



ITALIANS



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PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic  
4/5



Morale/Panic  
3/3



Morale/Panic  
3/2



Morale/Panic  
4/3

VETERAN

VETERAN

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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



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

Morale/Panic

**3/3**

VETERAN

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

CLOSE

+5

Morale/Panic

**3/2**

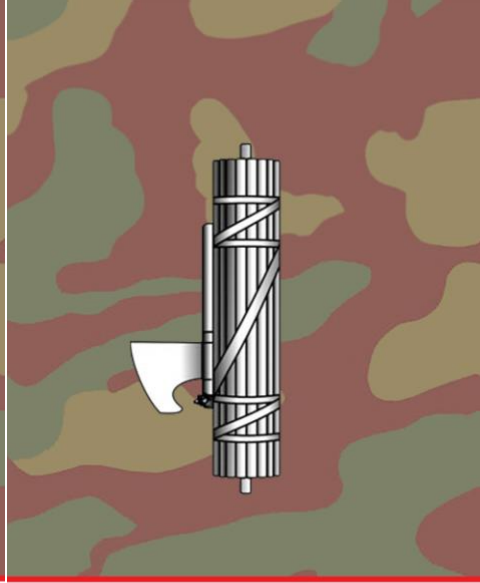


VETERAN

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

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Morale/Panic

**3/3**

VETERAN

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

45mm MORTAR

RANGE	To Hit #	crewd/uncrewd	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




Morale/Panic

**3/2**

VETERAN

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

ANTI-TANK RIFLE

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

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.

ANTI-TANK RIFLE

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	2
MEDIUM	0-3	3	2
LONG	0-1	1	2
EXTREME	2	0	2

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

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



CANNONE da 75/27

47mm AT GUN

20mm AT GUN

ITALIANS

CANNONE da 75/27

47mm AT GUN

20mm AT GUN

GUN CREWMAN



Dam/Des  
5/9



Dam/Des  
5/9



Dam/Des  
5/9



Morale/Panic  
2/1

VETERAN

WF/REP	Points
-5/2+	140

WF/REP	Points
-5/2+	127

WF/REP	Points
-5/2+	98

CCV	GM/PIN	Points
Rifle	7/3	5

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

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

RANGE	To Hit #	AP	HE	MG	CE/BU
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

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

RANGE	To Hit #	AP	HE	MG	CE/BU
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

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

CV 33 Lf

CV 33

AUTOBLINDO AB 41


L6/40

CV 33 Lf

CV 33


AUTOBLINDO AB 41

L6/40




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

Morale/CE  
3/9




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

Morale/CE  
3/9



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

Morale/CE  
3/9



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

Morale/CE  
3/9

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

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

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

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

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	4	2	2/1
LONG	0-1	2	5	2	2/2
MEDIUM	0-3	0-1	7	2	3/2
CLOSE	0-5	0-3	9	2	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" #  
 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" #  
 No Moving Fire

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

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

T-34 76

96 T-34



FRONT	7	6	5	Morale/CE 3/9
K/S/L	5	4	3	
SIDE	5	4	3	

CE/BU

OVR	3/2	WF/Rep Main (MG)	Points
BOG	9/8	-5(-7)/2+	257

SEMOVENTE M41

SEMOVENTE M41



FRONT	3	2	1	Morale/CE 3/9
K/S/L	2	1	0	
SIDE	2	1	0	

CE/BU

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

SEMOVENTE M40

SEMOVENTE M40



FRONT	3	2	1	Morale/CE 3/9
K/S/L	1	0	0	
SIDE	1	0	0	

CE/BU

OVR	NA	WF/Rep Main	Points
BOG	8/7	-5/2+	173

M13/40

M13/40



FRONT	3	2	1	Morale/CE 3/9
K/S/L	2	1	0	
SIDE	2	1	0	

CE/BU

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