



CORPO ITALIANO DI LIBERAZIONE, 1944 TO 1945

COMPAGNIA ALPINI

By Nicolò Da Lio





Italian Special Rules



AVANTI!

The Italian army learned many lessons from the First World War. From the Germans they took the concept of speed and mobility in breakthrough operations. From the French they gained the techniques of methodical destruction of the enemy defences. The resulting doctrine emphasised mobile warfare and demanded rapid movement into contact with the enemy before bringing massive firepower to bear to open a gap and allow manoeuvre once more.

Any Italian platoon with a Command team may attempt an Avanti move at the start of its Shooting step instead of shooting. If a platoon attempts to make an Avanti move, it may not shoot even if it fails to make an Avanti move.

Roll a Motivation test for each platoon:

- *If the test is successful, the platoon may move another 4"/10cm,*
- *Otherwise the platoon cannot move this step.*

All of the normal rules apply for this movement. Platoons cannot make Avanti moves if they are Pinned Down or moved At the Double. Bugged Down or Bailed Out vehicles cannot make Avanti moves.

8 MILLION BAYONETS

Mussolini demanded an army eight million strong to create his new Roman Empire. The rapid expansion needed for this led to reservist officers being recalled to the colours with little extra training. After 20 years of civilian life, some were still good soldiers, however many were not! The legacy of this rapid expansion was still felt in 1944.

To reflect the variable quality of Italian officers, Italian platoons are rated as Elite or Artillery. Paracadutisti and Arditi troops are highly trained specialists and have a fixed rating of Fearless Veteran.

After deployment, but before the first turn, roll a die for each platoon and its attached teams deployed on the table and consult the 8 Million Bayonets table to determine their Training and Motivation characteristics. Platoons held in Ambush or Reserves do not roll on the 8 Million Bayonets table until they are placed on table.

HEROISM

The Italian army's lack of modern equipment gave its officers plenty of opportunities to display *eroismo*, heroism, usually in extremis. Because these great deeds were usually fatal to the hero, it was impossible to know in advance who the heroes were, though if their comrades survived, their deeds would be enshrined in heroic prose and a medal sent to their dearest.

When your company first has a Command team Destroyed by enemy shooting or assault (but not as a result of a failed Platoon Morale Check), roll a Motivation test for that Command team. This test can never be re-rolled for any reason.

- *If they pass the Motivation test, the officer shrugs off his wounds, shouts encouragement to his men and a challenge to the enemy and fights on as an Unknown Hero.*
- *On any other roll, the Command team is Destroyed as normal and you roll again to discover your hero the next time a Command team is Destroyed.*

Once you have found your Unknown Hero, stop rolling. There can only be one Unknown Hero in your company in each game.

If the Unknown Hero is an Infantry team, bring the team back into play. If the Unknown Hero was a Tank team, the hero transfers to any other tank in his platoon that is within Command Distance making that the Platoon Command team. If no suitable tank is within Command Distance, the Unknown Hero is out of the battle and removed from the game.

An Unknown Hero and any platoon led by him always pass Motivation tests on a roll of 2+. If the Unknown Hero is Destroyed while leading a platoon, the platoon will continue to take Motivation tests as if led by the Unknown Hero, although all other penalties for being Out Of Command still apply.

8 MILLION BAYONETS TABLE

Roll	Regular	Elite	Artillery	Paracadutisti & Arditi
1	Fearless Conscript	Fearless Trained	Reluctant Veteran	Fearless Veteran
2	Fearless Conscript	Fearless Trained	Confident Veteran	Fearless Veteran
3	Confident Trained	Reluctant Veteran	Confident Veteran	Fearless Veteran
4	Confident Trained	Confident Veteran	Confident Veteran	Fearless Veteran
5	Reluctant Veteran	Confident Veteran	Fearless Trained	Fearless Veteran
6	Fearless Trained	Confident Veteran	Fearless Veteran	Fearless Veteran



Compagnia Alpini

MOUNTAIN INFANTRY COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



INFANTRY



INFANTRY



WEAPONS PLATOONS

MACHINE-GUNS



ARTILLERY



ARTILLERY



REGIMENTAL SUPPORT PLATOONS

TRANSPORT



RECONNAISSANCE



DIVISIONAL & ARMY SUPPORT PLATOONS

ARMOUR



ANTI-TANK



ANTI-TANK



INFANTRY



INFANTRY



ARTILLERY



ARTILLERY



ANTI-AIRCRAFT



AIRCRAFT



AOP



ALLIES



British and Partisan
Platoons in your force are
Allies and follow the
Allies rules on page 70 of
the rulebook.

MOTIVATION AND SKILL

In the mountainous terrain of Italy, who could do better than the Alpini? Their stubbornness is enough to overcome any German resistance! The CIL consisted entirely of volunteers, and though lightly equipped, conducted them selves well against the Germans. A Compagnia Alpini is rated as Elite.

REGULAR

ELITE

ARTILLERY

HEADQUARTERS

COMPAGNIA ALPINI HQ

HEADQUARTERS

Company HQ

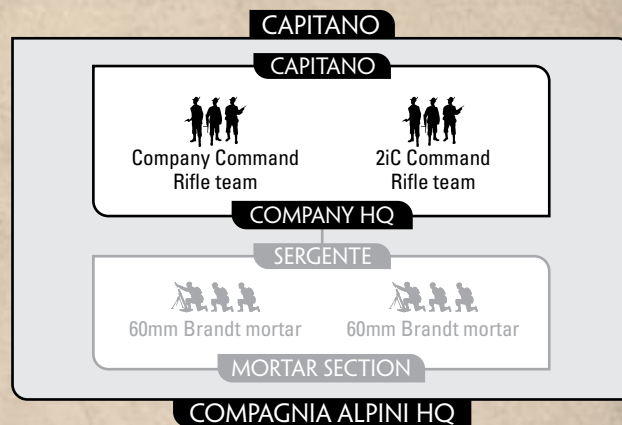
30 points

OPTION

- Add Mortar Section for +45 points.

