

COMPAGNIA PARACADUTISTI

PARACHUTE INFANTRY COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Compagnia Paracadutisti HQ p.4	2	Cmd SMG team	2.8% 50
COMBAT PLATOONS			
Paracadutisti Platoon p.4	1	Cmd MG team	11.5% 205
	6	MG team	
Paracadutisti Platoon p.4	1	Cmd MG team	11.5% 205
	6	MG team	
WEAPONS PLATOONS			
Paracadutisti Motociclisti Platoon p.5	1	Cmd Solo Motorcycle MG team	9.5% 170
	4	Solo Motorcycle MG team	
DIVISIONAL SUPPORT			
British Armoured Platoon p.10 CONFIDENT VETERAN Allied Platoon	4	Sherman III or V with AA MG	18.2% 325
British Field Battery, Royal Artillery p.12 CONFIDENT VETERAN Allied Platoon	3	Cmd Rifle team	17.6% 315
	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
British Medium Battery, Royal Artillery p.13 CONFIDENT VETERAN Allied Platoon	2	Cmd Rifle team	17.4% 310
	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	BL 5.5" gun	
Anti-aircraft Platoon p.8 ARTILLERY Allied Platoon	1	Cmd Rifle team	2.8% 50
	2	20/65 on 3-ton truck	
Air Support p.10	5	Limited Air Support Spitfire	7.3% 130
Air Observation Post p.11	1	Auster AOP	1.4% 25

Corpo Italiano di Liberazione, 1944 to 1945 - Italian Late-War - v3 - Platoon Count: 8

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
MEDIUM TANKS					
Sherman III or V with AA MG	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook, AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
ANTI-AIRCRAFT					
20/65 on 3-ton truck	Wheeled	-	-	-	
<i>20/65 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft, Portee.</i>
RECONNAISSANCE					
Solo Motorcycle MG team	Jeep	-	-	-	Motorcycle reconnaissance, Dismount as MG team.
<i>MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6+</i>	<i>Hull mounted, Awkward layout, Vehicle MG.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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+	
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Spitfire	MG	3	7	5+	
	Bombs	4	5	2+	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Air Observation Post - p.11

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.

British Armoured Platoon - p.10

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

British Field Battery, Royal Artillery - p.12

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.

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

British Medium Battery, Royal Artillery - p.13

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.

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

Compagnia Paracadutisti HQ - p.4

8 Million Boyonets Table

Regular

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

Elite

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

Artillery

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

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.

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

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.

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.

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.

Paracadutisti Motociclisti Platoon - p.5

Paracadutisti Motociclisti Platoons use the Motorcycle Reconnaissance rules on pages 196 and 197 of the rulebook and are Reconnaissance Platoons while mounted.

PICK LIST**British**

- 1 Auster AOP
- 4 BL 5.5" gun
- 5 Cmd Rifle team
- 5 Limited Air Support Spitfire
- 3 Observer Rifle team
- 3 OP Carrier
- 8 OQF 25 pdr gun
- 4 Sherman III or V with AA MG
- 2 Staff team

Italian

- 2 20/65 on 3-ton truck
- 2 Cmd MG team
- 1 Cmd Rifle team
- 2 Cmd SMG team
- 1 Cmd Solo Motorcycle MG team
- 12 MG team
- 4 Solo Motorcycle MG team