



FINAL ASSAULT



TOP SECRET FILES:

ITALY



Complete list of units

Classified: Early - Mid - Late War

ITALIAN ARMY INFANTRY WEAPONS TABLE

Type	Effective Range	Rate of fire	Characteristics
Beretta 34 pistol	10 cm - 4"	2	<i>point-blank</i>
Beretta Model 38A sub-machine gun	20 cm - 8"	3	
Beretta Model 38A/42 sub-machine gun	15 cm - 6"	3	
Model 1891 cavalry carbine	40 cm - 16"	1	<i>folding bayonet</i>
Model 1891 rifle	60 cm - 24"	1	
Model 91/38 carbine	60 cm - 24"	1	
Breda Model 30 light machine gun	60 cm - 24"	5	<i>support weapon, light machine-gun</i>
Fiat-Revelli Model 35 medium machine-gun	80 cm - 32"	7+3	<i>ammunition belt, heavy weapon, medium machine-gun, tripod</i>
Breda Model 37 medium machine-gun	80 cm - 32"	6+3	<i>ammunition belt, heavy weapon, medium machine-gun, tripod</i>
Breda Model 38 medium machine-gun	80 cm - 32"	6+3	<i>ammunition belt, heavy weapon, medium machine-gun, tripod</i>
SAFAT 7.7 mm medium machine-gun	80 cm - 32"	7+3	<i>ammunition belt, heavy weapon, medium machine-gun, tripod</i>
Breda Model 31 heavy machine-gun	80 cm - 32"	6+3	<i>ammunition belt, heavy weapon, devastating, heavy machine-gun, tripod</i>
SAFAT 12.7 mm heavy machine-gun	80 cm - 32"	7+3	<i>ammunition belt, heavy weapon, devastating, heavy machine-gun, tripod</i>
Model 41 light flamethrower	sagoma	TRI	<i>infantry anti-tank weapon, support weapon, dangerous, no place to hide, fuel tank, Impact Value 1</i>
SRCM M35 grenade	10 cm - 4"	S	<i>devastating, indirect-fire at minimum range 5cm (2")</i>
OTO Model 35 grenade/ Breda M 35	10 cm - 4"	S	<i>devastating, indirect-fire at minimum range 5cm (2")</i>
Pazzaglia grenade	10 cm - 4"	1/S	<i>infantry anti-tank weapon, single shot, devastating, indirect-fire at minimum range 5cm (2"), Impact Value 2</i>
Solothurn S-18/100 20mm cal. anti-tank rifle	80 cm - 32"	2	<i>cumbersome weapon, infantry anti-tank weapon, support weapon, single shot, devastating, Impact Value 2</i>
Brixia 45mm cal. light mortar	60 cm - 24"	2/S	<i>heavy weapon, devastating, indirect-fire only at minimum range 12" (30 cm), light mortar</i>
81mm cal. medium mortar	80 cm - 32"	M	<i>heavy weapon, devastating, indirect-fire only at minimum range 30 cm (12"), medium mortar, Impact Value 1</i>

Note: for German weapons, please use the tables provided in the basic rules.

NEW CHARACTERISTICS

- **Cumbersome weapon:** a weapon with this characteristic cannot fire with *Assault* or *Move & Fire* Orders. The unit cannot fire during a turn it also moves in.
- **Folding bayonet:** models with these weapons are considered to have the *melee expert* characteristic. If models have already got that characteristic then they get a *Re-roll* of 1d10 in their *Melee Roll*.
- **Local knowledge (broken and/or rocky ground):** a model with this characteristic doesn't suffer movement penalties in *areas of cover* shown in brackets (broken ground and rocky ground). Moreover, if they are hiding in these areas they get a +2 bonus to TV if an enemy is trying to spot them.

FINAL ASSAULT

TOP SECRET FILES:

ITALY

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ITALIAN ARMY 1940-1943



MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

1-5 M11/39 tanks (1940- 1942)

1-5 M13/40 - M14/41 tanks (1940-1943)

M11/39 TANK (445 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Impact Value (main weapon): 2/1 S

Main weapon (limited traverse, lower hull): L40 Vickers-Terni 37mm medium gun

Secondary weapon (turret): *twin* Breda Model 38 medium machine-gun

Vehicle characteristics: ronson

VARIANTS:

- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) for +10 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

M13/40 - M14/41 TANK (745 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): Ansaldo L32 47mm medium gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (lower hull): *twin* Breda Model 38 medium machine-gun

Vehicle characteristics: radio, ronson

VARIANTS:

- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 Tanks and can only be bought if you have at least 2 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

MEDIUM TANK PLATOON - OPTIONAL UNITS

- ✳ For each Medium Tank bought you get 2 Option Points.

Optional Units that can be bought by the Medium Tank Platoons	Option Point Cost
Artillery Battery	2
Motorised Anti-aircraft Platoon	2
Armoured Car Platoon	2
Bersaglieri Platoon (basic)	1
Bersaglieri Motorised Platoon (basic)	1
Bersaglieri Motorbike Platoon (basic)	1
Assault-gun Platoon	2
Allied Tank Platoon	3
Light Tank Platoon	2
Medium Tank Platoon (basic)	2
Rifle Platoon (basic)	1
Folgore Platoon (basic)	1
Patrol Platoon (basic)	1
Recon Platoon	1
Self-Propelled Gun Platoon	2

PATROL PLATOON (BASIC)

Comprising one of the following choices:

- 1-6 AS42 Trucks, 1-3 SPA AS.37 Trucks (1942-1943)
- 1-3 AS43 Trucks (1943)

AS42 "SAHARIANA" TRUCK (380 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft, rapid fire): 2/0 S

Main weapon (floor): Breda Model 35 20mm light gun

Vehicle characteristics: exposed models, open-topped

VARIANTS:

- ⚡ You can add up to two Breda Model 37 medium machine-guns (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ⚡ One Truck per platoon can become a Command Truck, replacing the Sergeant with a Lieutenant (*commander*) and the Breda Model 35 20mm light gun with Breda Model 37 medium machine-gun (main gun, floor exposed) for -100 points (compulsory if you buy 6 trucks, and can only be bought if you have at least 2 trucks).
- ⚡ One Truck per platoon can replace the Breda Model 35 20mm light gun with a L32 47mm medium gun (IV 3/1) for -50 points.
- ⚡ Up to two Trucks per platoon can replace the Breda Model 35 20mm light gun with a Solothurn S-18/100 20mm cal. anti-tank rifle for -100 points each. The anti-tank rifle can be fired from the vehicle.

SPA AS.37 TRUCK (380 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft, rapid fire): 2/0 S

Main weapon (floor): Breda Model 35 20mm light gun

Vehicle Characteristics: exposed models, open-topped

VARIANTS:

- ⚡ You can add up to two Breda Model 37 medium machine-guns (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ⚡ One Truck per platoon can replace the Breda Model 35 20mm light gun with a L32 47mm medium gun (IV 3/1) for -50 points.

AS 43 TRUCK (410 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (leader, binoculars), 4 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 5

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft, rapid fire): 2/0 S

Main weapon (floor): Breda Model 35 20mm light gun

Characteristics: exposed models, open-topped

VARIANTS:

✳ You can add up to two Breda Model 37 medium machine-guns (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

✳ One Truck per platoon can become a Command Truck, replacing the Sergeant with a Lieutenant (*commander*) and the Breda Model 35 20mm light gun with Breda Model 37 medium machine-gun (main gun, floor exposed) for -100 points (compulsory if you buy 3 trucks, and can only be bought if you have at least 2 trucks).

✳ One Truck per platoon can replace the Breda Model 35 20mm light gun with a L32 47mm medium gun (IV 3/1) for -50 points.

PATROL PLATOON - OPTIONAL UNITS

✳ If you buy 2 Trucks you get 2 Option Points.

✳ If you buy 3 Trucks you get 3 Option Points.

✳ If you buy 6 Trucks you get 6 Option Points.

Optional Units that can be bought by the Patrol Platoons	Option Point Cost
Artillery Battery	2
Motorised Anti-aircraft Platoon	2
Armoured Car Platoon	2
Assault-gun Platoon	2
Allied Tank Platoon	3
Light Tank Platoon	2
Medium Tank Platoon (basic)	2
Rifle Platoon (basic)	1
Folgore Platoon (basic)	1
Patrol Platoon (basic)	1
Recon Platoon	1
Self-Propelled Gun Platoon	2



RIFLE PLATOON (BASIC) - OLD ORGANISATION

Comprising: 1 Machine gun Command Squad, 2-3 Rifle Squads, 0-1 Anti-Tank Squad (1940-1942)

MACHINE GUN COMMAND SQUAD (480 points)

Infantry Unit
Breakpoint: 7
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta 34 pistol, SRCM M35 grenades	commander, leader
2	Corporals	Breda Model 30 light machine gun, SRCM M35 grenades	leader
10	Riflemen	Model 1891 rifle, SRCM M35 grenades	

RIFLE SQUAD (430 points)

Infantry Unit
Breakpoint: 7
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	leader
2	Corporals	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader
11	Riflemen	Model 1891 rifle, SRCM M35 grenades	

ANTI-TANK SQUAD (200 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader
1	Anti-tank specialist	Solothurn S-18/100 20mm cal. anti-tank rifle, Beretta Model 38A sub-machine gun, SRCM M35 grenades	
1	Rifleman	Model 1891 rifle, SRCM M35 grenades	

VARIANTS:

- ✳ One *leader* per Squad can buy *binoculars* for +30 points.
- ✳ You can equip up to two Riflemen per Rifle Squad with *Pazzaglia Grenades* for +40 points each.
- ✳ Each Machine gun Command Squad can add the *determined* characteristic for +65 points each.
- ✳ Each Rifle Squad can add the *determined* characteristic for +70 points each.
- ✳ Each Anti-Tank Squad can add the *determined* characteristic for +15 points each.
- ✳ You can equip one model per Platoon with *Satchel Charges* for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ You can remove a Rifleman from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads (including the Machine gun Command Squad and the Anti-Tank Squad) can buy the *veteran* characteristic by removing one Rifleman. The eliminated models count towards the Breakpoint.
- ✳ Up to two Rifle Squads can buy *Dovunque SPA trucks* for +105 points each. Add the *loaded on Dovunque SPA truck* characteristic.
- ✳ If you buy a Machine gun Command Squad you can buy up to two *Wait Orders* for +100 points each.

RIFLE PLATOON - OPTIONAL UNITS (old organisation)

- ✳ If you buy a Machine gun Command Squad and two Rifle Squads you can spend 4 Option Points.
- ✳ If you buy a Machine gun Command Squad and three Rifle Squads you can spend 6 Option Points.

