

ARMY SPECIAL RULES

DEFENSIVE STRATEGY

- The player can re-roll the die on the Artillery Barrage and Smoke Barrage table.
- During the first turn of the game, the enemy cannot order their units **on the table** to *Run* as they cautiously probe the terrain in front of the Italian line for minefields and make

their way across the barbed wire. Units deployed as part of a first wave can be ordered to *Run* as normal to enter the table.

- Any Italian unit that is set up on the table before Turn 1 may start the game already in *Ambush*. If you decide to do so, set one of your order dice in place next to them, as if you had ordered them to *Ambush*, before drawing the first order die on Turn 1.

INFANTRY

HEADQUARTERS UNITS

Officer

Cost	<ul style="list-style-type: none"> Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran) Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

Medic

Cost	30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	<ul style="list-style-type: none"> The medic may be accompanied by up to 2 unarmed men at a cost of +11pts per man (Veteran)

Forward Observer

Cost	75pts (Regular), 90pts (Veteran)
Team	1 air force or artillery forward observer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> The forward observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)
Special Rules	<ul style="list-style-type: none"> Infiltrator

INFANTRY SQUADS AND TEAMS

Infantry Section

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> Add up to 6 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular) The NCO may have a submachine gun for +4pts One man may have a light machine gun for +15pts – another man becomes the loader Regular infantry may be given anti-tank grenades for +2pts per man The entire squad may be given the Engineers special rule for +1pt per man If the Engineers special rule is taken, up to two men may replace their rifles with flamethrowers for +30pts each – for each flamethrower taken, another man becomes the assistant Inexperienced infantry may be Green at no extra points cost, or may be Shirkers for -2pts per man
Special Rules	<ul style="list-style-type: none"> Tank Hunters (if anti-tank grenades taken) Engineers (if option is taken) Green or Shirkers (if options chosen)

San Marco Marines Infantry Section

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with rifles at +14pts each - The NCO may have a pistol instead of rifle for -1pt, or a submachine gun instead of rifle for +4pts - One man may have a light machine gun for +15pts - another man becomes the loader - The entire section may be given anti-tank grenades for +2pts per man
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Behind Enemy Lines: When attempting an outflanking manoeuvre, units of San Marco Marines ignore the -1 modifier to the order test for coming onto the table

Camicie Nere (Blackshirts) Militia Infantry Section

Cost	50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +10pts each - The NCO may have a submachine gun for +4pts - One man may have a light machine gun for +15pts - another man becomes the loader - The entire section may be given anti-tank grenades for +2pts per man
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Non Testati: Immediately before the opponent rolls to hit when shooting or for casualties in close combat versus a Camicie Nere section, the controlling player rolls a D6. On a result of 1-2, the section loses its will to fight and gains the Shirkers special rule. On a 3-4, the section remains the same. On a 5-6, the section is filled with patriotic bravery and gains the Fanatics special rule. Apply the ability before resolving the shooting or close combat. The result rolled then applies for the rest of the game

Alpini or Bersaglieri Infantry Section

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +13pts each - The NCO may have a submachine gun for +4pts - Up to two men may have a light machine gun for +15pts each - another man becomes a loader for each machine gun purchased - The entire section may be given anti-tank grenades for +2pts per man - The entire section may be mounted on motorcycles for +5pts per model (Bersaglieri) - The entire section may have skis for +1pt per model (Alpini)
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Motorcycles (if option is taken) - Skis (if option is taken): ski troops ignore movement penalties for snow and other winter conditions

Paracadutisti (Paratroopers) Infantry Section

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles at +14pts each - The NCO may replace his rifle with a pistol for -1pt, or a submachine gun for +4pts, or an assault rifle for +6pts - Any man may replace his rifle with a submachine gun for +4pts each - One man may have a light machine gun for +15pts - another man becomes the loader - Up to 3 men may have a panzerfaust in addition to other weapons for +15pts each - The entire section may be given anti-tank grenades for +2pts per man - The entire section may be Fanatics for +1 point per man
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Stubborn (replaced by Fanatics if the option is taken)

Colonial Troops Infantry Section

Cost	40pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +8pts each - One man may have a light machine gun for +15pts - another man becomes the loader - The entire squad may be mounted upon horses for +2pts per man
Special Rules	<ul style="list-style-type: none"> - Tough Fighters - Cavalry (if option is chosen)

Cavalry Section

Cost	80pts (Veteran)
Composition	1 NCO and 4 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> - Add up to 5 mounted men with cavalry carbines at +16pts each - One man may have a light machine gun for +15pts - another man becomes the loader
Special Rules	- Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Fixed

