

ITALIANS

ITALIANS

ITALIANS

ITALIANS

PLATOON LEADER



SQUAD LEADER

RIFLEMAN



LMG




Morale/Panic
4/5

Morale/Panic
3/3

Morale/Panic
3/2




Morale/Panic
4/3

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	LM	0/+1
SMG	7/3	Pts	40/50

CCV	GM/PIN	Points
SMG	6/2	36

CCV	GM/PIN	Points
Rifle	8/4	7

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7/1+	33



ITALIANS



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Add "To Hit" result to FV (To Hit must inc "0")			
Target Acquired: "To Hit" +1			
Target Moving: Positive "To Hit" #			
Target in Wood/Jungle/Orchard ignore Terrain CV			
RANGE	To Hit #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	1	2	0

F flank Shot: "AP" +1		
Target Acquired: "AP" +1		
Target Moving: Positive "To Hit" #		
AP add positive "To Hit" result, minus negative "To Hit" result.		
No moving fire.		
RANGE	To Hit	AP
CLOSE	2	5
MEDIUM	3	3
LONG	4	1
EXTREME	5	0

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45mm MORTAR

ANTI-TANK RIFLE

MMG

FLAMETHROWER

45mm MORTAR

ANTI-TANK RIFLE

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

Morale/Panic **3/3**

CLOSE
+5

Morale/Panic **3/2**

Morale/Panic **3/3**

Morale/Panic **3/2**

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	3/0	-5(-4)/3+	52

CCV	GM/PIN	MAL/REP	Points
FT	2/0	-5/7	30

CCV	GM/PIN	WF/REP	Points
45mm	3/0	-5(-2)/2+	35

CCV	GM/PIN	WF/REP	Points
AT Rifle	3/0	-7/2+	9



ITALIANS



ITALIANS



ITALIANS

GUN CREWMAN

RIFLEMAN

PAI



Morale/Panic
2/1



Morale/Panic
3/2



Morale/Panic
3/3

CLOSE	MEDIUM	LONG
+1/SMG	+0/SMG	-1/SMG

VETERAN

ASCARI

VETERAN

CCV	GM/PIN	Points
Rifle	7/3	5

CCV	GM/PIN	Points
Rifle	8/4	7

CCV	GM/PIN	Points
SMG	6/3	11

WF/REP	Points	WF/REP	Points	WF/REP	Points	WF/REP	Points
-5/2+	98	-5/2+	98	-5/2+	127	-5/2+	135

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	4	1
MEDIUM	0-3	2	1
LONG	0-1	0	1
EXTREME	2	-1	1

65mm MOUNTAIN GUN

65mm MOUNTAIN GUN



Dam/Des
5/9

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

47mm AT GUN

47mm AT GUN



Dam/Des
5/9

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	5	-1
MEDIUM	0-3	3	-1
LONG	0-1	1	-1
EXTREME	2	0	-1

20mm AT GUN

20mm AT GUN



Dam/Des
5/9

Add "To Hit" result to HE FV (if to Hit inc "0")
 One man crew "To Hit" -1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No moving fire.

RANGE	To Hit	AP	HE
CLOSE	0-2	6	-1
MEDIUM	0-1	4	-1
LONG	1	2	-1
EXTREME	2	1	-1

SOLOTHURN 2cm

SOLOTHURN 2cm



Dam/Des
5/9

BERSAGLIERI					BERSAGLIERI					BERSAGLIERI					BERSAGLIERI				
ITALIANS					ITALIANS					ITALIANS					ITALIANS				
PLATOON LEADER					SQUAD LEADER					RIFLEMAN					LMG				
Morale/Panic 5/5					Morale/Panic 4/4					Morale/Panic 4/3					Morale/Panic 4/3				
BERSAGLIERI					BERSAGLIERI					BERSAGLIERI					BERSAGLIERI				
CCV	GM/PIN	LM	0/+1		CCV	GM/PIN	Points		CCV	GM/PIN	Points		CCV	GM/PIN	WF/REP	Points			
SMG	8/3	Pts	43/53		SMG	7/3	39		Rifle	9/5	10		LMG	5/1	-7/1+	33			

BERSAGLIERI



RANGE	To Hit #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	1	2	0

Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

ITALIANS

MMG




CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

Morale/Panic
4/4

BERSAGLIERI			
CCV	GM/PIN	WF/REP	Points
MMG	4/0	-5(-4)/3+	69

45mm MORTAR

45mm MORTAR




CLOSE	MEDIUM	LONG	EXTREME
NA	0-3	0-1	1

Morale/Panic
4/3

BERSAGLIERI			
CCV	GM/PIN	WF/REP	Points
45mm	4/0	-5(-2)/2+	38

BERSAGLIERI



ITALIANS

GUN CREWMAN

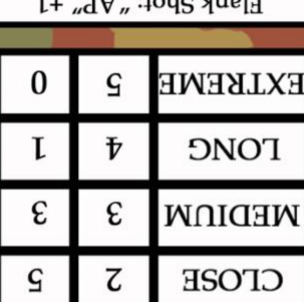



CLOSE	MEDIUM	LONG	EXTREME
NA	0-3	0-1	1

Morale/Panic
3/2

BERSAGLIERI			
CCV	GM/PIN	Points	
Rifle	8/4	7	

BERSAGLIERI



ANTI-TANK RIFLE

ANTI-TANK RIFLE




CLOSE	MEDIUM	LONG	EXTREME
5	3	4	5

Morale/Panic
4/3

BERSAGLIERI			
CCV	GM/PIN	WF/REP	Points
AT Rifle	4/0	-7/2+	12

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 37mm Target Moving: "To Hit" -1
 37mm No Moving Fire