RIFLE PLATOON (BASIC) - NEW ORGANISATION

Comprising: 0-1 Command Squad, 1-2 Rifle Squad, 0-1 Anti-Tank Squad (1940-1943)

COMMAND SQUAD (130 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta 34 pistol, SRCM M35 grenades	commander, leader
1	Second Lieutenant	Beretta 34 pistol, SRCM M35 grenades	leader
2	Riflemen	Model 91/38 carbine, SRCM M35 grenades	

RIFLE SQUAD (680 points)

Infantry Unit
Breakpoint: 10
TV: 6

No	Model	Weapons	Characteristics
2	Sergeants	Beretta 34 pistol, SRCM M35 grenades	leader
2	Corporals	Model 1891 rifle, SRCM M35 grenades	leader
2	Machine-gunners	Breda Model 30 light machine gun, SRCM M35 grenades	
14	Riflemen	Model 1891 rifle, SRCM M35 grenades	

SPLITTING THE RIFLE SQUAD

Each Rifle Squad can be split into three Sections: the first comprises a Sergeant, a Corporal and 9 Riflemen (BR5), the second comprises a Sergeant, a Machine-gunner and 3 Riflemen (BR3) and the third comprises a Corporal, a Machine-gunner and 2 Riflemen (BR2).

ANTI-TANK SQUAD (200 points)

Infantry Unit
Breakpoint: 2
TV: 5

No	Model	Weapons	Characteristics
1	Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader
1	Anti-tank specialist	Solothurn S-18/100 20mm cal. anti-tank rifle, Beretta Model 38A sub-machine gun, SRCM M35 grenades	
1	Rifleman	Model 1891 rifle, SRCM M35 grenades	

VARIANTS:

- ✳ One *leader* per Squad can buy *binoculars* for +30 points.
- ✳ You can equip up to two Riflemen per Rifle Squad with *Pazzaglia Grenades* for +40 points each.
- ✳ Each Command Squad can add the *determined* characteristic for +20 points each.
- ✳ Each Rifle Squad can add the *determined* characteristic for +100 points each.
- ✳ Each Anti-Tank Squad can add the *determined* characteristic for +15 points each.
- ✳ You can equip one model per Platoon with *Satchel Charges* for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ You can remove a Rifleman from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ The Command Squad and the Anti-Tank Squad can buy the *veteran* characteristic by removing one Rifleman. The eliminated models count towards the Breakpoint.
- ✳ The Rifle Squad can buy the *veteran* characteristic by removing two Riflemen. The eliminated models count towards the Breakpoint.
- ✳ Up to two Rifle Squads can buy *Dovunque SPA trucks* for +105 points each. Add the *loaded on Dovunque SPA truck* characteristic.
- ✳ If you buy a Command Squad you can buy up to two *Wait Orders* for +100 points each.

RIFLE PLATOON - OPTIONAL UNITS (new organisation)

- ✳ If you buy a Command Squad and a Rifle Squad you can spend 4 Option Points.
- ✳ If you buy a Command Squad and two Rifle Squads you can spend 8 Option Points.

Optional Units that can be bought by the Rifle Platoon (old and new organisation)	Option Point Cost
Artillery Battery	2
Anti-Aircraft Platoon	2
Anti-tank Platoon	2
Armoured Car Platoon	2
Assault-gun Platoon	2
Medium Tank Platoon (basic)	2
Rifle Platoon (basic)	1
Engineer Platoon	3
Machine Gun Platoon	1
Mortar Platoon	2
Patrol Platoon (basic)	1
Recon Platoon	1
Self-Propelled Gun Platoon	2

BERSAGLIERI PLATOON (BASIC)

Comprising: 0-1 Bersaglieri Command Squad, 2-3 Bersaglieri Squads, 0-1 Bersaglieri Anti-Tank Squad (1940-1943)

BERSAGLIERI COMMAND SQUAD (415 points)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Bersaglieri Lieutenant	Beretta 34 pistol, SRCM M35 grenades	commander, leader, melee expert
1	Bersaglieri Second lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersaglieri Corporal	Breda Model 30 light machine gun, SRCM M35 grenades	leader, melee expert
5	Bersaglieri	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

SPLITTING THE BERSAGLIERI COMMAND SQUAD

Each Bersaglieri Command Squad can be split into two Sections: the first comprises the Lieutenant, the Corporal and 2 Bersaglieri (BR2) and the second comprises the Second lieutenant and 3 Bersaglieri (BR2).

BERSAGLIERI SQUAD (495 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Bersaglieri Sergeant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersaglieri Corporal	Breda Model 30 light machine gun, SRCM M35 grenades	leader, melee expert
8	Bersaglieri	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

SPLITTING THE BERSAGLIERI SQUAD

Each Bersaglieri Squad can be split into two Sections: the first comprises the Sergeant and 5 Bersaglieri (BR3) and the second comprises the Corporal and 3 Bersaglieri (BR2).

ANTI-TANK BERSAGLIERI SQUAD (245 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Bersaglieri Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersagliere Anti-tank specialist	Solothurn S-18/100 20mm cal. anti-tank rifle, Beretta Model 38A sub-machine gun, SRCM M35 grenades	melee expert
1	Bersagliere	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

VARIANTS:

- ☛ One *leader* per Squad can buy *binoculars* for +30 points.
- ☛ You can equip up to two Bersaglieri per Bersaglieri Squad with Pazzaglia Grenades for +40 points each.
- ☛ Each Bersaglieri Command Squad can add the *determined* characteristic for +40 points each.
- ☛ Each Bersaglieri Squad can add the *determined* characteristic for +50 points each.
- ☛ Each Anti-Tank Bersaglieri Squad can add the *determined* characteristic for +15 points each.
- ☛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ☛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ☛ You can remove a Bersagliere from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ☛ All Squads (including the Command Squad and the Anti-Tank Squad) can buy the *veteran* characteristic by removing one Bersagliere. The eliminated models count towards the Breakpoint.
- ☛ Up to two Bersaglieri Squads, including the Command Squad, can buy Dovunque SPA trucks for +135 points each. Add the *loaded on Dovunque SPA truck* characteristic.
- ☛ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

BERSAGLIERI PLATOON - OPTIONAL UNITS

- ☛ If you buy a Bersaglieri Command Squad and two Bersaglieri Squads you can spend 4 Option Points.
- ☛ If you buy a Bersaglieri Command Squad and three Bersaglieri Squads you can spend 6 Option Points.

BERSAGLIERI MOTORISED PLATOON (BASIC)

Comprising: 0-1 Bersaglieri Motorised Command Squad, 2-3 Bersaglieri Motorised Squads, 0-1 Bersaglieri Motorised Anti-Tank Squad (1941-1943)

BERSAGLIERI MOTORISED COMAND SQUAD (460 points)

Infantry Unit

Breakpoint: 3

TV: 7

Characteristics: loaded on Dovunque SPA truck*

No	Model	Weapons	Characteristics
1	Bersaglieri Lieutenant	Beretta 34 pistol, SRCM M35 grenades	commander, leader, melee expert
1	Bersaglieri Second lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersaglieri Corporal	Breda Model 30 light machine gun, SRCM M35 grenades	leader, melee expert
3	Bersaglieri	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert
1*	Dovunque SPA Truck = See Vehicle datasheet (already included in cost)		

BERSAGLIERI MOTORISED SQUAD (555 points)

Infantry Unit

Breakpoint: 4

TV: 7

Characteristics: loaded on Dovunque SPA truck*

No	Model	Weapons	Characteristics
1	Bersaglieri Sergeant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersaglieri Corporal	Breda Model 30 light machine gun, SRCM M35 grenades	leader, melee expert
3	Bersaglieri	Beretta Model 38A sub-machine gun, SRCM M35 grenades	melee expert
3	Bersaglieri	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert
1*	Dovunque SPA Truck = See Vehicle datasheet (already included in cost)		

SPLITTING THE BERSAGLIERI MOTORISED SQUAD

Each Bersaglieri Motorised Squad can be split into two Sections: the first comprises the Sergeant and 3 Bersaglieri (BR2) and the second comprises the Corporal and 3 Bersaglieri (BR2).

BERSAGLIERI MOTORISED ANTI-TANK SQUAD (245 points)

Infantry Unit

Breakpoint: 2

TV: 7

Characteristics: loaded on Dovunque SPA truck*

Note: The Squad is loaded onto a Truck owned by one of the other Squads in the Platoon.

No	Model	Weapons	Characteristics
1	Bersaglieri Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Bersagliere Anti-tank specialist	Solothurn S-18/100 20mm cal. anti-tank rifle, Beretta Model 38A sub-machine gun, SRCM M35 grenades	melee expert
1	Bersagliere	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

VARIANTS:

- ⊛ One *leader* per Squad can buy *binoculars* for +30 points.
- ⊛ You can equip up to two Bersaglieri per Bersaglieri Motorised Squad with Pazzaglia Grenades for +40 points each.
- ⊛ Each Bersaglieri Motorised Command Squad can add the *determined* characteristic for +30 points each.
- ⊛ Each Bersaglieri Motorised Squad can add the *determined* characteristic for +40 points each.
- ⊛ Each Bersaglieri Motorised Anti-Tank Squad can add the *determined* characteristic for +15 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Up to two Squads can remove their Dovunque SPA Trucks for -135 points each. Remove the *loaded on Dovunque SPA truck* characteristic.
- ⊛ You can remove a Bersagliere from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Squads (including the Command Squad and the Anti-Tank Squad) can buy the *veteran* characteristic by removing one Bersagliere. The eliminated models count towards the Breakpoint.
- ⊛ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

BERSAGLIERI MOTORISED PLATOON - OPTIONAL UNITS

- ⊛ If you buy a Bersaglieri Motorised Command Squad and two Bersaglieri Motorised Squads you can spend 4 Option Points.
- ⊛ If you buy a Bersaglieri Motorised Command Squad and three Bersaglieri Motorised Squads you can spend 6 Option Points.

BERSAGLIERI MOTORBIKE PLATOON (BASIC)

Comprising: 1-4 Bersaglieri Motorbike Squads (1940-1943)

BERSAGLIERI MOTORBIKE SQUAD (650 points)

Motorbikes Unit (See notes)

Breakpoint: 5

TV: 7

No	Model	Weapons	Characteristics
9	Guzzi Motorbikes = See Vehicle datasheet (already included in cost)		
1	Guzzi Motorbike with Breda machine gun = See Vehicle datasheet (already included in cost)		

GUZZI MOTORBIKE

Vehicle Type: Motorbike - Unarmoured - Wheeled

Crew: 1 Bersagliere (melee expert) armed with Beretta Model 38A sub-machine gun and SRCM M35 grenades

Move Carefully: 18" (45 cm)

Tactical Value: 7

Protection Value: 2

Characteristics: exposed models, open-topped

GUZZI MOTORBIKE WITH BRED A MACHINE GUN

Vehicle Type: Motorbike - Unarmoured - Wheeled

Crew: 1 Bersagliere (melee expert) armed with Beretta Model 38A sub-machine gun and SRCM M35 grenades

Move Carefully: 18" (45 cm)

Tactical Value: 7

Protection Value: 2

Arma principale (handlebars): Breda Model 30 light machine gun (it is used by the driver, who can only fire if not moving).

