

Italy

15 Order Dice

1098 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (40pts)

Composition: 1 Officer + 1 Soldier

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

Options: Submachine gun (SMG), Additional men

Special Rules: Assault

Colonial Troops Infantry Section

Inexperienced (100pts)

Composition: 1 NCO + 9 Soldiers

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

Options: Additional soldiers x 5, Add Horses

Special Rules: Cavalry, Tough Fighters

Colonial Troops Infantry Section

Inexperienced (100pts)

Composition: 1 NCO + 9 Soldiers

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

Options: Additional soldiers x 5, Add Horses

Special Rules: Cavalry, Tough Fighters

Optional

Infantry Section

Regular (95pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional men x 3, Light machine gun (LMG)

Special Rules: Team Weapon

Sniper Team*Regular (52pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Pistol	6	1	-	-

Special Rules: Infiltrator, Sniper, Team Weapon**Light 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: HE 1", Indirect Fire, Team Weapon

Platoon #2

Engineer Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

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

Infantry Section

Regular (148pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
2 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower

Options: Add Engineers, Flamethrower (infantry) x 2, Additional men x 3

Special Rules: Engineers, Flamethrower, Team Weapon

Infantry Section

Regular (148pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
2 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower

Options: Add Engineers, Flamethrower (infantry) x 2, Additional men x 3

Special Rules: Engineers, Flamethrower, Team Weapon

Optional

Flamethrower Team

Regular (50pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower

Special Rules: Flamethrower, Team Weapon

Flamethrower Team

Regular (50pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Flamethrower (infantry)	6	1	2	Team Weapon, Flamethrower

Special Rules: Flamethrower, Team Weapon

Fiat 665NM Protetto*Regular (75pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 20**Tow:** Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

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

Options: Fiat 665NM Protetto**Fiat 508cm***Regular (19pts)***Damage Value:** All soft-skinned vehicles (6+)**Transport:** 4

No weapons

Platoon #3

Armoured Platoon

Required

L6/40

Regular (100pts)

Damage Value: Light tank (8+)

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	-	-

Options: Command Vehicle

Special Rules: Command Vehicle, HE 1", One-Man Turret, Open-Topped, Recce, Vulnerable

Semovente 47/32

Regular (70pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Hull-mounted, forward-facing light AT gun	48	1	4	HE 1"

Special Rules: HE 1", Open-Topped, Vulnerable

Name	Page	Description
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Cavalry	p119	When cavalry units are mounted they move faster and have the 'Tough Fighters' special rule.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Engineers	p120	Engineers are adept at assaulting buildings and have advantages when dealing with minefields and fortifications.
Flamethrower	p97	Hits from flamethrowers allow no cover saves. Roll a die to hit, if successful it is D6 hits (D6+1 if the weapon is vehicle-mounted). No saves, roll for damage as normal. See full entry for details.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Indirect Fire	p101	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	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
One-Man Turret	p149	Units with the 'One-Man Turret' special rule always take an order test when issuing an Advance order. They can fire either the main gun or the rear-mounted machine gun, but not both in the same turn.
Open-Topped	p149	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skinned 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.
Recce	p150	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Sniper	p122	Sniper units have a rifle with a high-power telescopic sight.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	p122	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	p226	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)