.

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 flamerthrower, 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.

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

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce (Dual direction steering)

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Slow

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

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 (Paratroops)

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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.

Vulnerable

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

Pick List

| | |
|---|----|
| Italian Autoblinda 41 (AB41) | 1 |
| Italian Autoprotetto S37 | 1 |
| Italian Breda 20mm | 1 |
| Italian First Lieutenant | 1 |
| Italian Flamethrower (infantry) team | 1 |
| Italian Infantry with Rifle | 25 |
| Italian Infantry with Submachine gun | 6 |
| Italian M13/40 Medium Tank | 1 |
| Italian Medium Mortar team | 1 |
| Italian men have Panzerfaust in addition to other weapons | 5 |
| Italian NCO with Rifle | 2 |
| Italian NCO with Submachine gun | 3 |
| Italian Sniper team | 1 |
| Italian Spotter | 1 |