Characteristics: exposed models, open-topped

SPLITTING THE BERSAGLIERI MOTORBIKE SQUAD

Each Bersaglieri Motorbike Squad can be split into two Sections: the first comprises 3 Guzzi Motorbikes (BR3) and the second comprises the Guzzi Motorbike with Breda machine gun and 3 Guzzi Motorbikes (BR2).

VARIANTS:

- ⊛ You can equip up to two Bersaglieri per Bersaglieri Motorbike Squad with Pazzaglia Grenades for +40 points each.
- ⊛ Each Bersaglieri Motorbike Squad can add the *determined* characteristic for +50 points each.
- ⊛ You can remove a Motorbike from each Squad for -60 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Squads can buy the *veteran* characteristic by removing a Motorbike. The eliminated models count towards the Breakpoint.

Motorbike unit

Despite being vehicles, these units don't have Breakpoint 1 but rather use the BP shown on the Squad Roster. The models on bikes in the same unit must remain in cohesion and act as the same unit: they only get one Order, and fire at the same target. Models outside of cohesion are eliminated as normal. Units on bikes perform *Break* and *Steady Nerves Test* as a single unit and apply the result to each single motorbike. Units that fire at a unit of motorbikes choose the target models, specifying which level of cover will apply as well as other modifiers. Any *Hits* on a motorbike unit are assigned by their owner, starting with the higher values, respecting the proportional method (one per model) and the line of sight. Excess damage is shared with the same procedure.

⊛ A Bersaglieri Motorbike unit, comprising 10 motorbikes, is hit by a British Infantry Squad who get 4 *Hits*. The British player rolls 4 times on the *Vehicle Light Damage Table*, applying the result to 4 different motorbikes.

⊛ A Bersaglieri Motorbike unit, comprising 4 motorbikes, is hit by a British Infantry Squad who get 6 *Hits*. The British player rolls 6 times on the *Vehicle Light Damage Table*, applying the result to each motorbike. Two bikes will take two *Hits*.

Models in the same unit don't block *Line of sight* and are not considered to be intervening.

BERSAGLIERI MOTORBIKE PLATOON - OPTIONAL UNITS

- ✪ If you buy a Bersaglieri Motorbike Squad you can spend 1 Option Point.
- ✪ If you buy two Bersaglieri Motorbike Squads you can spend 2 Option Points.
- ✪ If you buy three Bersaglieri Motorbike Squads you can spend 4 Option Points.
- ✪ If you buy four Bersaglieri Motorbike Squads you can spend 6 Option Points.

Optional Units that can be bought by the Bersaglieri Platoons (all types)	Option Point Cost
Artillery Battery	2
Motorised Anti-aircraft Platoon	2
Anti-tank Platoon	2
Armoured Car Platoon	2
Bersaglieri Platoon (basic)	1
Bersaglieri Motorised Platoon (basic)	1
Bersaglieri Motorbike Platoon (basic)	1
Assault-gun Platoon	2
Light Tank Platoon	2
Medium Tank Platoon (basic)	2
Engineer Platoon	3
Machine Gun Platoon	1
Mortar Platoon	2
Self-Propelled Gun Platoon	2

“FOLGORE” PARATROOPER PLATOON (BASIC)

Comprising: 0-1 Paratrooper Command Squad, 1-2 Paratrooper Squads, 1 Paratrooper Assault Squad, 0-1 Paratrooper Anti-Tank Squad (1940-1943)

PARATROOPER COMMAND SQUAD (295 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Paratrooper Sergeant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
3	Paratroopers	Model 91/38 carbine, SRCM M35 grenades	melee expert

PARATROOPER SQUAD (505 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Paratrooper Corporal	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
8	Paratroopers	Model 91/38 carbine, SRCM M35 grenades	melee expert

SPLITTING THE PARATROOPER SQUAD

Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises the Corporal and 3 Paratroopers (BR2).

PARATROOPER ASSAULT SQUAD (545 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Paratrooper Corporal	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
8	Paratroopers	Beretta Model 38A sub-machine gun, SRCM M35 grenades	melee expert

SPLITTING THE PARATROOPER ASSAULT SQUAD

Each Paratrooper Assault Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises the Corporal and 3 Paratroopers (BR2).

PARATROOPER ANTI-TANK SQUAD (245 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Paratrooper Anti-tank specialist	Solothurn S-18/100 20mm cal. anti-tank rifle, Beretta Model 38A sub-machine gun, SRCM M35 grenades	melee expert
1	Paratroopers	Model 91/38 carbine, SRCM M35 grenades	melee expert

VARIANTS:

- ✳ One *leader* per Squad can buy *binoculars* for +30 points.
- ✳ All the Paratroopers with Model 91/38 carbines can replace their carbines with Beretta Model 38A sub-machine guns for +5 points each.
- ✳ You can equip up to two Paratroopers per Squad with Pazzaglia Grenades for +40 points each.
- ✳ Each Paratrooper Command Squad can add the *determined* characteristic for +30 points each.
- ✳ Each Paratrooper Squad can add the *determined* characteristic for +50 points each.
- ✳ Each Paratrooper Anti-Tank Squad can add the *determined* characteristic for +15 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ You can remove a Paratrooper from each Squad for -45 points each (-50 points for the Assault Squad). The eliminated models count towards the Breakpoint.
- ✳ All Squads (including the Command Squad and the Anti-Tank Squad) can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.
- ✳ Up to two Paratrooper Squads, including the Command Squad and the Assault Squad, can buy Dovunque SPA trucks for +135 points each. Add the *loaded on Dovunque SPA truck* characteristic.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

"FOLGORE" PARATROOPER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Paratrooper Command Squad, a Paratrooper Squad and an Assault Squad you can spend 4 Option Points.
- ✳ If you buy a Paratrooper Command Squad, two Paratrooper Squads and an Assault Squad you can spend 6 Option Points.

Optional Units that can be bought by the "Folgore" Paratrooper Platoon	Option Point Cost
Artillery Battery	2
Anti-Aircraft Platoon	2
Anti-tank Platoon	2
Anti-tank Infantry Platoon	2
Light Tank Platoon	2
Medium Tank Platoon (basic)	2
Paratrooper Engineer Platoon	3
Machine Gun Platoon	1
Mortar Platoon	2
"Folgore" Paratrooper Platoon (basic)	1
Patrol Platoon (basic)	1
Self-Propelled Gun Platoon	2



ITALIAN ARMY - OPTIONAL UNITS



ARTILLERY BATTERY

Comprising one of the following choices:

- 0-1 OP*, 1-4 65/17 Howitzers (1940-1941)
- 0-1 OP*, 1-4 75/27 Guns (1940-1943)
- 0-1 OP*, 1-4 100/17 Howitzers (1940-1943)

*See rules

65/17 HOWITZER (280 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 2

Impact Value (howitzer): -/2 M, indirect-fire minimum range 20" (50 cm)

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	65 mm medium howitzer, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 65/17 howitzers to use for *off-table fire*. They cost 180 points each.

75/27 GUN (400 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (75 mm medium gun): 4/3 M, indirect-fire minimum range 20" (50 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	75 mm medium gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 75/27 gus to use for *off-table fire*. They cost 280 points each.

100/17 HOWITZER (400 points)

Infantry Unit

Breakpoint: 4

TV: 6

Protection Value: 2

Impact Value (howitzer): -/4 L, indirect-fire minimum range 24" (60 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	100 mm heavy howitzer, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 100/17 howitzers to use for *off-table fire*. They cost 280 points each.

ANTI-AIRCRAFT PLATOON

Comprising one of the following choices:

- 1-4 Breda Model 35 anti-aircraft guns (1940-1943)
- 1-4 Ansaldo Model 90/53 anti-aircraft guns (1940-1943)

BREDA MODEL 35 ANTI-AIRCRAFT GUN (380 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 2

Impact Value (20mm light gun, anti-aircraft, rapid fire): 2/0 S

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	20mm light gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ If the gun stems from a Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +40 points.

ANSALDO MODEL 90/53 ANTI-AIRCRAFT GUN (670 points)

Infantry Unit

Breakpoint: 3

TV: 6

Protection Value: 2

Impact Value (90 mm heavy gun, anti-aircraft): 8/4 L

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	Ansaldo L53 90mm heavy gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	
1	Radio Operator	Model 1891 cavalry carbine, SRCM M35 grenades	radio

VARIANTS:

☛ If the gun stems from a Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +60 points.

MOTORISED ANTI-AIRCRAFT PLATOON

Comprising one of the following choices:

- 1-2 Breda Model 35 Autocannon (1940-1943)
- 1-2 Lancia R3 RO Autocannon (1940-1943)

BREDA MODEL 35 AUTOCANNON (380 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (floor): Breda L65 20mm light gun

Vehicle Characteristics: exposed models, open-topped

VARIANTS:

☛ If the Truck stems from a Bersaglieri Platoon (any type) then all models can improve their TV to 7 for a total cost of +40 points.

LANCIA 3RO AUTOCANNON (640 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 5 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft): 8/4 L

Main weapon (floor): Ansaldo L53 90mm heavy gun

Vehicle Characteristics: exposed models, open-topped, radio

Note: cannot use the gun with a *Move & Fire* Order. If it fires the gun the vehicle cannot move.

VARIANTS:

☛ If the Truck stems from a Bersaglieri Platoon (any type) then all models can improve their TV to 7 for a total cost of +40 points.

ANTI-TANK PLATOON

Comprising one of the following choices:

- 1-4 "Elefantino" Anti-tank guns (1940-1943)
- 1-4 Truck-transported guns (only available for Bersaglieri Motorised and Bersaglieri Motorbikes, 1941-1943)

"ELEFANTINO" ANTI-TANK GUN (330 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 2

Impact Value (47mm medium gun): 3/1 S

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	Ansaldo L32 47mm medium gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Model 1891 cavalry carbine, SRCM M35 grenades	
1	Radio Operator	Model 1891 cavalry carbine, SRCM M35 grenades	radio

VARIANTS:

☛ If the Gun stems from a Bersaglieri Platoon (any type) or a Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +40 points.

TRUCK-TRANSPORTED GUN (370 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 4

Impact Value (main weapon): 3/1 S

Main weapon (floor): Ansaldo L32 47mm medium gun

Vehicle Characteristics: exposed models, open-topped

ARMoured CAR PLATOON

Comprising one of the following choices:

- 1-4 AB 40 (1940-1943)
- 1-4 AB 41 (1941-1943)

AB 40 ARMoured CAR (570 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon (turret): twin Breda Model 38 medium machine-gun

Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: highly-maneuvrable, radio, recon vehicle

VARIANTS:

- ☛ If the vehicle stems from a Bersaglieri Motorised Platoon or a Bersaglieri Motorbike Platoon then all models can improve their TV to 7 for a total cost of +40 points.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AB 41 ARMoured CAR (690 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: highly-maneuvrable, radio, recon vehicle

VARIANTS:

- ☛ If the vehicle stems from a Bersaglieri Motorised Platoon or a Bersaglieri Motorbike Platoon then all models can improve their TV to 7 for a total cost of +40 points.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.