The teams of a Compagnia Alpini HQ are Mountaineers (see page 61 of the rulebook).

The Alpini company is a self sufficient formation, it has two Alpini Platoons to lead the attack, machine-guns and mortars to support them as well as scouts to cover the flanks.



COMBAT PLATOONS

ALPINI PLATOON

PLATOON

HQ Section with:

2 Alpini Squads

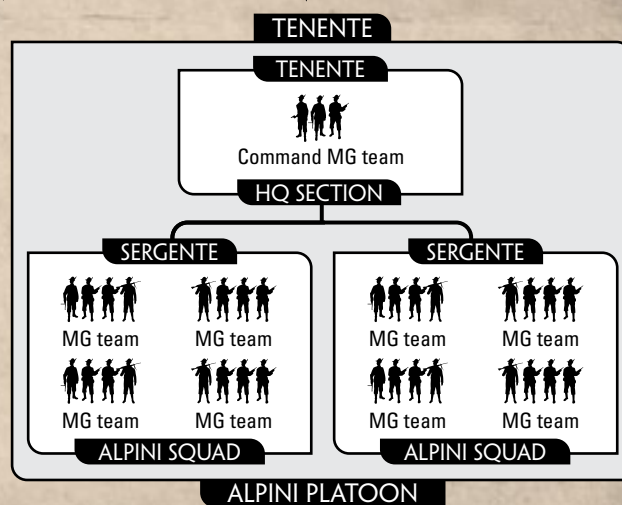
210 points

1 Alpini Squad

115 points

The lightly equipped Alpini are more than a match for anyone in their natural terrain, and since they're as stubborn as their mules, they can overcome any enemy resistance.

Alpini Platoons are Mountaineers (see page 61 of the rulebook).



WEAPONS PLATOONS

ALPINI MACHINE-GUN PLATOON

PLATOON

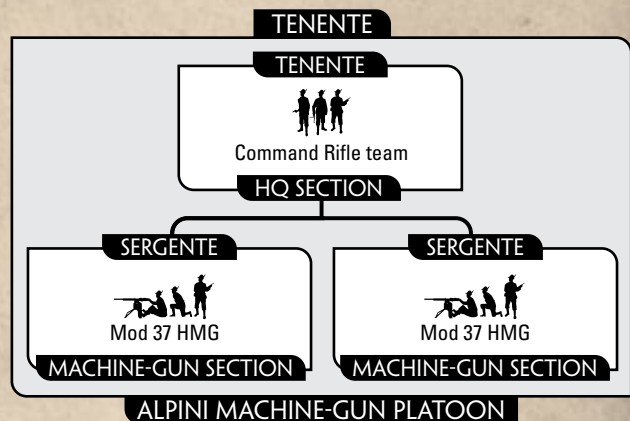
HQ Section with:

2 Machine-gun Sections

65 points

As they often operate isolated from other support the Alpini must have available all the weapons needed to cover an attack, or to stop the enemies. The Alpini have available the Modello 37 machine-gun available in support.

Alpini Machine-gun Platoons may make Combat Attachments to Alpini Platoons.



Alpini Machine-gun Platoons are Mountaineers (see page 61 of the rulebook).

ALPINI MORTAR PLATOON

PLATOON

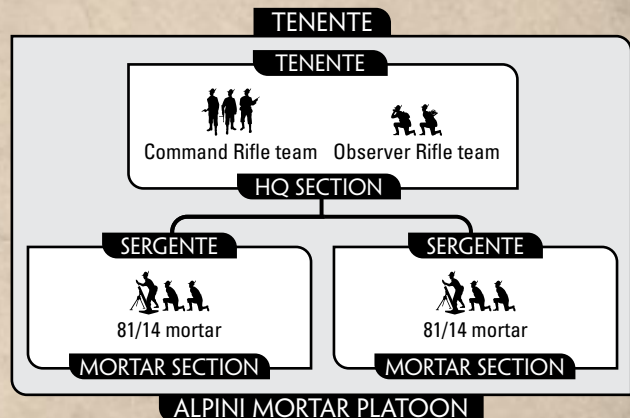
HQ Section with:

2 Mortar Sections

70 points

The mortars follow the Alpini anywhere they need to go, supporting them with well aimed fire.

Alpini Mortar Platoons are Mountaineers (see page 61 of the rulebook).



ALPINI MOUNTAIN ARTILLERY BATTERY

PLATOON

HQ Section with:

4 75/13

130 points

2 75/13

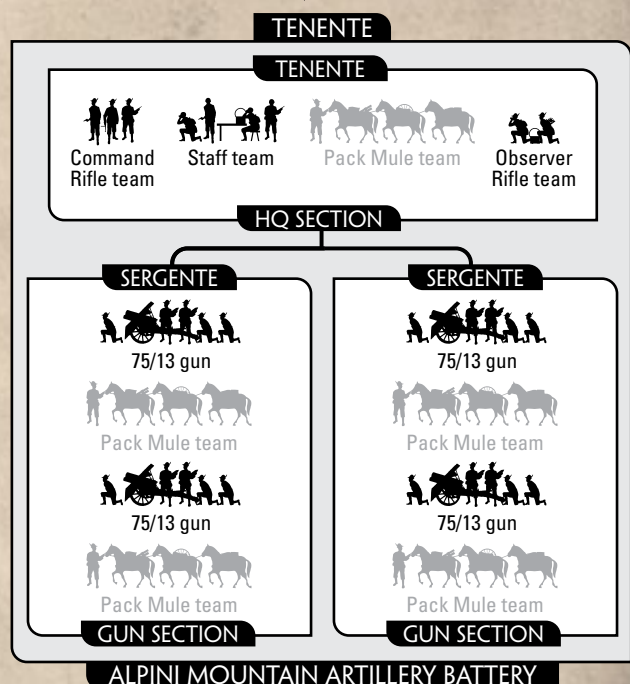
75 points

OPTION

- Add Pack Mule teams for +5 points for the platoon.

