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# 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

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**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.