ASSAULT-GUN PLATOON

Comprising one of the following choices:

- 1-4 L40 (1942-1943)
- 1-5 M40/M41 (1942-1943)
- 0-1 M40/M41 Command Tank, 1-4 M42 (1942-1943)

L40 TANK (400 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, limited traverse): 3/1 S

Main weapon (lower hull): L32 47mm medium gun

Vehicle characteristics: assault vehicle, open-topped, radio

VARIANTS:

- ✳ One Tank per platoon can become a Command Tank, replacing the Sergeant with a Lieutenant (*commander*) and the L32 47mm medium gun with a dummy gun with Breda Model 38 medium machine-gun for -60 points (compulsory if you buy 4 tanks, and can only be bought if you have at least 2 tanks).
- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each. You cannot use this variant for the Command Tank.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M40/M41 TANK (530 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, limited traverse): 4/3 M

Main weapon (lower hull): L18 75mm medium gun

Vehicle characteristics: assault vehicle, radio

VARIANTS:

- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the L18 75mm medium gun with a dummy gun with Breda Model 31 medium machine-gun for -50 points (compulsory if you buy 5 tanks, and can only be bought if you have at least 2 tanks). This variant can also be used as Command Tank for the M2 Platoon (compulsory if you buy 4 M42 tanks, and can only be bought if you have at least 2 M42 tanks).
- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can increase the AV of each vehicle to 3 for +75 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M42 TANK (730 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon, limited traverse): 5/3 M

Main weapon (lower hull): L34 75mm medium gun

Vehicle characteristics: assault vehicle, radio

VARIANTS:

- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can replace the L34 75mm medium gun with a 75mm howitzer (limited traverse, IV -/3 M) and a Breda Model 38 medium machine-gun (secondary weapon, upper hull, exposed) for -70 points each.

ALLIED TANK PLATOON

Comprising one of the following choices:

- 1-5 Panzer III (1941-1943; max 1 unit per army)
- 1-5 Panzer IV (1942-1943; max 1 unit per army)

SDKFZ 141 PANZER III TANK (830 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 3/2 S

Main weapon (turret): KwK38 L42 50mm medium gun with Mg34 light machine-gun (coaxial)

Secondary weapon (lower hull): Mg34 light machine-gun

Vehicle characteristics: radio

VARIANTS:

- ⊗ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 Tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ You can replace the KwK38 L42 50mm medium gun with a KwK39 L60 50mm medium gun (IV 4/3) for +30 points each. (Sdkfz 141/1 Panzer III Ausf H, 1942)
- ⊗ You can increase the AV of each vehicle to 5 for +75 points each. (Sdkfz 141/1 Panzer III Ausf J, 1942-1943)
- ⊗ You can replace the KwK38 L42 50mm medium gun with a KwK39 L60 50mm medium gun (IV 4/3) and increase the AV to 5 for +105 points each. (Sdkfz 141/1 Panzer III Ausf J1, 1942-1943)
- ⊗ You can replace the KwK38 L42 50mm medium gun with a KwK07 L24 75mm medium gun (IV 4/3) and increase the AV to 5 for +105 points each. (Sdkfz 141/2 Ausf N, 1942-1943)

SDKFZ 161 PANZER IV TANK (935 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 4/3 M

Main weapon (turret): KwK37 L24 75mm medium gun with Mg34 light machine-gun (coaxial)

Secondary weapon (lower hull): Mg34 light machine-gun

Vehicle characteristics: radio

VARIANTS:

- ⊗ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 Tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ You can replace the KwK37 L24 75mm medium gun with a KwK40 L43 75mm medium gun (IV 6/3) for +100 points each. (Sdkfz 161/1 Ausf F2, 1942-1943)
- ⊗ You can replace the KwK37 L24 75mm medium gun with a KwK40 L48 75mm medium gun (IV 6/3) and increase the AV to 6 for +175 points each. (Sdkfz 161/2 Ausf G, 1942-1943. Sdkfz 161/2 Ausf H, 1943)

LIGHT TANK PLATOON

Comprising one of the following choices:

- 1-4 Ansaldo L3/35 (1940-1941)
- 1-5 Fiat Ansaldo L6/40 (1942-1943)

ANSALDO L3/35 TANK (365 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 1 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): *twin* Breda Model 38 medium machine-gun

Vehicle characteristics: -

VARIANTS:

- ✳ One Tank per platoon can become a Command Tank, replacing the Sergeant with a Lieutenant (*commander*) and add a *radio* for +20 points (compulsory if you buy 4 tanks, and can only be bought if you have at least 2 tanks).
- ✳ One vehicle per platoon can replace the *twin* Breda Model 38 medium machine-gun with a Breda Model 38 medium machine-gun and a Solothurn S-18/100 20mm cal. anti-tank rifle for +20 points. The anti-tank rifle can fire directly from the vehicle but when used you can't also use the machine-gun.
- ✳ For every two vehicles you buy, one can replace the *twin* Breda Model 38 mmg with a heavy flamethrower with Breda Model 38 mmg (coaxial) for +110 points (L3/35 LF version). Add the *ronson* characteristic.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

FIAT ANSALDO L6/40 TANK (635 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 1 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)

Vehicle characteristics: -

VARIANTS:

- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 Tanks and can only be bought if you have at least 2 tanks).
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

ENGINEER PLATOON

Comprising: 1-4 Engineer Squads (1939-1943)

ENGINEER SQUAD (445 points)

Infantry Unit
Breakpoint: 6
TV: 6

No	Model	Weapons	Characteristics
1	Engineer Sergeant	Beretta 38A sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	leader
2	Engineer Corporals	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	leader
8	Engineer Infantrymen	Model 1891 rifle, SRCM M35 grenades	

SPLITTING THE ENGINEER SQUAD

Each Engineer Squad can be split into two Sections: the first comprises the Sergeant, a Corporal and 4 Infantrymen (BR3) and the second comprises a Corporal and 4 Infantryman (BR3).

VARIANTS:

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Engineer Infantryman per platoon can replace his Model 1891 rifle with a Model 41 light flamethrower for +90 points.
- ✳ You can equip up to three Engineer Infantrymen per Squad with Pazzaglia Grenades for +40 points each.
- ✳ You can equip one model per Squad with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Each Engineer Squad can add the *determined* characteristic for +55 points each.
- ✳ You can remove an Engineer Infantryman from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Engineer Infantryman. The eliminated models count towards the Breakpoint.
- ✳ If the Squad stems from a Bersaglieri Platoon (any type) then all models can improve their TV to 7, buy the *melee expert* characteristic and replace the Model 1891 rifles with Model 1891 cavalry carbines for +15 points each.
- ✳ If the Squad stems from a Bersaglieri Motorised Platoon or a Bersaglieri Motorbike Platoon must buy Dovunque SPA trucks for +135 points each. Add the *loaded on Dovunque SPA truck* characteristic.

PARATROOPER ENGINEER PLATOON

Comprising: 1-3 Paratrooper Engineer Squad (1939-1943)

PARATROOPER ENGINEER SQUAD (470 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	Beretta 38A sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
1	Paratrooper Engineer Corporal	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
7	Paratrooper Engineers	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD

Each Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 4 Paratroopers (BR3) and the second comprises the Corporal and 4 Paratroopers (BR2).

VARIANTS:

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Engineer Paratrooper per platoon can replace his Model 1891 cavalry carbine with a Model 41 light flamethrower for +90 points.
- ✳ You can equip up to three Paratroopers Engineers per Squad with Pazzaglia Grenades for +40 points each.
- ✳ You can equip one model per Squad with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Each Paratrooper Engineer Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove a Paratrooper Engineer from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Paratrooper Engineer. The eliminated models count towards the Breakpoint.

MACHINE GUN PLATOON

Comprising: 0-1 Machine Gun Command Squad, 1-4 Machine Gun Squads (1939-1943)

MACHINE GUN COMMAND SQUAD (165 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta 34 pistol, SRCM M35 grenades	binoculars, commander, leader
1	Second lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader
2	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	

MACHINE GUN SQUAD (230 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	leader
1	Machine-gunner	Breda Model 37 medium machine-gun, Beretta 34 pistol, SRCM M35 grenades	gunner, tripod
2	Infantrymen	Model 1891 rifle, SRCM M35 grenades	

VARIANTS:

- ✳ Each Machine Gun Command Squad can add the *determined* characteristic for +20 points each.
- ✳ Each Machine Gun Squad can add the *determined* characteristic for +20 points each.
- ✳ If the Squad stems from a Bersaglieri Platoon (any type) then all models can improve their TV to 7 or a total cost of +40 points each.

MORTAR PLATOON

Comprising one of the following choices:

- 0-1 Mortar Command Squad, 1-3 Mortar Squads (1939-1943)
- 0-1 Mortar Command Squad, 1-3 Brixia Mortar Squads (1939-1943)

MORTAR COMMAND SQUAD (170 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	binoculars, commander, leader,
1	Second lieutenant	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader
2	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	

VARIANTS:

- ✳ The Mortar Command Squad can add a *radio* for +10 points. One Infantryman in the Squad gets the *radio* characteristic.
- ✳ Each Mortar Command Squad can add the *determined* characteristic for +20 points each.
- ✳ If the Squad stems from a Bersaglieri Platoon (any type) or a Paratrooper Platoon then all models can improve their TV to 7 or a total cost of +40 points each.

MORTAR SQUAD (365 points)

Infantry Unit
Breakpoint: 3
TV: 6

No	Model	Weapons	Characteristics
1	Corporal	Beretta Model 38A sub-machine gun, SRCM M35 grenades	binoculars, leader
1	Mortarman	81mm cal. medium mortar, Beretta 34 pistol, SRCM M35 grenades	
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
3	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	

VARIANTS:

- ✳ The Mortar Squad can add a *radio* for +10 points. One Infantryman in the Squad gets the *radio* characteristic.
- ✳ Each Mortar Squad can add the *determined* characteristic for +30 points each.
- ✳ If the Squad stems from a Bersaglieri Platoon (any type) or a Paratrooper Platoon then all models can improve their TV to 7 or a total cost of +30 points each.