Pack artillery gives to the Alpini battalion his own integral artillery support, as well as a level of anti-tank defence. They are armed with the 75/13 mountain gun, an old, but reliable weapon.

Alpini Mountain Artillery Batteries are Mountaineers (see page 61 of the rulebook).



REGIMENTAL SUPPORT PLATOONS

ALPINI EXPLORER PLATOON

PLATOON

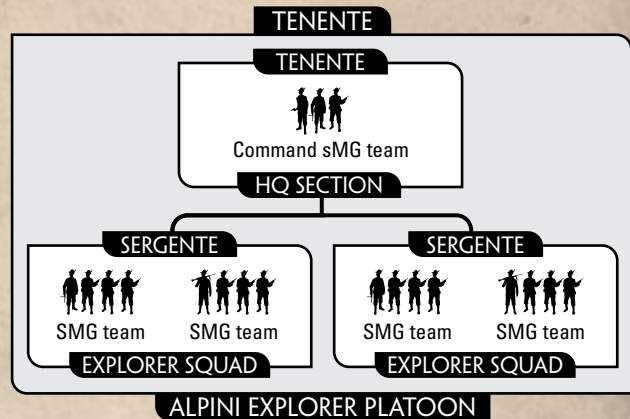
HQ Section with:

2 Explorer Squads

130 points

These are the best men of the company, entirely equipped with submachine-guns they can lead the advance when attacking, or look for enemy ambushes.

Alpini Explorer Platoons are Mountaineers (see page 61 of the rulebook) and Reconnaissance Platoons.



Divisional Support



MOTIVATION AND SKILL

The CIL was formed with the idea of representing the whole Italian army, so it consisted of Fucilieri, Bersaglieri, Alpini, Artillery and even Naval Infantry had a role within CIL. Even with this patchy composition the Italian troops proved capable fighters, since CIL was made only of volunteers coming from the rest of the Royal Army. CIL Divisional Support Platoon ratings are indicated under each platoon entry.

ARDITI PLATOON

PLATOON

HQ Section with:

3 Arditi Squads

230 points

2 Arditi Squads

165 points

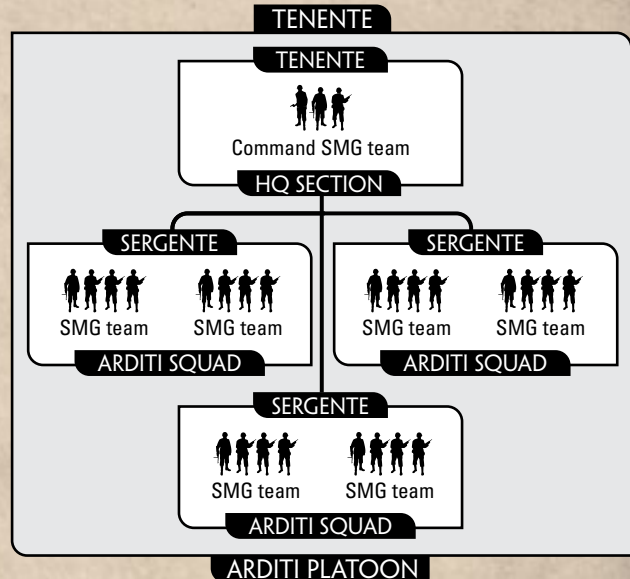
The men of IX Reparto d'Assalto are the CIL's best troops. Tasked with the most difficult missions, they always succeed. These elite assault troops can trace their roots back to WWI and now they once again find themselves confronting the Germans across Italy's mountains.

*An Arditi Platoon is rated **Fearless Veteran**.*

FEARLESS

VETERAN

An Arditi Platoon is a Reconnaissance Platoon.



PARTISAN PLATOON

PLATOON

HQ Section with:

3 Partisan Squads	100 points
2 Partisan Squads	70 points

OPTION

- Replace Rifle teams with Rifle/MG teams for +5 points per team.

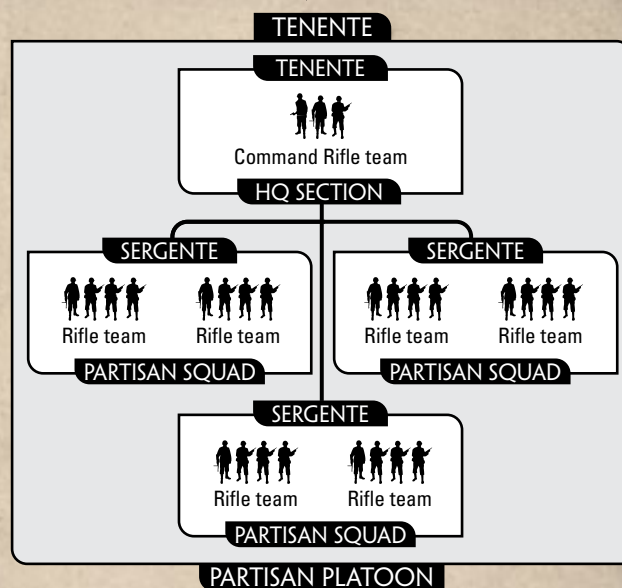
A Partisan Platoon is rated **Fearless Trained.**

FEARLESS

TRAINED

Partisan Platoons are Mountaineers (see page 61 of the rulebook).

