COMPAGNIA CARRI
TANK COMPANY

ELITE		TANK COMPANY		POINTS	1360

PLATOON	QTY	UNIT		POINTS	
HEADQUARTERS					
Compagnia Carri HQ p.29	1	M13/40		4.8%	65
COMBAT PLATOONS					
Carri Platoon p.29	4	M13/40		19.1%	260
Carri Platoon p.29	4	M13/40		19.1%	260
Carri Platoon p.29	4	M13/40		19.1%	260
DIVISIONAL SUPPORT					
Self-propelled Coastal Gun Platoon p.33 ARTILLERY	2	Autocannone da 102/35		17.6%	240
Motorised Cannon Battery p.44 ARTILLERY	1 1 1 4	Cmd Rifle team Staff team Observer Rifle team 75/27 gun		13.6%	185
Air Support p.46	1	Sporadic Air Support FIAT CR.42 Falco		6.6%	90
Hellfire and Back! - Italian Early-War - v4					

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	*Range*	*ROF*	*Anti-tank*	*Firepower*	
TANKS					
M13/40	Slow Tank	3	2	1	Co-ax MG, Twin hull MG, Unreliable.
47/32 gun	*24"/60cm*	*2*	*6*	*4+*	
SELF-PROPELLED GUNS					
Autocannone da 102/35	Slow Tank	-	-	-	Awkward Layout, Overloaded.
102/35 gun	*40"/100cm*	*2*	*11*	*2+*	*Breakthrough gun.*

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
75/27 gun	Heavy	24"/60cm	2	7	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	2	4+	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.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
FIAT CR.42 Falco	MG	3	5	5+	
	Bombs	4	3	2+	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Twin Vehicle MG	16"/40cm	4	2	6	ROF 2 if other weapons fire.

Compagnia Carri HQ - p.29

8 Million Bayonets

To reflect the variable quality of Italian officers, Italian platoons are rated as Regular, Elite, Artillery, or Libyan. After deployment, but before the first turn, roll a die for each Unit and consult the Early-war 8 Million Bayonets table (page 27 of Hellfire and Back) to determine their Training and Motivation characteristics.

Avanti

Italian Units pass Motivation Tests for a Follow Me Movement Order on a 3+.

Early War 8 Million Bayonets Table

Roll	Artillery
1	Confident Trained
2	Confident Trained
3	Fearless Trained
4	Fearless Trained
5	Fearless Trained
6	Confident Veteran

Early War 8 Million Bayonets Table

Roll	Elite
1	Reluctant Trained
2	Reluctant Trained
3	Confident Trained
4	Confident Trained
5	Fearless Conscript
6	Fearless Trained

Early War 8 Million Bayonets Table

Roll	Libyan
1	Reluctant Conscript
2	Reluctant Trained
3	Reluctant Trained
4	Reluctant Trained
5	Confident Trained
6	Confident Trained

Early War 8 Million Bayonets Table

Roll	Regular
1	Reluctant Conscript
2	Reluctant Trained
3	Reluctant Trained
4	Reluctant Trained
5	Confident Conscript
6	Confident Trained

Heroism

When your Formation (company) has an Italian Unit Leader Team Destroyed by enemy shooting or assault (but not as a result of a failed Unit Last Stand Check), roll a Motivation test for that Unit Leader Team. This test can never be re-rolled for any reason.

If they pass the Motivation test, it fights on as an Unknown Hero.

On any other roll, the Unit Leader Team is Destroyed as normal and you roll again to discover your hero the next time a Unit Leader 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 Unit that is within 6"/15cm making that the Unit Leader Team. If no suitable tank is within 6"/15cm, the Unknown Hero is removed from the game.

An Unknown Hero and any Unit led by him always pass Motivation Tests on a roll of 2+. If the Unknown Hero is Destroyed while leading a Unit, the Unit will continue to take Motivation tests as if led by the Unknown Hero.

Motorised Cannon Battery - p.44

Motorised Cannon Batteries may not be deployed in Ambush.