
Ale Open - Forza Bersaglieri!

Reinforced Platoon

999 pts

13 Order Dice

Platoon #1

Required

2nd Lieutenant (Officer)

Inexperienced (35pts)

Composition: 1 Officer

| Weapon | Range (") | Shots | Pen | Special Rules |
|--------------------------|-----------|-------|-----|---------------|
| 1 x Submachine gun (SMG) | 12 | 2 | - | Assault |

Options: Submachine gun (SMG)

Special Rules: Assault

Bersaglieri Squad (Case Blue)

Veteran (117pts)

Composition: 1 NCO + 8 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-----------|-----------|-------|-----|---------------|
| 9 x Rifle | 24 | 1 | - | - |

Options: Additional Soldiers

Bersaglieri Squad (Case Blue)

Veteran (117pts)

Composition: 1 NCO + 8 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-----------|-----------|-------|-----|---------------|
| 9 x Rifle | 24 | 1 | - | - |

Options: Additional Soldiers

Infantry

Bersaglieri Squad (Case Blue)

Veteran (117pts)

Composition: 1 NCO + 8 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-----------|-----------|-------|-----|---------------|
| 9 x Rifle | 24 | 1 | - | - |

Options: Additional Soldiers

Late War Paracadutisti (Paratroopers) Infantry Section

Veteran (120pts)

Composition: 1 NCO + 6 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|--------------------------|-----------|-------|-----|-------------------------|
| 3 x Rifle | 24 | 1 | - | - |
| 4 x Submachine gun (SMG) | 12 | 2 | - | Assault |
| 2 x Panzerfaust | 12 | 1 | 6 | One Shot, Shaped Charge |

Options: Additional Soldiers x 2, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 3, Panzerfaust x 2

Special Rules: Stubborn, Assault, One Shot, Shaped Charge

Guastatori Destruction Group (Engineer Demolishers)*Regular (108pts)***Composition:** 1 NCO + 5 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-----------------------------|-----------|-------|-----|---------------------------|
| 4 x Rifle | 24 | 1 | - | - |
| 1 x Flamethrower (infantry) | 6 | D6 | 3 | Team Weapon, Flamethrower |

Options: Squad: Flamethrower (infantry)**Special Rules:** Tank Hunters, Bangalore Torpedoes, Demolition Charges, Engineers, Team Weapon, Flamethrower**Medium Mortar Team***Inexperienced (35pts)***Composition:** 3 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-------------------|-----------|-------|-----|--|
| 1 x Medium mortar | 12-60 | 1 | - | Team Weapon, Fixed, Indirect Fire, HE (2") |

Special Rules: Team Weapon, Indirect Fire, Fixed, HE (2")**Sniper Team***Regular (50pts)***Composition:** 2 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|-----------|-----------|-------|-----|---------------|
| 1 x Rifle | 24 | 1 | - | - |

Special Rules: Team Weapon, Sniper**Solothurn 20mm Anti-Tank Rifle***Regular (30pts)***Composition:** 2 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|---------------------|-----------|-------|-----|---------------|
| 1 x Anti-tank rifle | 36 | 1 | 2 | Team Weapon |

Special Rules: Team Weapon

Artillery

Medium Artillery*Regular (75pts)***Composition:** 4 Soldiers

| Weapon | Range (") | Shots | Pen | Special Rules |
|---------------------|---------------|-------|-----|---------------------------------------|
| 1 x Medium howitzer | 60 (or 30-72) | 1 | - | Team Weapon, Fixed, Howitzer, HE (3") |

Special Rules: Gun Shield, Team Weapon, Fixed, Howitzer, HE (3")

Tanks and Tank Destroyers

M13/40 (M13/40 and M14/41 Medium Tank)*Regular (125pts)***Damage Value:** Light tank (8+)

| Weapon | Range (") | Shots | Pen | Special Rules |
|---------------------------------|-----------|-------|-----|---------------|
| 1 x Turret-mounted light AT gun | 48 | 1 | 4 | HE (1") |

| | | | | |
|---|----|---|---|---|
| 1 x Coaxial medium machine gun (MMG) | 36 | 5 | - | - |
| 2 x Hull-mounted medium machine gun (MMG) | 36 | 5 | - | - |

Options: M13/40

Special Rules: Vulnerable, Slow, HE (1")

Transports and Tows

Trucks

Regular (39pts)

Damage Value: All soft-skinned vehicles (6+)

Transport: 12

Tow: Light AT gun, Medium AT gun, Light howitzer, Light Anti Aircraft Gun

No weapons

Trucks

Inexperienced (31pts)

Damage Value: All soft-skinned vehicles (6+)

Transport: 12

Tow: Light AT gun, Medium AT gun, Light howitzer, Light Anti Aircraft Gun

No weapons

| Name | Description |
|---------------------|---|
| Assault | No penalty to hit when moving and shooting. Infantry models armed with an assault weapon count as tough fighters. |
| Bangalore Torpedoes | To use Bangalore torpedoes (BT), unit must start turn within 2" of target, then Advance further than 2" from it. They may not shoot during this advance. Then BT detonate and player tests to see if target destroyed. You may not detonate a BT if friendly units within 2" of the target. Roll 2D6: player must roll 6 or more hits to destroy the obstacle. |
| Demolition Charges | Demo charges (DC) use same way as HE to blow up buildings/structures/fortifications. DC have HE of 4", 3D6 to blow up targets. To use, the unit must start turn adjacent to target then Advance at least 4" away from it. They may not shoot during this advance. DC detonates and player tests to see if target is destroyed. You may not detonate a DC if friendly units within 4" of the target. All models within 4" of detonation are hit +4 pen. Models inside bunkers or Dug In only hit if within 2" of the DC. |
| Engineers | This unit counts as engineers in games where barbed wire & minefield special rules are used. |

| Name | Description |
|---------------|--|
| Fixed | Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. |
| Flamethrower | Number of hits caused is multiplied into D6 (D6+1 if vehicle-mounted flamethrower). Roll for damage like normal. No -1 Pen penalty when at long range. Gun shield doesn't apply when shooting at artillery targets. Extra protection doesn't apply when target's inside buildings. Neither building nor gun shield offers protection against a flamethrower. Any unit hit takes D3+1 pins. |
| Gun Shield | If a gun is equipped with a gun shield, the die roll an enemy requires to score damage for a hit from the front arc of the gun and is increased by +1. Inexperienced crew behind a gun shield are damaged on 4+, regulars 5+ and veterans 6+. Roll is modified by pen value of the weapon in the usual way. Hits from HE, flamethrowers and close quarters attacks ignore the gun shield rule. |
| HE (1") | Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target. |
| HE (2") | Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target. |
| HE (3") | Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target. |
| Howitzer | When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset. |
| Indirect Fire | These indirect fire weapons cannot be fired at targets within their minimum range (see weapon profiles). If a target is within this minimum range the shot misses automatically. Check rulebook/app for full details. |