The *Maiella* partisans began their partisan activity very early, in 1943, and begun as soon as their area was liberated by Eighth Army to cooperate with the British. British liaison officers assigned to the unit estimated its combat value as 'good' or as 'capable', depending on the moment.



ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 47/32	95 points
2 47/32	50 points
4 57/50 (OQF 6 pdr (late))	145 points
2 57/50 (OQF 6 pdr (late))	75 points

OPTION

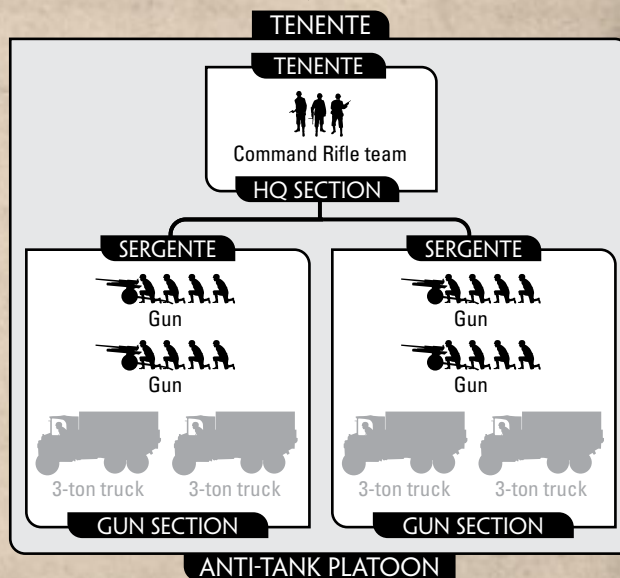
- Add 3-ton trucks for +5 points for the platoon.

You may not field more than one Anti-tank Platoon equipped with 57/50 guns in your force.

The Italians had to make do with the old 47/32 gun until the British agreed to sell them a limited number of 6 pdrs anti-tank guns.

An Anti-tank Platoon is rated
Artillery.

ARTILLERY



ARTILLERY BATTERY

PLATOON

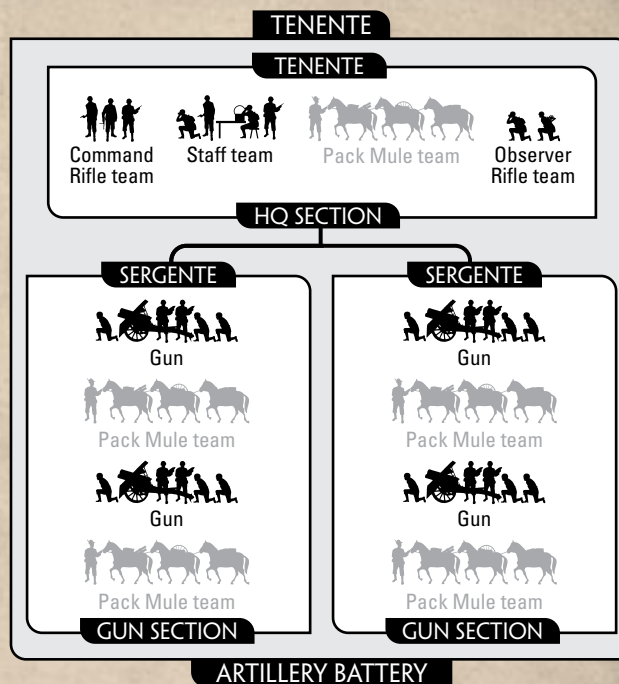
HQ Section with:

4 75/13	135 points
2 75/13	80 points
4 75/27	140 points
2 75/27	85 points
4 100/22 (10cm leFH30(t))	185 points
2 100/22 (10cm leFH30(t))	105 points
4 105/28	180 points
2 105/28	100 points
4 149/13	220 points
2 149/13	120 points

OPTIONS

- Add Pack Mule teams for +5 points for the battery.
- Replace all Pack Mule teams with TL-37 tractors for each Gun Section and a 3-ton truck for the HQ Section at no cost.

The CIL had 75/18, 100/22 and 105/28 guns of 11th Artillery Regiment, as well as IV and V Pack Artillery Groups (75/13 guns) to support its brigades.



An Artillery Battery is rated

ARTILLERY

ANTI-AIRCRAFT PLATOON

PLATOON

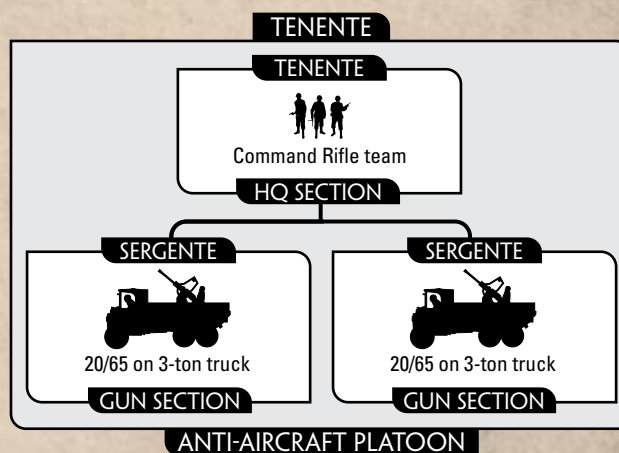
HQ Section with:

2 Gun Sections	50 points
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With the Allied air superiority the life of the Italian anti-aircraft troops became much easier. However Allied aircraft can't be everywhere so the 20mm guns are needed to shoot down the occasional German bomber.