BRIXIA MORTAR SQUAD (630 points)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Corporal	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
3	Mortarmen	Brixia 45mm cal. light mortar, Beretta 34 pistol, SRCM M35 grenades	
3	Infantrymen	Beretta 34 pistol, SRCM M35 grenades	
3	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	

VARIANTS:

- ✳ The Mortar Squad can add a *radio* for +10 points. One Infantryman in the Squad gets the *radio* characteristic.
- ✳ Each Mortar Squad can add the *determined* characteristic for +50 points each.
- ✳ If the Squad stems from a Bersaglieri Platoon (any type) or a Paratrooper Platoon then all models can improve their TV to 7 or a total cost of +100 points each.

RECON PLATOON

Comprising: 1-5 Lancia Lince (1943 - not on the African Front)

LANCIA LINCE (400 points)

Vehicle Type: Armoured car - Open-topped Armoured - Wheeled

Crew: 1 Sergeant Tank Commander (binoculars, leader), 1 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon (lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: recon vehicle

VARIANTS:

- ✳ One Armoured Car per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Lieutenant (*commander*) for +10 points (compulsory if you buy 4 armoured cars, and can only be bought if you have at least 2 armoured cars).
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.



SELF-PROPELLED GUN PLATOON

Comprising one of the following choices:

- 0-1 M40/M41 Command Tank, 1-4 M41M (1941-1943)
- 0-1 M42 Command Tank, 1-4 M42M (1943 - not on the African Front)

M40/M41 SELF-PROPELLED GUN COMMAND TANK (470 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Lieutenant Tank Leader (commander, leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon (lower hull): Breda Model 31 heavy machine-gun

Vehicle characteristics: -

VARIANTS:

- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M42 SELF-PROPELLED GUN COMMAND TANK (555 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Lieutenant Tank Leader (commander, leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Main weapon (lower hull): Breda Model 31 heavy machine-gun

Vehicle characteristics: radio

VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M41M SELF-PROPELLED GUN TANK (510 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, limited traverse): 8/4 L

Main weapon (lower hull): L53 90mm heavy gun

Vehicle characteristics: open-topped

Note: cannot use the gun with a *Move & Fire* Order. If it fires the gun the vehicle cannot move. It cannot fire every turn; the turn after firing the gunner must use his Order to *re-load* the gun.

VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M42M SELF-PROPELLED GUN TANK (605 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon, limited traverse): 4/3 M

Main weapon (lower hull): L34 75mm medium gun

Vehicle characteristics: assault vehicle, radio

VARIANTS:

- ✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.



RECON UNITS - OBSERVATION POST



INFANTRY OBSERVATION POST (175 points)

Infantry Unit

Breakpoint: 2

TV: 6

Characteristics: observation post

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta 34 pistol, SRCM M35 grenades	binoculars, commander, leader
1	Sergeant	Beretta 38A sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	leader
1	Radio Operator	Model 1891 cavalry carbine, SRCM M35 grenades	long-range radio

VARIANTS:

☛ Each unit can add the *camouflage* characteristic for +10 points.

☛ Each unit can add the *infiltrators* characteristic for +10 points.



TRANSPORT VEHICLES



DOVUNQUE SPA TRUCK (105 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Characteristics: exposed models, open-topped, six-wheeled vehicle, troop transporter (12)

VARIANTS:

☛ If the Truck is part of a Bersagliero Platoon (any type) or a Paratrooper Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points.





I.S.R. ARMY 1943-1945



MONTEROSA DIVISION - ALPINI PLATOON (BASIC)

Comprising: 0-1 Alpini Command Squad, 2-3 Alpini Squads (1944-1945)

ALPINI COMMAND SQUAD (275 points)

Infantry Unit

Breakpoint: 3

TV: 6

Characteristics: local knowledge (broken and/or rocky ground)

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	commander, leader
1	Second lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	leader
1	Alpino Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, SRCM M35 grenades	
2	Alpini	Kar98k rifle, SRCM M35 grenades	

ALPINI SQUAD (380 points)

Infantry Unit

Breakpoint: 5

TV: 6

Characteristics: local knowledge (broken and/or rocky ground)

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Corporal	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Alpino Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, SRCM M35 grenades	
6	Alpini	Kar98k rifle, SRCM M35 grenades	

SPLITTING THE ALPINI SQUAD

Each Alpini Squad can be split into two Sections: the first comprises the Sergeant and 4 Alpini (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Alpini (BR2).

VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Alpino in the Squad gets the *radio* characteristic.
- ✳ Each Alpino Machine-gunner can replace their Mg42 light machine guns with Breda Model 30 light machine guns for -30 points each.
- ✳ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One Alpino per Alpini Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each, or a Panzerfaust 30 for +50 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Alpini Command Squad can add the *determined* characteristic for +25 points each.
- ✳ Each Alpini Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove an Alpino from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

ALPINI PLATOON - OPTIONAL UNITS

- ✳ If you buy an Alpini Command Squad and two Alpini Squads you can spend 4 Option Points.
- ✳ If you buy an Alpini Command Squad and three Alpini Squads you can spend 6 Option Points.

ITALIA DIVISION - BERSAGLIERI PLATOON (BASIC)

Comprising: 0-1 Bersaglieri Command Squad, 2-3 Bersaglieri Squads (1944-1945)

BERSAGLIERI COMMAND SQUAD (265 points)

Infantry Unit
Breakpoint: 3
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	commander, leader
1	Second lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	leader
1	Bersagliere Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, SRCM M35 grenades	
2	Bersaglieri	Kar98k rifle, SRCM M35 grenades	

BERSAGLIERI SQUAD (360 points)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Corporal	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Bersagliere Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, SRCM M35 grenades	
6	Bersaglieri	Kar98k rifle, SRCM M35 grenades	

SPLITTING THE BERSAGLIERI SQUAD

Each Bersaglieri Squad can be split into two Sections: the first comprises the Sergeant and 4 Bersaglieri (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Bersaglieri (BR2).

VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Bersagliere in the Squad gets the *radio* characteristic.
- ✳ Each Bersagliere Machine-gunner can replace their Mg42 light machine guns with Breda Model 30 light machine guns for -30 points each.
- ✳ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One Bersagliere per Bersaglieri Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each, or a Panzerfaust 30 for +50 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Bersaglieri Command Squad can add the *determined* characteristic for +25 points each.
- ✳ Each Bersaglieri Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove a Bersagliere from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

BERSAGLIERI PLATOON - OPTIONAL UNITS

- ✳ If you buy a Bersaglieri Command Squad and two Bersaglieri Squads you can spend 4 Option Points.
- ✳ If you buy a Bersaglieri Command Squad and three Bersaglieri Squads you can spend 6 Option Points.

SAN MARCO DIVISION - SAN MARCO PLATOON (BASIC)

Comprising: 0-1 San Marco Command Squad, 2-3 San Marco Squads (1944-1945)

SAN MARCO COMMAND SQUAD (315 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	commander, leader
1	Second lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	leader
1	Marine Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, SRCM M35 grenades	
2	Marines	Kar98k rifle, SRCM M35 grenades	

SAN MARCO SQUAD (360 points)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Corporal	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Marine Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, SRCM M35 grenades	
6	Marines	Kar98k rifle, SRCM M35 grenades	

SPLITTING THE SAN MARCO SQUAD

Each San Marco Squad can be split into two Sections: the first comprises the Sergeant and 4 Marines (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Marines (BR2).

VARIANTS:

- ✱ The Command Squad can add a *radio* for +10 points. One Marine in the Squad gets the *radio* characteristic.
- ✱ Each Marine Machine-gunner can replace their Mg42 light machine guns with Breda Model 30 light machine guns for -30 points each.
- ✱ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✱ One Marine per San Marco Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each, or a Panzerfaust 30 for +50 points each.
- ✱ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✱ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✱ One leader per Squad can buy *binoculars* for +30 points.
- ✱ Each San Marco Command Squad can add the *determined* characteristic for +25 points each.
- ✱ Each San Marco Squad can add the *determined* characteristic for +45 points each.
- ✱ You can remove a Marine from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✱ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

SAN MARCO PLATOON - OPTIONAL UNITS

- ✱ If you buy a San Marco Command Squad and two San Marco Squads you can spend 4 Option Points.
- ✱ If you buy a San Marco Command Squad and three San Marco Squads you can spend 6 Option Points.

LITTORIO DIVISION - GRENADIER PLATOON (BASIC)

Comprising: 0-1 Grenadier Command Squad, 2-3 Grenadier Squads (1943-1945)

GRENADIER COMMAND SQUAD (265 points)

Infantry Unit
Breakpoint: 3
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	commander, leader
1	Second lieutenant	Beretta Model 38A/42 sub-machine gun, Walther P38 pistol, SRCM M35 grenades	leader
1	Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, SRCM M35 grenades	
2	Grenadier	Kar98k rifle, SRCM M35 grenades	

GRENADIER SQUAD (270 points)

Infantry Unit
Breakpoint: 5
TV: 5

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Corporal	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Grenadier Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, SRCM M35 grenades	
6	Grenadier	Kar98k rifle, SRCM M35 grenades	

SPLITTING THE GRENADIER SQUAD

Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Grenadier in the Squad gets the *radio* characteristic.
- ✳ Each Grenadier Machine-gunner can replace their Mg42 light machine guns with Breda Model 30 light machine guns for -30 points each.
- ✳ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One Grenadier per Grenadier Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each, or a Panzerfaust 30 for +50 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Grenadier Command Squad can add the *determined* characteristic for +25 points each.
- ✳ Each Grenadier Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove an Grenadier from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

GRENADIER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Grenadier Command Squad and two Grenadier Squads you can spend 4 Option Points.
- ✳ If you buy a Grenadier Command Squad and three Grenadier Squads you can spend 6 Option Points.

WAFFEN SS GRENADIER ITALIENISCHE PLATOON (BASIC)

Comprising: 0-1 Waffen SS Command Squad, 2-3 Waffen SS Squads (1943-1945)

WAFFEN SS COMMAND SQUAD (340 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, determined, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	determined, leader
1	Waffen Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	determined
2	Waffen	Kar98k rifle, Stg39 grenades	determined

WAFFEN SS SQUAD (570 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Waffen Sergeant	MP40 sub-machine gun, Stg39 grenades	determined, leader
1	Waffen Corporal	MP40 sub-machine gun, Stg39 grenades	determined, leader
1	Waffen Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	determined
1	Waffen Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	determined
5	Waffen	Kar98k rifle, Stg39 grenades	determined

SPLITTING THE WAFFEN SS SQUAD

Each Waffen Squad can be split into two Sections: the first comprises the Sergeant and 4 Waffen (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Waffen (BR2).

