



Bsk final 2.0 (Italy)

16 Order Dice

997 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Inexperienced (21pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault, Tough Fighters

Infantry Section

Regular (80pts)

Composition: 1 NCO + 7 Soldiers

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

Options: Additional men x 3

Infantry Section

Regular (80pts)

Composition: 1 NCO + 7 Soldiers

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

Options: Additional men x 3

Optional

Paracadutisti (Paratroopers) Infantry Squad

Veteran (82pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
3 x Submachine gun (SMG)	12	2	-	Assault

Options: NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 2

Special Rules: Stubborn, Assault, Tough Fighters

Artillery Forward Observer (Forward Observer)*Regular (75pts)***Composition:** 1 Soldier

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

Special Rules: Infiltrator**Autoprotetto S37***Regular (58pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 8**Tow:** Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, forward-facing medium machine gun (MMG)	36	3	-	Flak

Options: Pintle-mounted, forward-facing medium machine gun (MMG)**Special Rules:** Open-Topped, Flak**Platoon #2**

Armoured Platoon

Required**Semovente 47/32 ('Light' Semovente)***Regular (55pts)***Damage Value:** Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, forward-facing medium machine gun (MMG)	36	3	-	Flak
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-

Options: Command Vehicle, Add a forward-facing pintle-mounted MMG**Special Rules:** Vulnerable, Open-Topped, Command Vehicle, Flak**AB41 (Autoblinda)***Regular (100pts)***Damage Value:** Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light automatic cannon	48	2	2	HE 1"
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, rear-facing medium machine gun (MMG)	36	3	-	-

Special Rules: Recce (Dual Direction Steering), HE 1"

Optional

L3/33 Tankette (Tankettes)

Regular (65pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
2 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-

Options: L3/33 Tankette, Hull-mounted, forward-facing medium machine gun (MMG)

L3/33 Tankette (Tankettes)

Regular (65pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Hull-mounted, forward-facing heavy machine gun (HMG)	48	3	1	-

Options: L3/33 Tankette, Hull-mounted, forward-facing heavy machine gun (HMG)

M13/41 Medium Tank (Medium Tanks)

Regular (135pts)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light AT gun	48	1	4	HE 1"
2 x Hull-mounted medium machine gun (MMG)	36	3	-	-

Options: M13/41 Medium Tank

Special Rules: Vulnerable, HE 1"

Platoon #3

Heavy Weapons Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Inexperienced (21pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault, Tough Fighters

Medium Mortar Team (Mortar Team)

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

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

Options: Medium Mortar Team, Add Spotter

Special Rules: Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

Medium Mortar Team (Mortar Team)

Regular (45pts)

Composition: 3 Soldiers

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

Options: Medium Mortar Team

Special Rules: Team Weapon, Fixed, Indirect Fire, HE 2"

Optional

Light Mortar Team (Mortar Team)

Regular (30pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

Special Rules: Team Weapon, Indirect Fire, HE 1"

Light Mortar Team (Mortar Team)

Regular (30pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

Special Rules: Team Weapon, Indirect Fire, HE 1"

Name	Description
Assault	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Command Vehicle	Command Vehicles direct squadrons of vehicles into battle.
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. Run order as normal.
Flak	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE 1"	This weapon fires an explosive shot 1" in diameter.
HE 2"	This weapon fires an explosive shot 2" in diameter.
Indirect Fire	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Infiltrator	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Open-Topped	Open-topped armoured vehicles are 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. Hits against the top armour add an additional +1 to damage result rolls.

Name	Description
Recce (Dual Direction Steering)	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble. Those with dual direction steering can reverse at their full Advance rate (rather than half).
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Stubborn	If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.
Vulnerable	All shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)