An Anti-aircraft Platoon is rated

ARTILLERY



TRANSPORT PLATOON

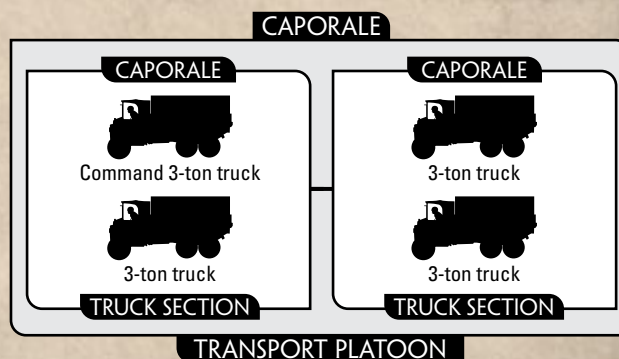
PLATOON

2 Truck Sections	15 points
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CIL was always short of trucks, and the 150 odd vehicles that the Allies gave them couldn't solve the problem. Many units were carried into battle on the trucks, but only when they weren't needed somewhere else.

A Transport Platoon is rated




ELITE




A Transport Platoon is a Transport Platoon.

BRITISH SUPPORT

While fighting with the British Eighth Army the CIL were supported by the 4th Indian Division and 5th Polish Division.

The 4th Indian Division contains British (marked ) , Indian (marked ) and Gurkha (marked ) units. You can take any of these options if available, but if you do you cannot take any Polish platoons in your force.

The 5th Polish Division was entirely made up of Poles organised, trained, and equipped by the British. If any of your British Support platoons are Polish (marked ) , all the British Support platoons in your force must be Polish.

British Support platoons are rated **Confident Veteran**. Indian and Gurkha Support platoons are rated **Fearless Veteran**. Polish Support platoons are rated **Fearless Trained**.

 BRITISH			
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

 INDIAN & GURKHA 			
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

 POLISH			
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

BRITISH, INDIAN & GURKHA SPECIAL RULES

British Platoons use all the British special rules on pages 246 to 248 of the rulebook.

Indian platoons use all of the British special rules except the *British Bulldog* special rule. In addition they have their own *War Cry* and *North-west Frontier* special rules.

WAR CRY

Indians always charge shouting war cries to gain the blessings of the gods and intimidate their enemies. Weak-hearted foes hearing this fearsome cry will flee without a fight.

Indian and Gurkha platoons do not use the British Bulldog special rule. When enemy platoons first test their Motivation to Counterattack Indian or Gurkha platoons in Assaults, they must re-roll the die and apply the re-rolled result to all the platoons that passed on the original roll.

Platoons entirely equipped with Armoured Tank teams are not affected by the War Cry rule and do not re-roll.

NORTH-WEST FRONTIER

The Indian Army trained and fought against tribal rebels in the mountainous frontiers on India's borders. These campaigns made them particularly adept at fighting in the high terrain under its inclement weather. As a result they were specialists at mountain warfare.

All Indian and Gurkha Infantry and Man-packed Gun teams are Mountaineers.

Gurkha platoons use all of the British special rules except the *British Bulldog* special rule. In addition they have their own *War Cry*, *North-west Frontier*, and *Khukuri* special rules.

KHUKURI

Every Gurkha carries a heavy-bladed recurved knife called a khukuri. They use this for everything from cutting food and wood to chopping off the heads of their foes.

If there are no enemy Tank teams or Bunkers within 2"/5cm of a Gurkha team, the Gurkha team hits on a roll of 2+ in Assaults.

POLISH SPECIAL RULES

The Polish forces in Italy were trained and organised along British lines and use the following British Special Rules on pages 246 to 248 of the rulebook: Carry On, Sergeant; Night Attack; Semi-indirect Fire; Eight-gun or Twelve-gun Batteries; Independent Command; Combined Bombardment; Mike Target; and HMG Bombardments.

BRITISH ARMoured PLATOON

PLATOON

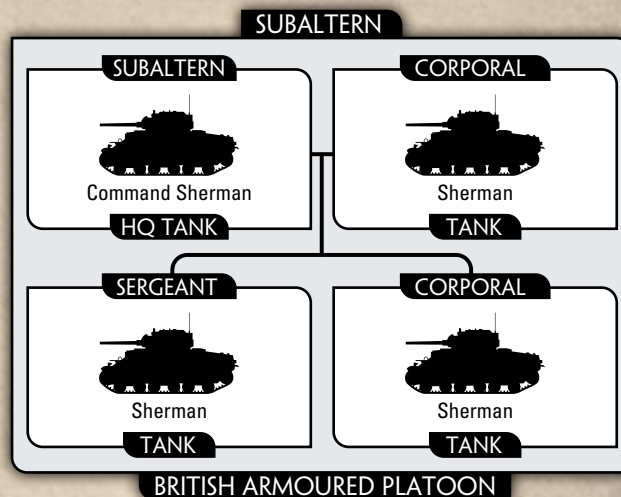


4 Sherman III, or V	320 points	-
3 Sherman III, or V	240 points	210 points

OPTION

- Arm all Sherman tanks with AA MG for +5 points for the platoon or arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

British and Polish tanks were available to support the Italians at various times during the Italian campaign.



BRITISH RIFLE PLATOON

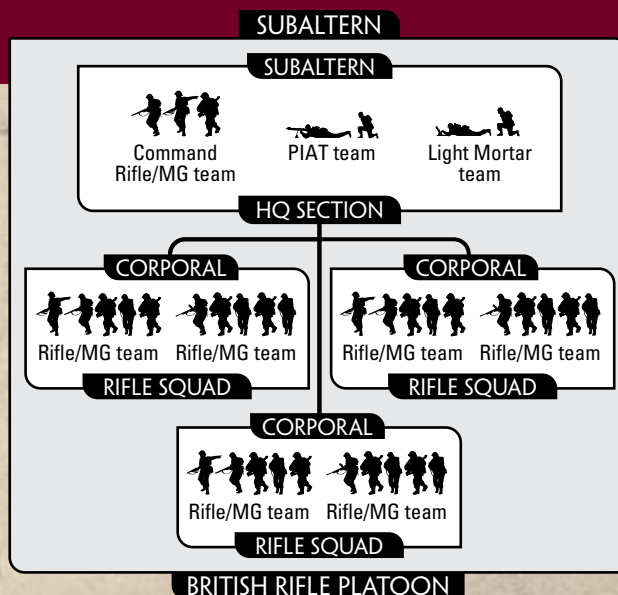
PLATOON

HQ Section with:



3 Rifle Squads	180 points	220 points	230 points	170 points
2 Rifle Squads	140 points	170 points	180 points	130 points

A British, Indian or Polish rifle platoon is well-equipped to take and hold an objective, and stubborn enough not to give it up under the most dire circumstance.



