

# COMPAGNIA PARACADUTISTI

PARACHUTE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1785

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Compagnia Paracadutisti HQ p.177	2	Cmd Panzerknacker SMG team	3.4% 60
COMBAT PLATOONS			
Paracadutisti Platoon p.177	1	Cmd Panzerknacker SMG team	10.1% 180
	6	Rifle/MG team	
Paracadutisti Platoon p.177	1	Cmd Panzerknacker SMG team	7.3% 130
	4	Rifle/MG team	
WEAPONS PLATOONS			
Paracadutisti Demolisher Platoon p.178	1	Cmd Pioneer Rifle/MG team	9.2% 165
	4	Pioneer Rifle/MG team	
Paracadutisti Mortar Platoon p.178	1	Cmd SMG team	3.9% 70
	1	Observer Rifle team	
	2	8cm GW42 (Stummelwerfer) mortar	
DIVISIONAL SUPPORT			
Panther Platoon p.118 <b>CONFIDENT VETERAN</b> Allied Platoon	4	Panther D or A or G	42% 750
Fallschirmjäger Artillery Battery (4.) p.81	1	Cmd SMG team	13.4% 240
	1	Staff team	
	2	Observer Rifle team	
	4	10.5cm leFH18/40 howitzer	
Fallschirmjäger Heavy Anti-aircraft Gun Platoon(4) p.80	1	Cmd SMG team	10.6% 190
	2	8.8cm FlaK36 gun (8 crew)	

Fortress Italy - Italian Late-War - v3

# 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>	

### TANKS

Panther D or A or G	Standard Tank	10	5	1	Co-ax MG, Hull MG, Wide tracks.
<i>7.5cm KwK42 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Smoke, Breakthrough gun.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
8.8cm FlaK36 gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8cm GW42 (Stummelwerfer) mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	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.

### ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

Pioneer teams are rated as Tank Assault 4.

## VEHICLE MACHINE-GUNS

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

### **Fallschirmjäger Artillery Battery (4.) - p.81**

You may replace all 10.5cm leFH18 howitzers in the battery with 10.5cm LG40 recoilless guns at the start of any game before deployment, at no cost.

### **Paracadutisti Demolisher Platoon - p.178**

You may replace up to one Pioneer Rifle/MG team per Demolisher Squad with a Flame-thrower team each at the start of the game before deployment.

### **Paracadutisti Platoon - p.177**

Any Italian platoon with a Command team may attempt an Avanti move at the start of its Shooting step instead of shooting. If the 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.

Unlike other RSI units the Paracadutisti were trained under the Italian system. Compagnia Paracadutisti and its platoons, including when taken in support of other companies, use the following Italian special rules.

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.

**PICK LIST****German**

- 4 10.5cm leFH18/40 howitzer
- 2 8.8cm FlaK36 gun (8 crew)
- 2 Cmd SMG team
- 2 Observer Rifle team
- 4 Panther D or A or G
- 1 Staff team

**Italian**

- 2 8cm GW42 (Stummelwerfer) mortar
- 4 Cmd Panzerknacker SMG team
- 1 Cmd Pioneer Rifle/MG team
- 1 Cmd SMG team
- 1 Observer Rifle team
- 4 Pioneer Rifle/MG team
- 10 Rifle/MG team