RANGE	To Hit #	AP	HE	MG	CE
CLOSE	0-5	-0-3	6	-1	4/3
MEDIUM	0-3	-0-1	4	-1	4/3
LONG	0-1	2	2	-1	3/2
EXTREME	2	3	1	-1	2/2

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" -2
 One man crew "To Hit" -1
 Two man crew "To Hit" -1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	4	1
MEDIUM	0-3	2	1
LONG	0-1	0	1
EXTREME	2	-1	1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" -2
 One man crew "To Hit" -1
 Two man crew "To Hit" -1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

Add "To Hit" result to HE FV (if To Hit inc "0")
 One man crew "To Hit" -1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No moving fire.

RANGE	To Hit	AP	HE
CLOSE	0-2	6	-1
MEDIUM	0-1	4	-1
LONG	1	2	-1
EXTREME	2	1	-1

M11/39



FRONT	3	2	1
K/S/I	1	0	-1
SIDE	1	0	-1

Morale/CE
3/9

65mm MOUNTAIN GUN



Dam/Des
5/9

47mm AT GUN



Dam/Des
5/9

SOLOTHURN 2cm



Dam/Des
5/9

OVR	3/2	WF/Rep	Points
BOG	7/6	-5(-7)/2+	202

WF/REP	Points
-5/2+	135

WF/REP	Points
-5/2+	127

WF/REP	Points
-5/2+	98

BERSAGLIERI

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: "To Hit" -1
 No Moving Fire

EXTREME	2	3	2	2	0
LONG	0-1	2	3	2	1
MEDIUM	0-3	-0-1	5	2	2
CLOSE	0-5	-0-3	7	2	3

RANGE
 To Hit #
 AP
 HE
 MG
 CE/BU

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

EXTREME	2	3	2	0	2/2
LONG	0-1	2	3	0	3/2
MEDIUM	0-3	-0-1	5	0	4/3
CLOSE	0-5	-0-3	7	0	4/3

RANGE
 To Hit #
 AP
 HE
 MG
 CE/BU

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

EXTREME	2	3	2	0	-1	0/-1
LONG	0-1	2	1	-1	1	1/0
MEDIUM	0-3	-0-1	3	-1	3	2/1
CLOSE	0-5	-0-3	5	-1	5	3/2

RANGE
 To Hit #
 AP
 HE
 MG
 CE/BU

RANGE	MG	CE/BU
CLOSE	4/2	
MEDIUM	3/2	
LONG	2/1	
EXTREME	1/0	

SEMOVENTE M41

SEMOVENTE M41



FRONT	3	2	1
K/S/I			
SIDE	2	1	0

Morale/CE
3/9

CE/BU

OVR	2/-	WF/Rep	Points
		Main (MG)	
BOG	6/5	-5(-7)/2+	223

M13/40

M13/40



FRONT	3	2	1
K/S/I			
SIDE	2	1	0

Morale/CE
3/9

CE/BU

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	7/6	-5(-7)/2+	220

L6/40

L6/40



FRONT	3	2	1
K/S/I			
SIDE	1	0	-1

Morale/CE
3/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	8/7	-5(-7)/2+	190

CV 33

CV 33



FRONT	1	0	0
K/S/I			
SIDE	0	-1	-1

Morale/CE
3/9

CE/BU

OVR	1/0	WF/Rep	Points
		MG	
BOG	7/6	-5/2+	90

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	CE/BU	HE	AP	To Hit #	RANGE
CLOSE	0-5	-0-3	5	-1	3/2
MEDIUM	0-3	-0-1	3	-1	2/1
LONG	0-1	2	1	-1	1/0
EXTREME	2	3	0	-1	0/-1

AUTOBLINDO AB 41

AUTOBLINDO AB 41



FRONT	0	-1	-1
K/S/I			
SIDE	-1	-2	-2

Morale/CE
3/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	5/4	-5(-7)/2+	162

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	CE/BU	HE	AP	To Hit #	RANGE
CLOSE	0-5	-0-3	6	-1	3/2
MEDIUM	0-3	-0-1	4	-1	2/2
LONG	0-1	2	2	-1	1/1
EXTREME	2	3	1	-1	0/0

FIAT 611 (3.7cm)

FIAT 611 (3.7cm)



FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2

Morale/CE
3/9

CE/BU

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	4/3	-5(-7)/2+	165

RANGE	CE/BU	MG
CLOSE	0-5	-0-3
MEDIUM	0-3	-0-1
LONG	0-1	2
EXTREME	2	3

FIAT 611 (MG)

FIAT 611 (MG)



FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2

Morale/CE
3/9

CE/BU

OVR	2/1	WF/Rep	Points
		MG	
BOG	4/3	-7/2+	110

RANGE	CE/BU	FT FV	MG
CLOSE	0-5	14	10
MEDIUM	0-3	-	-
LONG	0-1	-	-
EXTREME	2	-	-

CV 33 Lf

CV 33 Lf



FRONT	1	0	0
K/S/I			
SIDE	0	-1	-1

Morale/CE
3/9

CE/BU

OVR	4/3	WF/Rep	Points
		Main (MG)	
BOG	6/5	-5(-7)/2+	120