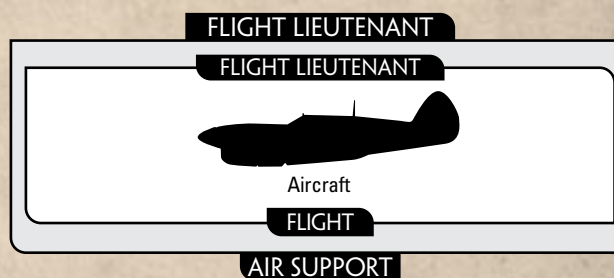
AIR SUPPORT

LIMITED AIR SUPPORT

Spitfire or Kittyhawk	130 points
Hurricane IV	170 points

SPORADIC AIR SUPPORT

Spitfire or Kittyhawk	95 points
Hurricane IV	125 points



The Royal Air Force provided the Eighth Army with air cover, hitting enemy targets whenever they could, although perhaps not as often as the soldiers on the ground would have hoped for!

ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:



4 OQF 6 pdr	120 points	105 points
2 OQF 6 pdr	60 points	55 points

4 OQF 6 pdr (late)	140 points	-
2 OQF 6 pdr (late)	75 points	-

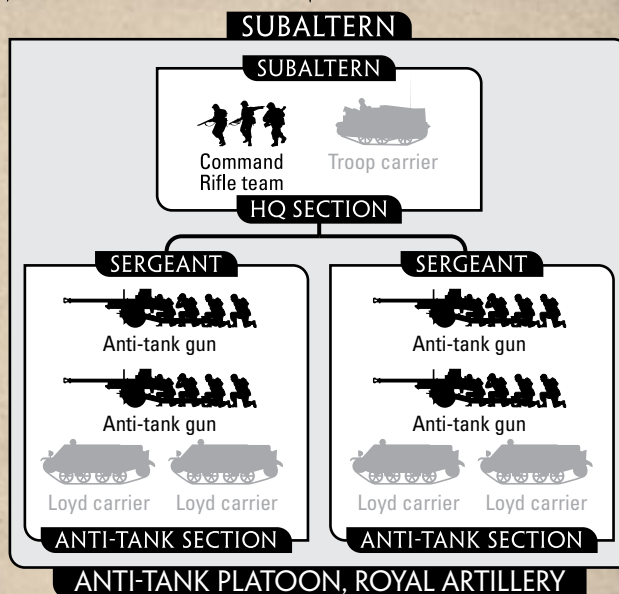
- Add Troop carrier and Loyd Carriers for +5 points for the platoon.

4 OQF 17 pdr	255 points	220 points
2 OQF 17 pdr	130 points	110 points

4 OQF 17 pdr (late)	295 points	-
2 OQF 17 pdr (late)	150 points	-

- Add 15 cwt truck and Quad tractors and limbers for +5 points for the platoon.

The British anti-tank regiments had the excellent 17 pdr anti-tank gun for taking out the German's Panther and heavy Tiger tanks.



AIR OBSERVATION POST

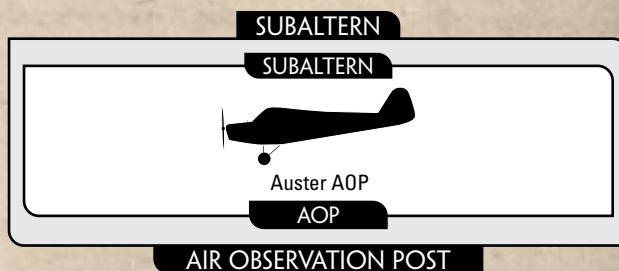
PLATOON

Auster AOP	25 points
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OPTION

- Add Dixie Air Support role to AOP for +10 points.

Air Observation Posts follow the rules for Air Observation Posts found on page 139 of the rulebook. The Dixie Air Support special rule can be found below.



DIXIE AIR SUPPORT

The German habit of fighting rear-guard actions by day and withdrawing to a new line of defence each night meant that the Allied troops were frequently unable to make contact until late afternoon because of the extensive German demolitions. On those occasions when contact could be made early in the day, the Germans were usually forced to withdraw before dark and then targets became available for the fighter-bombers.

A new system, called *Dixie*, was introduced to make the best use of the few hours of daylight left. When enemy targets appeared, a call was made by Corps for *Dixie*.

The tactical reconnaissance aircraft's task was to find suitable targets for the fighter-bombers and report them. Throughout the *Dixie* period fighter-bomber aircraft were to be kept in the cab rank in successive formations of six. This allowed the fighter-bombers to engage targets as they tried to disengage from Allied ground units.

During your Starting Step, after rolling for Air Support, you may elect to either use your Auster AOP as normal (using the Air Observation Post rules on page 139 of the rulebook) or use it to coordinate Dixie Air Support (if you have taken that upgrade option). The Auster AOP cannot do both in the same turn.

If you choose to use the AOP to coordinate Dixie Air Support, all air attacks against targets within Line of sight and 16"/40cm of the Auster AOP are under its control.

Aircraft under the control of an Auster AOP may re-roll a failed attempt to Range In.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), aircraft under the control of an Auster AOP will only abort if friendly teams are within 12"/30cm of the Aircraft model.