VARIANTS:

- ✱ The Command Squad can add a *radio* for +10 points. One Waffen in the Squad gets the *radio* characteristic.
- ✱ Each Waffen Machine-gunner can replace their Mg42 light machine guns with Breda Model 30 light machine guns for -30 points each.
- ✱ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✱ One Waffen per Waffen SS Squad can fit his Kar98k rifle with a K98 grenade-launcher for +50 points each.
- ✱ One Waffen per Platoon can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points.
- ✱ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✱ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✱ One leader per Squad can buy *binoculars* for +30 points.
- ✱ The Waffen SS Command Squad can add the *camouflage* characteristic for +25 points.
- ✱ Each Waffen SS Squad can add the *camouflage* characteristic for +45 points each.
- ✱ Each Waffen SS Squad (including the Command Squad) can buy Fiat 626 trucks for +130 points each. Add the *loaded on Fiat 626 truck* characteristic.
- ✱ You can remove a Waffen from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✱ All Squads can buy the *veteran* characteristic by removing one Waffen. The eliminated models count towards the Breakpoint.
- ✱ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

WAFFEN SS GRENADIER ITALIENISCHE PLATOON - OPTIONAL UNITS

- ✱ If you buy a Waffen SS Command Squad and two Waffen SS Squads you can spend 4 Option Points.
- ✱ If you buy a Waffen SS Command Squad and three Waffen SS Squads you can spend 6 Option Points.

ANR PARATROOPER PLATOON (BASIC)

Comprising: 0-1 Paratrooper Command Squad, 2-3 Paratrooper Squads (1943-1945)

PARATROOPER COMMAND SQUAD (290 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta 34 pistol, SRCM M35 grenades	commander, leader, melee expert
1	Second lieutenant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader, melee expert
3	Paratroopers	Model 1891 rifle, SRCM M35 grenades	melee expert

PARATROOPER SQUAD (510 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	melee expert
1	Corporal	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	melee expert
8	Paratroopers	Model 1891 rifle, SRCM M35 grenades	melee expert

SPLITTING THE PARATROOPER SQUAD

Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises the Corporal and 3 Paratroopers (BR2).

VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Paratrooper in the Squad gets the *radio* characteristic.
- ✳ All the Paratroopers with Model 1891 rifles can replace their rifles with Beretta Model 38A sub-machine guns for +5 points each.
- ✳ All the Paratroopers with Model 1891 rifles can replace their rifles with Model 1891 cavalry carbines at no extra cost.
- ✳ All the Paratroopers with Model 1891 rifles can replace their rifles with Kar98k rifles at no extra cost.
- ✳ One Paratrooper per Paratrooper Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each.
- ✳ You can equip up to two Paratroopers per Squad with Pazzaglia Grenades for +40 points each.
- ✳ Each Corporal can replace their Breda Model 30 light machine guns with Mg42 light machine guns for +30 points each.
- ✳ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Paratrooper Command Squad can add the *determined* characteristic for +30 points each.
- ✳ Each Paratrooper Squad can add the *determined* characteristic for +50 points each.
- ✳ You can remove a Paratrooper from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

ANR PARATROOPER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Paratrooper Command Squad and two Paratrooper Squads you can spend 4 Option Points.
- ✳ If you buy a Paratrooper Command Squad and three Paratrooper Squads you can spend 6 Option Points.

X^a MAS PLATOON (BASE)

Comprising: 0-1 X^a MAS Command Squad, 2 X^a MAS Squads, 0-1 NP Squad (1943-1945)

X^a MAS COMMAND SQUAD (305 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	Beretta Model 38A/42 sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	commander, determined, leader
1	Ensign	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, leader
1	Chief	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, leader
3	Marò	Model 91/38 carbine, SRCM M35 grenades	determined

X^a MAS SQUAD (495 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Chief	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, leader
1	Subchief	Breda Model 30 light machine gun, SRCM M35 grenades	determined, leader
8	Marò	Model 91/38 carbine, SRCM M35 grenades	determined

SPLITTING THE X^a MAS SQUAD

Each X^a MAS Squad can be split into two Sections: the first comprises the Chief and 4 Marò (BR3) and the second comprises the Subchief and 3 Marò (BR2).

NP SQUAD (695 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Ensign	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, infiltrator, leader
1	Chief	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, infiltrator, leader
1	Subchief	Breda Model 30 light machine gun, SRCM M35 grenades	determined, infiltrator, leader
9	Marò	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	determined, infiltrators

SPLITTING THE NP SQUAD

Each NP Squad can be split into two Sections: the first comprises the Ensign and 5 Marò (BR3) and the second comprises the Chief, the Subchief and 4 Marò (BR3).

VARIANTS:

- ✪ The Command Squad can add a *radio* for +10 points. One Marò in the Squad gets the *radio* characteristic.
- ✪ All the Marò with Model 91/38 carbines can replace their carbines with Beretta Model 38A/42 sub-machine guns for +5 points each.
- ✪ All the Marò with Model 91/38 carbines can replace their carbines with Model 1891 cavalry carbines at no extra cost.
- ✪ All the Marò with Model 91/38 carbines can replace their carbines with Kar98k rifles at no extra cost.
- ✪ One Marò per X^a MAS Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each.
- ✪ You can equip up to two Marò per X^a MAS Squad or NP Squad with Pazzaglia Grenades for +40 points each.
- ✪ Each Chief can replace their Breda Model 30 light machine guns with Mg42 light machine guns for +30 points each.
- ✪ You can fit a *tripod* to an Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✪ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✪ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✪ One leader per Squad can buy *binoculars* for +30 points.
- ✪ One Marò per platoon, from a X^a MAS Squad, can replace his Model 91/38 carbine with a Model 41 light flamethrower and a Beretta 34 pistol or +100 points.
- ✪ Each X^a MAS Command Squad can add the *camouflage* characteristic for +30 points each.
- ✪ Each X^a MAS Squad can add the *camouflage* characteristic for +50 points each.
- ✪ Each NP Squad can add the *camouflage* characteristic for +60 points each.
- ✪ You can remove a Marò from each Squad for -45 points each (-55 points for the NP Squad). The eliminated models count towards the Breakpoint.
- ✪ All Squads can buy the *veteran* characteristic by removing one Marò. The eliminated models count towards the Breakpoint.
- ✪ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

X^a MAS PLATOON - OPTIONAL UNITS

- ✪ If you buy a X^a MAS Command Squad and two X^a MAS Squads you can spend 4 Option Points.
- ✪ If you buy a X^a MAS Command Squad, two X^a MAS Squads and an NP Squad you can spend 6 Option Points.

Optional Units that can be bought by the Divisioni Monterosa, Italia, Littorio Division Platoons, San Marco Platoons, Waffen SS Platoons, ANR Paratrooper Platoons, Xª MAS Platoons	Option Point Cost
Artillery Battery	2
Anti-Aircraft Battery	2
Motorised Anti-Aircraft Battery	2
Anti-tank Platoon	2
German Medium Tank Platoon	2
German Heavy Tank Platoon	3
Armoured Car Support Platoon (Armoured Recon Platoon)	2
Self-Propelled Gun Platoon (only Italia Division)	3
Paratrooper Engineer Platoon (only ANR Paratrooper Platoon)	3
Xª MAS Engineer Platoon (only Xª MAS Platoon)	3
Machine Gun Platoon	1
Mortar Platoon	2
Patrol Platoon (only ANR Paratrooper Platoon or Xª MAS Platoon)	2
Leonessa Armoured Group	4
Leoncello Armoured Group	4
San Giusto Armoured Group	4





I.S.R. ARMY - OPTIONAL UNITS



ARTILLERY BATTERY

Comprising one of the following choices:

- 0-1 OP*, 1-4 75/18 Howitzers (1943-1945)
- 0-1 OP*, 1-4 75/27 Guns (1943-1945)
- 0-1 OP*, 1-4 100/17 Howitzers (1943-1945)

*See rules

75/18 HOWITZER (280 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 2

Impact Value (howitzer): -/2 M, indirect-fire minimum range 20" (50 cm)

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	75 mm medium howitzer, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 75/18 howitzers to use for *off-table fire*. They cost 180 points each.

75/27 GUN (400 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (75 mm medium gun): 4/3 M, indirect-fire minimum range 20" (50 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	75 mm medium gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 75/27 guns to use for *off-table fire*. They cost 280 points each.

100/17 HOWITZER (400 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (howitzer): -/4 L, indirect-fire minimum range 24" (60 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	100 mm heavy howitzer, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ You can buy 100/17 howitzers to use for *off-table fire*. They cost 280 points each.

ANTI-AIRCRAFT PLATOON

Comprising one of the following choices:

- 1-4 Breda Model 35 Anti-aircraft guns (1943-1945)
- 1-4 Ansaldo Model 90/53 Anti-aircraft guns (1943-1945)
- 1-4 SAFAT Heavy Machine Gun Squads (only ANR Paratroopers - 1943-1945)

BRED MODEL 35 ANTI-AIRCRAFT GUN (380 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 2

Impact Value (20mm light gun, anti-aircraft, rapid fire): 2/0 S

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	20mm light gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Beretta 34 pistol, SRCM M35 grenades	
1	Radio Operator	Beretta 34 pistol, SRCM M35 grenades	radio

VARIANTS:

☛ If the gun stems from an ANR Paratrooper Platoon, Waffen SS Platoon or X^a MAS Platoon then all models can improve their TV to 7 for a total cost of +40 points.

ANSALDO MODEL 90/53 ANTI-AIRCRAFT GUN (670 points)

Infantry Unit

Breakpoint: 3

TV: 6

Protection Value: 2

Impact Value (90 mm heavy gun, anti-aircraft): 8/4 L

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta 34 pistol, SRCM M35 grenades	binoculars, leader
1	Gunner	Ansaldo L53 90mm heavy gun, Beretta 34 pistol, SRCM M35 grenades	gunner
3	Infantrymen	Model 1891 cavalry carbine, SRCM M35 grenades	
1	Radio Operator	Model 1891 cavalry carbine, SRCM M35 grenades	radio

VARIANTS:

☛ If the gun stems from an ANR Paratrooper Platoon, Waffen SS Platoon or X^a MAS Platoon then all models can improve their TV to 7 for a total cost of +60 points.

SAFAT HEAVY MACHINE GUN SQUAD (385 points)

Infantry Unit

Breakpoint: 2

TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader, melee expert
1	Machine-gunner	SAFAT 12.7mm heavy machine-gun, Beretta 34 pistol, SRCM M35 grenades	gunner, melee expert, tripod
2	Paratroopers	Model 91/38 carbine, SRCM M35 grenades	melee expert

VARIANTS:

☛ Each Machine Gun Squad can add a *radio* for +10 points each. One Paratrooper in the Squad gets the *radio* characteristic.

☛ Each Machine-gunner can replace their SAFAT 12.7mm heavy machine guns with SAFAT 7.7mm medium machine guns for -100 points each.

