

## PLATOON #1

\*Version 3 - Italy - Rifle Platoon

## PLATOON COMMANDER

Platoon Commander (Italy Version 3 PDF page 1)

Veteran

65

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

## INFANTRY

Alpini or Bersaglieri Infantry Section (Italy Version 3 PDF page 2)

Veteran

119

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Alpini or Bersaglieri Infantry Section (Italy Version 3 PDF page 2)

Veteran

119

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Infantry Section (Italy Version 3 PDF page 1)

Regular

90

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

## MEDIC

Medic (Italy Version 3 PDF page 1)

Veteran

30

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				Medics

## PLATOON #2

\*Version 3 - Italy - Armoured Platoon

## COMMAND VEHICLE

L6/40 (Italy Version 3 PDF page 5)

Regular

100

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	L6/40 Command tank	Tracked	-	8+	Command Vehicle, Open-topped, Vulnerable, One-man Turret, Recce
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	5	n/a	

## CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)

(Command Vehicle special rule already included)

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## VEHICLE

Medium Tanks (Italy Version 3 PDF page 4)

Regular

135

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	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

Autoblinda (Italy Version 3 PDF page 6)

Regular

100

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	HE (1")
	Co-axial MMG	36"	5	n/a	
	Rear facing hull-mounted MMG	36"	5	n/a	Rear arc

'Heavy' Semovente (Italy Version 3 PDF page 5)

Regular

185

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Semovente 75/18	Tracked	-	9+ Vulnerable
	Forward-facing medium anti-tank gun	60"	1	+5 Front arc, (75mm) HE (2")
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

Tankettes (Italy Version 3 PDF page 4)

Regular

50

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Fiat 3000 (L5 Series)	Tracked	-	7+ One-man turret, Slow
	Turret-mounted MMG	36"	5	n/a
	Turret-mounted MMG	36"	5	n/a

## SPECIAL RULES

### (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

### 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.

### Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

### 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)

### HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

### Medics

Each man carries field surgery kit and is a skilled medic. The unit can self-medicate and always acts exactly in the same way as if a medic was within 6" of the unit

### One-man Turret

Must make an order test when issuing an Advance order, even if the tank is not pinned

### Open-topped

(p118) 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, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### Recce

(p118)

### Recce (Dual direction steering)

(p118)

### Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

### 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 Autoblinda 41 (AB41)	1
Italian Fiat 3000 (L5 Series)	1
Italian Infantry (equipped as modeled)	2
Italian Infantry with Light Machine gun (requires loader)	2
Italian Infantry with Rifle	20
Italian L6/40 Command tank	1
Italian M14/41 Medium Tank	1
Italian Medic	1
Italian NCO with Rifle	3
Italian Platoon Commander	1
Italian Semovente 75/18	1