FIELD BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of:  

8 OQF 25 pdr 315 points 270 points

One Gun Troop with a total of:

4 OQF 25 pdr 185 points 160 points

2 OQF 25 pdr 105 points 90 points

OPTIONS

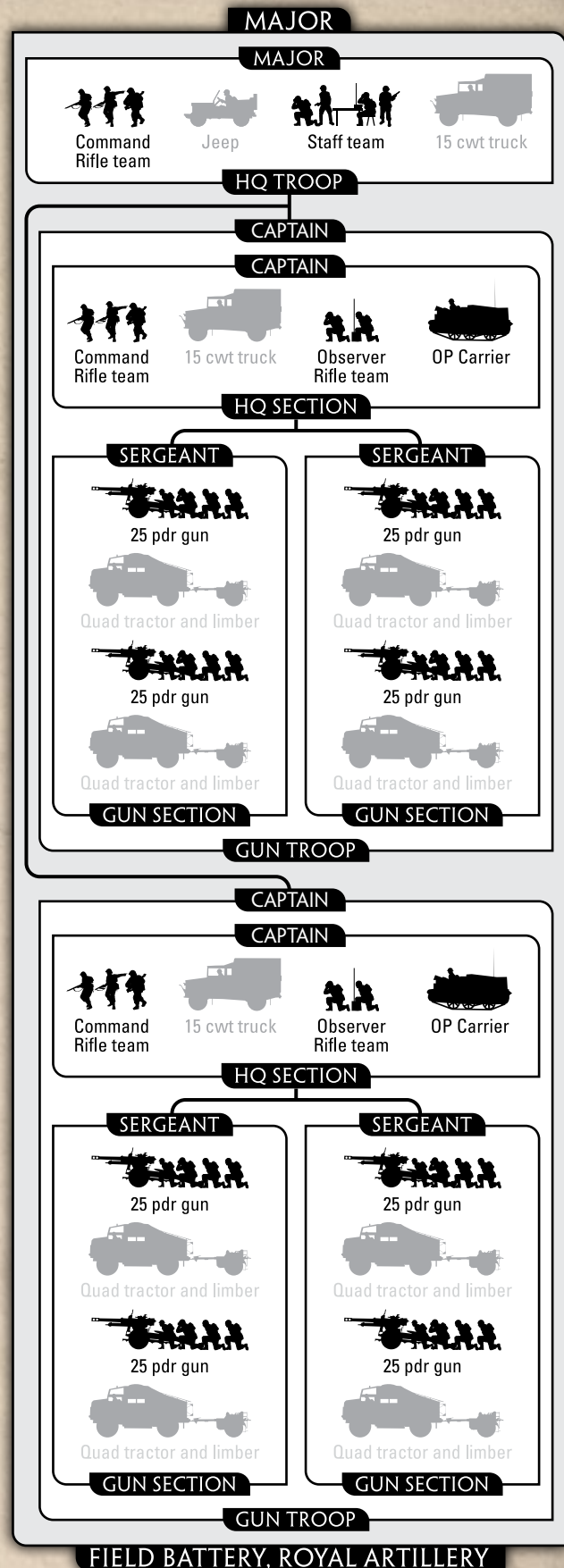
- Add Jeep, 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace the HQ Troop jeep and any or all 15 cwt trucks with White scout cars, Indian Pattern Troop Carriers, or OP Carriers for +5 points for the battery.

Although a Field Batterie, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

In the mud and mire of the Cassino battlefield infantry and artillery became the supreme weapons of war. The artillery was frequently used in massive artillery bombardments to help prepare the way for an infantry assault.

The 25 pdr guns offered excellent service through the North African and Italian campaign. Lighter than the American and German equivalents, the 25 pdr adapted well to the battlefield conditions of Cassino.

Polish artillerymen have been well trained by their British allies, and are just as competent in handling their weapons as their Allies. The Poles have a abundance of artillery weapons, and will put them to good use when they are needed.



MEDIUM BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of:



8 OQF 5.5"

540 points 465 points

One Gun Troop with a total of:

4 OQF 5.5"

310 points 270 points

2 OQF 5.5"

170 points 145 points

OPTIONS

- Add Jeep, 15 cwt trucks and Matador tractors for +5 points per Gun Troop.
- Replace the HQ Troop jeep and any or all 15 cwt trucks with White scout cars, Indian Pattern Carriers, or OP Carriers for +5 points for the battery.