MOTORISED ANTI-AIRCRAFT PLATOON

Comprising one of the following choices:

- 1-2 Moto Guzzi TriAlce (Anti-aircraft) (1943-1945)
- 1-2 Breda Model 35 Autocannon (1943-1945)
- 1-2 Lancia R3 RO Autocannon (only ANR Paratrooper Platoons or X^a MAS Platoons - 1943-1945)

MOTO GUZZI TRIALCE (ANTI-AIRCRAFT) (150 points)

Vehicle Type: Motorbike - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Infantryman - All armed with Beretta Model 38A/42 sub-machine gun

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Main weapon (lower hull, exposed): Breda Model 30 light machine gun

Vehicle Characteristics: exposed models, open-topped

VARIANTS:

- ✳ If the vehicle stems from an ANR Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +20 points.
- ✳ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +30 points each.
- ✳ You can replace the main weapon (Breda Model 30 light machine gun) with an Mg42 light machine-gun for +30 points each.
- ✳ You can replace the main weapon (Breda Model 30 light machine gun) with a Breda Model 35 20mm light gun (IV 2/0 S, anti-aircraft, rapid fire) for +150 points each.
- ✳ You can replace the main weapon (Breda Model 30 light machine gun) with a SAFAT 7.7mm medium machine-gun for +50 points each (only if the vehicles stems from an ANR Paratrooper Platoon).
- ✳ You can replace the main weapon (Breda Model 30 light machine gun) with a SAFAT 12.7mm heavy machine-gun for +150 points each (only if the vehicles stems from an ANR Paratrooper Platoon).

BREDA MODEL 35 AUTOCANNON (380 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (floor): Breda L65 20mm light gun

Vehicle Characteristics: exposed models, open-topped

VARIANTS:

- ✳ If the Truck stems from an ANR Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +40 points.
- ✳ If the Truck stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

LANCIA R3O AUTOCANNON (680 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 5 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft): 8/4 L

Main weapon (floor): Ansaldo L53 90mm heavy gun

Vehicle Characteristics: exposed models, open-topped, radio

Note: cannot use the gun with a *Move & Fire* Order. If it fires the gun the vehicle cannot move

VARIANTS:

- ✳ If the Truck stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must get the *determined* characteristic for a total cost of +20 points each.

ANTI-TANK PLATOON

Comprising one of the following choices:

- 1-3 PaK 40 Anti-tank guns (only Monterosa Division Platoons, Italia Division Platoons, Littorio Division Platoons, San Marco Platoons and Waffen SS Platoons - 1944-1945)
- 1-3 Anti-tank Sections (only Monterosa Division - 1945 replacing PaK 40 anti-tank guns)
- 1-3 "Elefantino" Anti-tank guns (only ANR Paratrooper Platoons and X^a MAS Platoons - 1943-1945)

PaK 40 ANTI-TANK GUN (505 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (75mm medium gun): 6/3 M

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	binoculars, leader
1	Gunner	75mm medium gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Model 91/38 carbine, SRCM M35 grenades	
1	Radio Operator	Model 91/38 carbine, SRCM M35 grenades	radio

VARIANTS:

- ☛ If the Gun stems from an Alpini Platoon then all models must get the *local knowledge (broken and/or rocky ground)* characteristic for a total cost of +10 points each.
- ☛ If the Gun stems from a San Marco Platoon then all models must improve their TV to 7 for a total cost of +40 points each.
- ☛ If the Gun stems from a Waffen SS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

ANTI-TANK SECTION (495 points)

Infantry Unit

Breakpoint: 3

TV: 6

Characteristics: local knowledge (broken and/or rocky ground)

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	binoculars, leader
2	Alpini	Panzerschreck, Beretta 34 pistol, SRCM M35 grenades	
2	Alpini	Kar98k rifle, Stg39 grenades	

VARIANTS:

- ☛ Each Section can add the *camouflage* characteristic for +25 points each.
- ☛ Each Section can add the *tank hunters* characteristic for +25 points each.

"ELEFANTINO" ANTI-TANK GUN (375 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value: 2

Impact Value (47mm medium gun): 3/1 S

Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	binoculars, leader
1	Gunner	Ansaldo L32 47mm medium gun, Beretta 34 pistol, SRCM M35 grenades	gunner
1	Infantryman	Model 91/38 carbine, SRCM M35 grenades	
1	Radio Operator	Model 91/38 carbine, SRCM M35 grenades	radio

VARIANTS:

- ☛ If the Gun stems from an ANR Paratrooper Platoon then all models must get the *melee expert* characteristic for a total cost of +20 points each.
- ☛ If the Gun stems from a X^a MAS Platoon then all models must get the *determined* characteristic for a total cost of +20 points each.

GERMAN HEAVY TANK PLATOON

Comprising: 1-4 SdKfz 181 Tiger Tanks (1943-1945)

SDKFZ 181 TIGER TANK (1,690 points)

Vehicle Type: Heavy Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

Breakpoint: 5

Move Carefully: 8" (20 cm)

Tactical Value: 6

Armour Value: 9

Protection Value: 7

Impact Value (main weapon): 8/4 L

Main weapon (turret): 88mm heavy gun with Mg34 light machine-gun (coaxial)

Secondary weapon (lower hull): Mg34 light machine-gun

Vehicle characteristics: radio, slow turret

VARIANTS:

- ✱ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✱ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ✱ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✱ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✱ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✱ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

GERMAN MEDIUM TANK PLATOON

Comprising: 1-5 SdKfz 161 Panzer IV Tanks (1943-1945)

SDKFZ 161 PANZER IV TANK (1,035 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 6/3 M

Main weapon (turret): 75mm medium gun with Mg34 light machine-gun (coaxial)

Secondary weapon (lower hull): Mg34 light machine-gun

Vehicle characteristics: radio

VARIANTS:

- ✱ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✱ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 Tanks and can only be bought if you have at least 2 tanks).
- ✱ You can increase the AV of each vehicle to 6 for +75 points each.
- ✱ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✱ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✱ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✱ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✱ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

ARMoured CAR SUPPORT PLATOON

Comprising one of the following choices:

- 0-2 FIAT 508 Cars, 0-4 AB 41 (1943-1945)
- 0-2 Autoprotetto S37, 0-4 AB 41 (1943-1945)
- 0-2 AS43 Protetta, 0-4 AB 41 (1943-1945)

FIAT 508 CAR (185 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (leader), 2 Crew - All armed with Beretta Model 38A/42 sub-machine gun

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Vehicle Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ☼ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +30 points each.
- ☼ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.
- ☼ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AUTOPROTETTO S37 (250 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (leader, binoculars), 4 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 5

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 6

Main weapon (anti-aircraft, upper hatch): Breda Model 37 medium machine-gun

Vehicle Characteristics: exposed models, open-topped, radio

VARIANTS:

- ☼ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +50 points each.
- ☼ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +75 points each.
- ☼ One Truck per platoon can replace the Breda Model 37 medium machine-gun with a Model 41 light flamethrower for +40 points.
- ☼ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AS 43 PROTETTA (290 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (leader, binoculars), 4 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 5

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 6

Main weapon (upper hull): Breda Model 37 medium machine-gun

Main weapon (rear upper hull): Breda Model 37 medium machine-gun

Vehicle Characteristics: exposed models, open-topped, radio

VARIANTS:

- ☼ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +50 points each.
- ☼ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +75 points each.
- ☼ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AB 41 ARMoured CAR (690 points)

Vehicle Type: Armoured car - Armoured - Wheeled
Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns
Breakpoint: 4
Move Carefully: 14" (35 cm)
Tactical Value: 6
Armour Value: 2
Protection Value: 5
Impact Value (main weapon, rapid fire): 2/0 S
Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)
Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun
Vehicle characteristics: highly-maneuvrable, radio, recon vehicle

VARIANTS:

- ✳ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +40 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +60 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

SELF-PROPELLED GUN PLATOON

Comprising: 1-6 M41 (1944-1945)

M41 SELF-PROPELLED GUN TANK (605 points)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns
Breakpoint: 3
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 3
Protection Value: 5
Impact Value (main weapon, limited traverse): 4/3 M
Main weapon (lower hull): L18 75mm medium gun
Vehicle characteristics: assault vehicle, radio

VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

PARATROOPER ENGINEER PLATOON

Comprising: 1-4 Paratrooper Engineer Squads (1943-1945)

PARATROOPER ENGINEER SQUAD (470 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	Beretta 38A sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
1	Paratrooper Engineer Corporal	Breda Model 30 light machine gun, Beretta 34 pistol, SRCM M35 grenades	leader, melee expert
7	Paratroopers	Model 1891 cavalry carbine, SRCM M35 grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD

Each Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 4 Paratroopers (BR3) and the second comprises the Corporal and 3 Paratroopers (BR2).

VARIANTS:

- ✳ One leader per Squad can buy binoculars for +30 points.
- ✳ One Engineer Paratrooper per platoon can replace his Model 1891 cavalry carbine with a Model 41 light flamethrower for +90 points.
- ✳ You can equip up to three Paratroopers Engineers per Squad with Pazzaglia Grenades for +40 points each.
- ✳ One Paratrooper per Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each.
- ✳ You can equip one model per Squad with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Each Paratrooper Engineer Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove a Paratrooper Engineer from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Paratrooper Engineer. The eliminated models count towards the Breakpoint.

X^a MAS ENGINEER PLATOON

Comprising: 1-4 X^a MAS Engineer Squads (1943-1945)

X^a MAS ENGINEER SQUAD (480 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	determined, leader
1	Corporal	Beretta Model 38A/42 sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	determined, leader
2	Marò	Beretta Model 38A/42 sub-machine gun, Beretta 34 pistol, SRCM M35 grenades	determined
6	Marò	Model 1891 cavalry carbine, SRCM M35 grenades	determined

SPLITTING THE X^a MAS ENGINEER SQUAD

Each X^a MAS Engineer Squad can be split into two Sections: the first comprises the Sergeant and 4 Marò (BR3) and the second comprises the Corporal and 4 Marò (BR3).

VARIANTS:

- ☛ One leader per Squad can buy binoculars for +30 points.
- ☛ One Marò per platoon can replace his Model 1891 cavalry carbine with a Model 41 light flamethrower for +90 points.
- ☛ One Marò per platoon can replace his Model 1891 cavalry carbine with a Breda Model 30 light machine gun for +40 points.
- ☛ You can equip up to three Marò per Squad with Pazzaglia Grenades for +40 points each.
- ☛ One Marò per Squad can add a Panzerfaust 60 anti-tank grenade-launcher to their equipment for +75 points each.
- ☛ You can equip one model per Squad with Satchel Charges for +60 points each.
- ☛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ☛ Each Squad can add the *infiltrator* characteristic for +45 points each.
- ☛ You can remove a Marò from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ☛ All Squads can buy the *veteran* characteristic by removing one Marò. The eliminated models count towards the Breakpoint.