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Sniper - Infiltrator

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	<ul style="list-style-type: none"> - Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule. - Medium mortars may add a spotter for +10pts
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Fixed (if medium mortar option is taken)

Flamethrower Team

Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapons	1 infantry flamethrower
Special Rules	<ul style="list-style-type: none"> - Flamethrower - Team Weapon

Anti-Tank Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	<ul style="list-style-type: none"> - Team Weapon

ARTILLERY

FIELD ARTILLERY

Howitzers

Cost	45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	<ul style="list-style-type: none"> - Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts - Add gun shield for +5pts - Medium and heavy howitzers may add a spotter for +10pts
Special Rules	- Gun Shield (if option is taken)

ANTI-TANK GUNS

Anti-Tank Guns

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	<ul style="list-style-type: none"> - Upgrade the gun to a medium anti-tank gun for +20pts - Add a gun shield for +5 pts
Special Rules	<ul style="list-style-type: none"> - Gun Shield (if option is taken)

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform
Special Rules	- Flak

Dual-Purpose AA/AT Guns

Cost	70pts (Inexperienced), 100pts (Regular), 130pts (Veteran)
Team	4 men
Weapons	1 heavy anti-tank gun on a rotating platform (Cannone 75/46)
Options	- Upgrade the gun to to a super-heavy anti-tank gun for +40pts (Cannone 90/53)
Special Rules	- Flak

VEHICLES

TANKS

Tankettes

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	Two turret-mounted medium machine guns (FIAT 3000 L5 series)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> - Replace both medium machine guns with a light anti-tank gun for +30pts - Replace both medium machine guns with 1 forward-facing hull-mounted medium machine gun, losing both the One-Man Turret and Slow special rules for +5pts (L3/33). The L3/33 may then replace the single medium machine gun with one of the following (all forward-facing, hull-mounted): two medium machine guns for +10pts, an anti-tank rifle for +5pts, an HMG for +10pts, a flamethrower with co-axial medium machine gun (regaining the Slow rule) for +35pts (L3/35)
Special Rules	<ul style="list-style-type: none"> - One-Man Turret - Slow

Medium Tanks

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	1 forward-facing hull-mounted light anti-tank gun and 2 turret-mounted medium machine guns (M11/39)
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - Replace all weapons with 1 turret-mounted light anti-tank gun with co-axial medium machine gun and 2 hull-mounted medium machine guns for +10pts (M14/41). This may take the Slow special rule for -10pts (M13/40) - Replace all weapons with 1 turret-mounted light anti-tank gun with 2 co-axial medium machine guns and 2 hull-mounted medium machine guns, and cancel the Vulnerable rule for +25pts (M15/42). - Replace all weapons with 1 turret-mounted medium anti-tank gun with 1 co-axial medium machine gun, increase the Damage Value to 9+ and cancel the Vulnerable rule for +60pts (P26/40). - Any vehicle may add an additional turret-mounted pintle-mounted medium machine gun for +15pts
Special Rules	<ul style="list-style-type: none"> - Vulnerable: because of the riveted construction, 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) - Slow (if option is taken)

SELF-PROPELLED GUNS

'Light' Semovente

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	1 forward-facing hull-mounted light anti-tank gun (47/32)
Damage Value	7+ (armoured carrier)
Options	<ul style="list-style-type: none"> - Add a forward-facing pintle-mounted medium machine gun for +15pts - Upgrade to Command tank for -20pts, replacing the anti-tank gun with a heavy machine gun (M41 carro comando) - Replace the main gun with 1 forward-facing hull-mounted super heavy anti-tank gun for +90pts (90/53)
Special Rules	<ul style="list-style-type: none"> - Vulnerable: because of the riveted construction, 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) - Open-Topped - Command Vehicle (if option is taken)

'Heavy' Semovente

Cost	136pts (Inexperienced), 170pts (Regular), 204pts (Veteran)
Weapons	1 forward-facing hull-mounted medium anti-tank gun (75/18)
Damage Value	9+ (medium tank)
Options	<ul style="list-style-type: none"> - Add an additional forward-facing pintle-mounted medium machine gun for +15pts - Replace the main gun with 1 forward-facing hull-mounted super heavy anti-tank gun, and remove both special rules for +75pts (105/25)
Special Rules	<ul style="list-style-type: none"> - Vulnerable (75/18 only): because of the riveted construction, 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) - Improved HE (75/18 only): instead of HE (1") the medium anti-tank gun has HE (2")

