

## 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

<b>Autoblinda 41 (AB41)</b> (Armies of Italy and the Axis page 26)					<b>Regular</b>	<b>120</b>
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Qty	Vehicle	Weapons	Type	Trans	DV	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

<b>M13/40 Medium Tank</b> (Armies of Italy and the Axis page 24)					<b>Regular</b>	<b>140</b>
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Qty	Vehicle	Weapons	Type	Trans	DV	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

<b>Autoprotetto S37</b> (Armies of Italy and the Axis page 28)					<b>Regular</b>	<b>76</b>
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Qty	Vehicle	Weapons	Type	Trans	DV	Pen	Special
1	Autoprotetto S37		Wheeled	8	7+		Open-topped
		<b>Tow:</b> 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