

COMPAGNIA CARRI

(NORTH AFRICA & TUNISIA) TANK COMPANY

ELITE

TANK COMPANY

POINTS 1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Company HQ p.93	1	M14/41 with AA MG	65
COMBAT PLATOONS			
Carri Platoon p.93	5	M14/41	300
Carri Platoon p.93	4	M14/41	240
DIVISIONAL SUPPORT			
Self-propelled 75/18 Platoon p.93 ARTILLERY	1	Carro Comando with AA MG	325
	4	Semovente 75/18	
Motociclisti Platoon p.100	1	Cmd Motorcycle Rifle/MG team with Passaglia bomb	140
	4	Motorcycle Rifle/MG team with Passaglia bomb	
	1	Motorcycle Solothurn anti-tank rifle team	
Armoured Car Platoon p.99	3	AB41	95
Cannon Battery p.112 ARTILLERY	1	Cmd Rifle team	210
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	Captured 25 pdr gun	
Air Support p.111	4	TL37 tractor	125
	5	Limited Air Support Macchi C.200 Saetta	

North Africa - Italian Mid-War - Platoon Count: 6

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
TANKS					
M14/41 <i>47/32 gun</i>	Standard Tank <i>24"/60cm</i>	3 2	2 7	1 4+	Co-ax MG, Twin hull MG.
M14/41 with AA MG <i>47/32 gun</i>	Standard Tank <i>24"/60cm</i>	3 2	2 7	1 4+	Co-ax MG, Twin hull MG, AA MG.
ASSAULT-GUNS					
Carro Comando with AA MG <i>13.2mm machine-gun</i>	Standard Tank <i>16"/40cm</i>	4 3	2 3	1 5+	AA MG. <i>Hull mounted.</i>
Semovente 75/18 <i>75/18 gun</i>	Standard Tank <i>24"/60cm</i>	4 2	2 9	1 3+	<i>Hull mounted.</i>
ARMoured CARS					
AB41 <i>20/65 gun</i>	Wheeled <i>16"/40cm</i>	1 2	0 5	0 5+	Co-ax MG, Hull rear MG, Recce.
RECONNAISSANCE					
Motorcycle Rifle/MG team <i>Rifle/MG</i>	Jeep <i>16"/40cm</i>	- 2	- 2	- 6+	Motorcycle Reconnaissance, Dismount as Rifle/MG team. <i>Hull-mounted, Vehicle MG.</i>
Motorcycle Solothurn Anti-tank Rifle team <i>Solothurn anti-tank rifle</i>	Jeep <i>16"/40cm</i>	- 1	- 5	- 5+	Motorcycle Reconnaissance, Dismount as Solothurn anti-tank rifle team. <i>Hull mounted, Awkward Layout.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Captured 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck	Wheeled	-	-	-	

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Macchi C.200 Sietta	MG	3	5	5+	
	Bombs	4	5	2+	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Armoured Car Platoon - p.99

Armoured Car Platoons are Reconnaissance Platoons.

Company HQ - p.93

8 Million Bayonets

To reflect the variable quality of Italian officers, Italian platoons are rated as Regular, Elite, or Artillery. After deployment, but before the first turn, roll a die for each platoon and its attached teams and consult the 8 Million Bayonets table to determine their Training and Motivation characteristics.

8 Million Boyonets Tables

Roll Regular

- 1 Relutant Trained
- 2 Relutant Trained
- 3 Relutant Trained
- 4 Confident Trained
- 5 Confident Trained
- 6 Fearless Conscript

Roll Elite

- 1 Confident Trained
- 2 Confident Trained
- 3 Confident Veteran
- 4 Confident Veteran
- 5 Confident Veteran
- 6 Fearless Veteran

Roll Artillery

- 1 Confident Trained
- 2 Confident Veteran
- 3 Confident Veteran
- 4 Confident Veteran
- 5 Confident Veteran
- 6 Fearless Veteran

Roll Parachutist

- 1 to 6 Fearless Veteran

Avanti!

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.

Heroism

When your company first has a Command team Destroyed by the enemy, 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.

Motociclisti Platoon - p.100

Motociclisti Platoons use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance Platoons while mounted on motorcycles.

They are Solo motorcycles (see page 197 of the rulebook), so may not Remount after Dismounting.
