

PLATOON #1

Italian Reinforced Platoon
Pasta Platoon

OFFICER

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

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Regular Infantry Section (Armies of Italy and the Axis page 14) full strength

Regular

130

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Regular Infantry Section (Armies of Italy and the Axis page 14) full strength

Regular

130

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

INFANTRY

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

Regular

123

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

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

Regular

123

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

MACHINE GUN

Machine Gun team (Armies of Italy and the Axis page 19)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

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")
	Spotter				Spotter

ANTI-TANK

Solothurn 20mm anti-tank rifle team (Armies of Italy and the Axis page 19)

Veteran

39

Qty	Weapons	Range	Shots	Pen	Special
1	Solothurn 20mm anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

47/32 Elefantino (Armies of Italy and the Axis page 22)

Regular

45

Qty	Weapons	Range	Shots	Pen	Special
1	47/32 Elefantino	48"	1	+4	Team (3 men), Fixed, HE (1")

ARMoured CARS

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

Regular

105

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	Autoblinda 41 (AB41)	Wheeled	-	7+	Recce (Dual direction steering)
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	5	n/a	
	Rear facing hull-mounted MMG	36"	5	n/a	Rear arc

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	M14/41 Medium Tank	Tracked	-	8+	Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Hull-mounted MMG	36"	5	n/a	Front arc
	Hull-mounted MMG	36"	5	n/a	Front arc

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.

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.

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

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.

Vulnerable

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

Pick List	
Italian 47/32 Elefantino	1
Italian Autoblinda 41 (AB41)	1
Italian Infantry (equipped as modeled)	1
Italian Infantry with Light Machine gun (requires loader)	4
Italian Infantry with Rifle	34
Italian M14/41 Medium Tank	1
Italian Medium Machine gun team	1
Italian Medium Mortar team	1
Italian NCO with Rifle	2
Italian NCO with Submachine gun	2
Italian Second Lieutenant	1
Italian Solothurn 20mm anti-tank rifle team	1