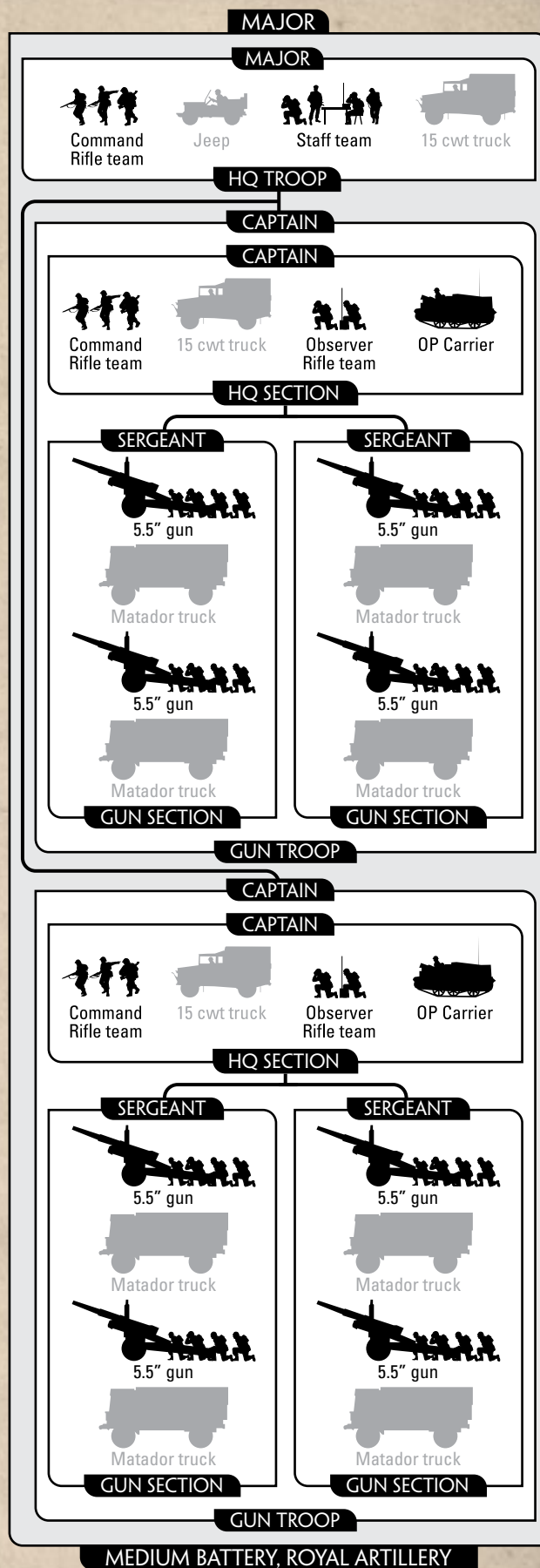
You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery with at least as many guns.

Although a Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

The heavy 5.5" guns of the medium batteries contributed to the massive bombardments along the Cassino front. The heavy shell dug German troops out from their holes. Those that survived such a bewildering bombardment had only seconds to recover before the troops of the New Zealand and Indian divisions were on top of them.

The II Polish Corps has their own 2nd Artillery Group. It contains the 9th, 10th, 11th, 12th, 13th Medium Artillery Regiments.

The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to the Polish artillery capabilities in Italy.



CIL ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
Sherman III or V <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>

RECONNAISSANCE

Solo Motorcycle MG team <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle reconnaissance, Dismount as MG team. <i>Hull mounted, Awkward layout, Vehicle MG.</i>
Solo Motorcycle Rifle team <i>Rifle</i>	Jeep <i>16"/40cm</i>	- 1	- 2	- 6	Motorcycle reconnaissance, Dismount as Rifle team. <i>Hull mounted, Awkward layout, Vehicle MG.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Mod 37 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.

MORTARS

Brixia 45mm mortar Firing bombardments	Man-packed	16"/40cm 24"/60cm	2 -	1 -	5+ 6	Can fire over friendly troops.
81/14 Mortar Firing bombardments	Man-packed	24"/60cm 48"/120cm	2 -	2 2	3+ 6	Minimum range 8"/20cm, Smoke. Smoke bombardment.

ANTI-TANK GUNS

47/32 gun	Man-packed	24"/60cm	3	7	4+	
57/50 gun (OQF 6 pdr (late))	Medium	24"/60cm	3	11	4+	Gun shield.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 6 pdr (late) gun	Medium	24"/60cm	3	11	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	14	3+	Gun shield, No HE.
OQF 17 pdr (late) gun	Immobile	32"/80cm	2	15	3+	Gun shield, No HE.

INFANTRY GUNS

65/17 gun Firing bombardments	Heavy	16"/40cm 64"/160cm	2 -	8 2	3+ 6	Gun Shield.
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ARTILLERY

75/13 gun (GebK15) Firing bombardments	Heavy	16"/40cm 64"/160cm	2 -	9 3	3+ 6	Gun Shield.
75/27 gun Firing bombardments	Heavy	24"/60cm 64"/160cm	2 -	9 3	3+ 6	Gun shield, Smoke. Smoke bombardment.
100/22 howitzer (leFH30(t)) Firing bombardments	Immobile	24"/60cm 72"/180cm	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield, Smoke. Smoke bombardment.
105/28 gun Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield.
149/13 howitzer (14/31M) Firing bombardments	Immobile	16"/40cm 72"/180cm	1 -	8 5	1+ 2+	Bunker buster, Gun shield.

Italian Artillery 1944: The 100/22 is the improved version of the old 100/17 with a longer barrel. You can either used the 100/17 model or the new 10.5cm leFH30(t) howitzer (GE569) from German range, which is the Czech version of the longer barrelled gun.

ALLIED ARTILLERY

OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Bazooka team	8"/20cm	1	10	5+	Tank Assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Sticky Bombs are rated as Improvised Tank Assault 3. Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep or Jeep with trailer	Jeep	-	-	-	
CMP 15 cwt, Dodge ¾-ton, or GMC 2½-ton	Wheeled	-	-	-	
Dovunque 3-ton truck	Wheeled	-	-	-	
Pack Mule team	Man-packed	-	-	-	Pack mules.
Quad or Matador tractor	Wheeled	-	-	-	
M5 high-speed tractor	Standard Tank	-	-	-	Optional .50 cal AA MG.
Troop, OP, or Loyd Carrier	Half-tracked	0	0	0	
Indian Pattern Troop Carrier	Jeep	0	0	0	
White scout car	Jeep	1	0	0	

PACK MULES

The Italians use tough pack mules to transport their guns and other heavy equipment though mountainous terrain. These sturdy animals can go any place a man can go, even to the point where the *Alpini* will winch them up short cliffs.

Gun teams carried by Pack Mule teams are Mountaineers, see page 61 of the rulebook. Pack Mule teams are Transport teams. Pack Mule teams carry Gun teams as Passengers and the Gun team is removed from the table while it is carried by the Pack Mule team.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	
Spitfire	MG	3+	7	5+	
	Bombs	4+	5	2+	
Kittyhawk	Rockets	3+	6	3+	