100/17 On Lancia 3RO

Cost	84pts (Inexperienced), 105pts (Regular), 126 (Veteran)
Weapons	1 forward-facing or rear-facing medium howitzer
Damage Value	6+ (soft-skin)
Options	- Add an additional forward-facing pintle-mounted medium machine gun for +15pts

ANTI-AIRCRAFT VEHICLES

AA Trucks

Cost	44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Weapons	1 light automatic cannon with 360° arc of fire
Damage Value	6+ (soft-skin)
Options	- Replace the light automatic cannon with a super heavy anti-tank gun and stabilizer jacks for +105pts
Special Rules	<ul style="list-style-type: none"> - Flak - Stabilizer Jacks (if option is taken): the vehicle may not fire if given an <i>Advance</i> order

ARMoured CARS AND RECCE VEHICLES

Sahariana

Cost	30pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Options	<ul style="list-style-type: none"> - Add a forward-facing pintle-mounted medium machine gun for +15pts - Add a rear-facing pintle-mounted medium machine gun for +15pts - Add one of the following weapons with a 360° arc of fire: a pintle-mounted medium machine gun for 20pts, an anti-tank rifle for +20pts, a light automatic cannon for +35pts or a light anti-tank gun for +55pts
Special Rules	<ul style="list-style-type: none"> - Recce (Dual Direction Steering) - Flak (only for the pintle-mounted medium machine guns and for the light automatic cannon)

L6/40

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	1 turret-mounted light automatic cannon with co-axial medium machine gun
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - Replace the automatic cannon with a flamethrower (retaining the co-axial medium machine gun) for +20pts (L6 lanciafiamme) - Alternatively, upgrade to Command Vehicle and gain Open-Topped for free
Special Rules	<ul style="list-style-type: none"> - Recce - Vulnerable: because of the riveted construction, 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) - One-Man Turret - If flamethrower option is taken, the vehicle loses the Recce rule - Command Vehicle and Open-Topped (if Command Vehicle option is taken)

Lancia Ansaldo IZ and IZM

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	Two turret-mounted medium machine guns
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> - Add one hull-mounted, rear-facing medium machine gun for +10pts. - Add one medium machine gun mounted in a second, independent turret for +5pts. This is the original IZ version, which also suffers the 'Too Many Turrets!' rule (see below) and cannot have the optional rear-mounted medium machine gun.
Special Rules	<ul style="list-style-type: none"> - Recce - Too Many Turrets! (IZ version only): it is always necessary to make an order test when issuing an <i>Advance</i> order, even if the vehicle is not pinned

Autoblinda

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	1 turret-mounted light automatic cannon with co-axial medium machine gun and 1 rear facing hull-mounted medium machine gun (AB41)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> - Add a turret-mounted pintle-mounted medium machine gun for +15pts - Replace the automatic cannon and co-axial medium machine gun with 2 medium machine guns for -15pts (AB40) - Replace all weapons with 1 forward-facing medium machine gun, losing the Dual Direction Steering rule and gaining the Open-Topped rule for -45pts (Lince)
Special Rules	- Recce (the AB40 and AB41 also have Dual Direction Steering)

TRANSPORTS AND TOWS

Fiat 508 CM

Cost	15pts (Inexperienced), 19pts (Regular), 23pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 4 men

Breda 61 Artillery Tractor

Cost	22pts (Inexperienced), 27pts (Regular), 32pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	Up to 12 men
Tow	Any howitzer, any anti-tank gun, any anti-aircraft gun

Autoprotetto S37

Cost	34pts (Inexperienced), 43pts (Regular), 52pts (Veteran)
Weapons	None
Damage Value	7+ (armoured carrier)
Transport	Up to 8 men
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Options	<ul style="list-style-type: none"> - Add a forward-facing or rear-facing pintle-mounted medium machine gun for +15pts - Remove the 'Open-Topped' rule, add a forward-facing hull-mounted medium machine gun and increase the transport capacity to 20 men for +32pts (Fiat 665NM <i>Protetto</i>)
Special Rules	- Open-Topped

Mule Team

Cost	6pts (Inexperienced), 8pts (Regular), 10pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft-skinned)
Transport	None
Tow	Light howitzer, light anti-tank gun, light anti-aircraft gun
Special Rules	<ul style="list-style-type: none"> - Stubborn As A Mule: When taking an order test and any doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order die to Down and add 1 pin marker to the team. This rule does not apply if a Fubar is rolled. - Gun Assembly: To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the 'transported' artillery unit) receives a pin marker.