

**PLATOON #1**

Italian Reinforced Platoon  
GRG Organized Play - April 2022

**OFFICER**

**Second Lieutenant (Armies of Italy and the Axis page 13)** **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

**INFANTRY SQUADS**

**Cavalry Section (Armies of Italy and the Axis page 18)** **Veteran** **120**

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

**Cavalry Section (Armies of Italy and the Axis page 18)** **Veteran** **135**

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

**INFANTRY**

**Colonial Troops Infantry Section (Armies of Italy and the Axis page 18)** **Inexperienced** **80**

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

**Colonial Troops Infantry Section (Armies of Italy and the Axis page 18)** **Inexperienced** **80**

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

**Colonial Troops Infantry Section (Armies of Italy and the Axis page 18)** **Inexperienced** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Entire squad mounted upon horses				Cavalry

**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

**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

**TOWS**

**Wheeled Artillery Tractor (Armies of Italy and the Axis page 28)** **Regular** **15**

Qty	Weapons	Type	Trans	DV
		Range	Shots	Pen
1	Wheeled Artillery Tractor	Wheeled	-	6+
	<b>Tow:</b> Any howitzer; any anti-tank gun, any anti-aircraft gun			
	0			+0

## ARMoured CARS

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

**Regular**

**120**

Qty	Vehicle	Type	Trans	DV
	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
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

## TANKS AND SP GUNS

**M11/39 Medium Tank** (Armies of Italy and the Axis page 24)

**Regular**

**130**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	M11/39 Medium Tank	Tracked	-	8+ Vulnerable
	Forward-facing light anti-tank gun	48"	1	+4 Front arc, HE (1")
	Turret-mounted MMG	36"	5	n/a
	Turret-mounted MMG	36"	5	n/a

## 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.

### 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)

### 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).

### 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.

**Tough Fighters**

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**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 Infantry (equipped as modeled)	1
Italian Infantry with Cavalry carbine	15
Italian Infantry with Rifle	24
Italian M11/39 Medium Tank	1
Italian Medium howitzer	1
Italian Medium Mortar team	1
Italian NCO with Cavalry carbine	2
Italian NCO with Rifle	3
Italian Second Lieutenant	1
Italian Solothurn 20mm anti-tank rifle team	1
Italian Spotter	2
Italian Wheeled Artillery Tractor	1