MACHINE GUN PLATOON

Comprising: 0-1 Machine Gun Command Squad on FIAT 508, 1-4 Machine Gun Squads (1943-1945)

MACHINE GUN COMMAND SQUAD ON FIAT 508 (185 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 2 Crew - All armed with Beretta Model 38A/42 sub-machine gun

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ☛ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +30 points each.
- ☛ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

MACHINE GUN SQUAD (235 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Beretta 34 pistol, SRCM M35 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, SRCM M35 grenades	

VARIANTS:

- ☛ Each Machine Gun Squad can add a *radio* for +10 points each. One Infantryman in the Squad gets the *radio* characteristic.
- ☛ If the Machine Gun Squad stems from an ANR Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points each.
- ☛ If the Machine Gun Squad stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

MORTAR PLATOON

Comprising: 0-1 Mortar Command Squad on FIAT 508, 1-6 Mortar Squads (1943-1945)

MORTAR COMMAND SQUAD ON FIAT 508 (185 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 2 Crew - All armed with Beretta Model 38A/42 sub-machine gun

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ☛ If the vehicle stems from an ANR Paratrooper Platoon then all crew must increase their TV to TV7 for a total cost of +30 points each.
- ☛ If the vehicle stems from a Waffen SS Platoon or a X^a MAS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

MORTAR SQUAD (315 points)

Infantry Unit

Breakpoint: 2

TV: 6

No	Model	Weapons	Characteristics
1	Corporal	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	binoculars, leader
1	Mortarman	GrW34 81 mm medium mortar, Beretta 34 pistol, SRCM M35 grenades	
1	Infantryman	Kar98k rifle, SRCM M35 grenades	
1	Radio Operator	Kar98k rifle, SRCM M35 grenades	radio

VARIANTS:

- ☛ If the Mortar Squad stems from an ANR Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points each.
- ☛ If the Mortar Squad stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.
- ☛ You can replace the 81mm medium mortars with Brixia 45mm light mortars for -50 points each. The whole platoon must have the same type of mortar.

PATROL PLATOON

Comprising one of the following choices:

- 1-4 AS42 Trucks (1943-1945)
- 1-4 AS43 Trucks (1943-1945)

AS42 TRUCK (420 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 3 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft, rapid fire): 2/0 S

Main weapon (floor): Breda Model 35 20mm light gun

Characteristics: exposed models, open-topped

VARIANTS:

- ☛ You can add up to two Breda Model 37 medium machine-guns (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.
- ☛ One Truck per platoon can become a Command Truck, replacing the Sergeant with a Lieutenant (*commander*) and the Breda Model 35 20mm light gun with Breda Model 37 medium machine-gun (main gun, floor exposed) for -100 points (compulsory if you buy 4 trucks, and can only be bought if you have at least 2 trucks).
- ☛ One Truck per platoon can replace the Breda Model 35 20mm light gun with a L32 47mm medium gun (IV 3/1) for -50 points.
- ☛ Up to two Trucks per platoon can replace the Breda Model 35 20mm light gun with a Solothurn S-18/100 20mm cal. anti-tank rifle for -100 points each. The anti-tank rifle can be fired from the vehicle.

AS 43 TRUCK (460 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (leader, binoculars), 4 Crew - All armed with Model 1891 cavalry carbines

Breakpoint: 5

Move Carefully: 12" (30 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 4

Impact Value (main weapon, anti-aircraft, rapid fire): 2/0 S

Main weapon (floor): Breda Model 35 20mm light gun

Characteristics: exposed models, open-topped

VARIANTS:

⊗ You can add up to two Breda Model 37 medium machine-guns (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

⊗ One Truck per platoon can become a Command Truck, replacing the Sergeant with a Lieutenant (*commander*) and the Breda Model 35 20mm light gun with Breda Model 37 medium machine-gun (main gun, floor exposed) for -100 points (compulsory if you buy 4 trucks, and can only be bought if you have at least 2 trucks).

⊗ Up to two Trucks per platoon can replace the Breda Model 35 20mm light gun with a L32 47mm medium gun (IV 3/1) for -50 points each.

LEONESSA ARMoured GROUP

Comprising one of the following choices:

- 1-2 M42 Command Tank (1944-1945)
- 1-4 L3/35 (1944-1945)
- 1-4 L6/40 (1944-1945)
- 1-3 L40 (1944-1945)
- 1-4 M13/40 o M14/41 (1944-1945)
- 1-4 M15/42 (1944-1945)
- 1-4 M42 75/34 (1944-1945)
- 1-4 AB 41 (1944-1945)
- 1-4 AB 43 (1944-1945)

LEONCELLO ARMoured GROUP

Comprising one of the following choices:

- 1-4 L3/35 (1944-1945)
- 1-4 M13/40 (1944-1945)
- 1-3 M15/42 (1944-1945)
- 1-2 Carrozeria Speciale AS43 (1944-1945)
- 1-2 AB 40 (1944-1945)
- 1-2 AB 41 (1944-1945)
- 1 M43 105/25 (1944-1945)
- 1-2 P40 (1944-1945)

SAN GIUSTO ARMoured GROUP

Comprising one of the following choices:

- 1-4 L3/35 (1944-1945)
- 1-4 L3/35 lf (1944-1945)
- 1-4 L40 (1944-1945)
- 1-4 M13/40 o M13/41 or M15/42 (1944-1945)
- 1-4 AB 41 (1944-1945)
- 1-4 M42 75/34 (1944-1945)

VEHICLES FOR ARMoured GROUPS

M42 SELF-PROPELLED GUN TANK (555 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Lieutenant Tank Leader (commander, leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Main weapon (lower hull): Breda Model 31 heavy machine-gun

Vehicle characteristics: radio

VARIANTS:

⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

⊗ You can fit each vehicle with *sandbags* for +40 points each.

⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

ANSALDO L3/35 TANK (365 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 1 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): twin Breda Model 38 medium machine-gun

Vehicle characteristics: -

VARIANTS:

✳ One Tank per platoon can become a Command Tank, replacing the Sergeant with a Lieutenant (*commander*) and adding a *radio* for +20 points (compulsory if you buy 4 tanks, and can only be bought if you have at least 2 tanks).

✳ One vehicle per platoon can replace the twin Breda Model 38 medium machine-gun with a Breda Model 38 medium machine-gun and a Solothurn S-18/100 20mm cal. anti-tank rifle for +20 points. The anti-tank rifle can fire directly from the vehicle but when used you can't also use the machine-gun.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

ANSALDO L3/35 LF TANK (475 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 1 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): heavy flamethrower with Breda Model 38 medium machine-gun (coaxial)

Vehicle characteristics: ronson

VARIANTS:

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

FIAT ANSALDO L6/40 TANK (635 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 1 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)

Vehicle characteristics: -

VARIANTS:

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with *sandbags* for +40 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

L40 TANK (400 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, limited traverse): 3/1 S

Main weapon (lower hull): L32 47mm medium gun

Vehicle characteristics: assault vehicle, open-topped, radio

VARIANTS:

✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with *sandbags* for +40 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M13/40 - M14/41 TANK (745 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): Ansaldo L32 47mm medium gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (lower hull): *twin* Breda Model 38 medium machine-gun

Vehicle characteristics: radio, ronson

VARIANTS:

☛ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ You can fit each vehicle with *sandbags* for +40 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

☛ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the radio with a *long-range radio* for +20 points (compulsory if you buy at least 4 Tanks and can only be bought if you have at least 2 tanks).

M15/42 TANK (880 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 5

Impact Value (main weapon): 4/3 M

Main weapon (turret): 47mm medium gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (lower hull): *twin* Breda Model 38 medium machine-gun

Vehicle characteristics: radio

VARIANTS:

☛ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ You can fit each vehicle with *sandbags* for +40 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

AB 40 ARMOURED CAR (570 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon (turret): *twin* Breda Model 38 medium machine-gun

Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: highly-manoevrable, radio, recon vehicle

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AB 41 ARMOURED CAR (690 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: highly-manoevrable, radio, recon vehicle

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

AB 43 ARMoured CAR (690 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon): 4/3 M

Main weapon (turret): Ansaldo L40 Mod. 47mm medium gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon (rear lower hull): Breda Model 38 medium machine-gun

Vehicle characteristics: highly-maneuvrable, radio, recon vehicle

VARIANTS:

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

CARROZZERIA SPECIALE AS 43 (650 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant Tank Leader (binoculars, leader), 3 Crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon, rapid fire): 2/0 S

Main weapon (turret): Breda Model 35 20mm light gun with Breda Model 38 medium machine-gun (coaxial)

Vehicle characteristics: highly-maneuvrable, radio, recon vehicle

VARIANTS:

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

M42 75/34 TANK (730 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon, limited traverse): 5/3 M

Main weapon (lower hull): L34 75mm medium gun

Vehicle characteristics: assault vehicle, radio

VARIANTS:

✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with *sandbags* for +40 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

✳ You can replace the L34 75mm medium gun with a 75mm howitzer (limited traverse, IV -/3 M) and a Breda Model 38 medium machine-gun (secondary weapon, upper hull, exposed) for -70 points each.

P40 TANK (820 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 4

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 5/3 M

Main weapon (turret): 75mm medium gun with Breda Model 38 medium machine-gun (coaxial)

Secondary weapon: -

Vehicle characteristics: radio

VARIANTS:

✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M43 105/25 "BASSOTTO" SELF-PROPELLED GUN TANK (1005 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 2 Tank crew - All armed with Beretta 38A sub-machine guns

Breakpoint: 3

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon, limited traverse): 8/4 L

Main weapon (lower hull): L25 105mm heavy gun

Vehicle characteristics: assault vehicle, radio

VARIANTS:

✳ You can add a Breda Model 38 medium machine-gun (secondary weapon, anti-aircraft, upper hull, exposed) to each vehicle for +90 points each.

✳ You can replace the L25 105mm heavy gun with an L46 75mm medium gun (limited traverse, IV 5/3 M) for -200 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with *sandbags* for +40 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.



RECON UNITS - OBSERVATION POST



INFANTRY OBSERVATION POST (150 points)

Infantry Unit

Breakpoint: 1

TV: 6

Characteristics: observation post

No	Model	Weapons	Characteristics
1	Sergeant	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	binoculars, commander, leader
1	Corporal Radio Operator	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	leader, long-range radio

VARIANTS:

✳ Each unit can add the *camouflage* characteristic for +10 points.

✳ Each unit can add the *infiltrators* characteristic for +10 points.

✳ If the OP stems from a Waffen SS Platoon or a X^a MAS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +30 points each.

✳ If the OP stems from an ANR Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points each.



TRANSPORT VEHICLES



FIAT 626 TRUCK (100 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with Kar98k rifles

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Characteristics: exposed models, open-topped, troop transporter (12)

VARIANTS:

✳ If the vehicle stems from a Waffen SS Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +30 points each.

✳ You can add extra armour raising AV to 6 for +20 points.

TOP SECRET FILES

This is one of a series of supplements for **FINAL ASSAULT**.

This volume contains full Army Lists for Italian Armies in the *Early - Mid - Late War* period.

Each Army shows the basic units that you can start with, the optional units, the variants and even explains how to split them into Sections. The points costs will let you play a game that is both balanced and historically accurate. Show your bravery in battle, glory awaits!

You will need a copy of **FINAL ASSAULT** to use these rules.



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