

## PLATOON #1

Italian Reinforced Platoon  
LISTA FRAN CAMPEONATO ESPAÑA

## 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

**Savoia Cavalleria Section (Case Blue page 115)** **Veteran** **144**

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

**Bersaglieri Infantry Section (Armies of Italy and the Axis page 15)** **Veteran** **117**

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

## INFANTRY

**Paracadutisti (Paratroopers) Infantry Section (Armies of Italy and the Axis page 17)** **Veteran** **113**

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

**Paracadutisti (Paratroopers) Infantry Section (Armies of Italy and the Axis page 17)** **Veteran** **127**

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

**Regular Infantry Section (Armies of Italy and the Axis page 14)** **Regular** **50**

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

## 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

## 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

## 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

**Medium Artillery (Armies of Italy and the Axis page 21)** **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

**Autoblinda 41 (AB41) (Armies of Italy and the Axis page 26)** **Regular** **105**

Vehicle	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

#### TANKS AND SP GUNS

Semovente 75/18 (Armies of Italy and the Axis page 25)

Veteran

219

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Semovente 75/18	Tracked	-	9+	Vulnerable
	Forward-facing medium anti-tank gun	60"	1	+5	Front arc, (75mm) HE (2")
	Forward-facing pintle-mounted MMG	36"	5	n/a	Front arc, Flak

## SPECIAL RULES

### **(75mm) HE (2")**

Instead of using the 1" template, use the 2" template (75mm gun tanks)

### **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.

### **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

### **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.

### **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.

### **Indirect fire**

(p71)

### **Recce (Dual direction steering)**

(p118)

### **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.

### **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.

**Vulnerable**

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

<b>Pick List</b>	
Italian Autoblinda 41 (AB41)	1
Italian Flamethrower (infantry) team	1
Italian Infantry with Cavalry carbine	8
Italian Infantry with Rifle	17
Italian Infantry with Submachine gun	8
Italian Medium howitzer	1
Italian Medium Mortar team	1
Italian NCO with Cavalry carbine	1
Italian NCO with Rifle	2
Italian NCO with Submachine gun	2
Italian Second Lieutenant	1
Italian Semovente 75/18	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Spotter	2