



COMPAGNIA MOTOCICLISTI



COMPAGNIA MOTOCICLISTI

MOTORCYCLE INFANTRY COMPANY

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



5

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



5

INFANTRY



5

INFANTRY



5

MACHINE-GUNS



6

ALLIED PLATOONS



German Platoons in your force are Allies and follow the Allies rules in the rulebook.

DIVISIONAL SUPPORT PLATOONS

ARMOUR



6

ARMOUR



6

ANTI-TANK



7



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INFANTRY



5



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ARTILLERY



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ARTILLERY



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ANTI-AIRCRAFT



8

AIRCRAFT



8

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ITALIAN SPECIAL RULES

The *Regio Esercito* (the Royal Army, pronounced Re-jee-oh Eh-sehrr-chee-toh) was unprepared for war in 1940, despite Mussolini's call for an army of '8 million bayonets'. The resulting force is very uneven—some officers are excellent, while others are simply abysmal, and the training of their soldiers and these special rules reflect this.

AVANTI!

The Italian army learned many lessons from the First World War. From the Germans they took the concept of speed and mobility in breakthrough operations. From the French they gained the techniques of methodical destruction of the enemy defences. The resulting doctrine emphasised mobile warfare and demanded rapid movement into contact with the enemy before bringing massive firepower to bear to open a gap and allow manoeuvre once more.

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 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

The Italian army's lack of modern equipment gave its officers plenty of opportunities to display extreme *eroismo*, heroism. Because these great deeds were usually fatal to the hero, it was impossible to know in advance who the heroes were, though if their comrades survived, their deeds would be enshrined in heroic prose and a medal sent to their dearest.

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

EARLY-WAR 8 MILLION BAYONETS

Mussolini demanded an army eight million strong to create his new Roman Empire. The rapid expansion needed for this led to reservist officers being recalled to the colours with little extra training. After 20 years of civilian life, some were still good soldiers, however most were not!

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

EARLY-WAR 8 MILLION BAYONETS TABLE

Roll	Black Shirt	Elite	Artillery
1	Confident Conscript	Reluctant Trained	Confident Trained
2	Fearless Conscript	Reluctant Trained	Confident Trained
3	Fearless Conscript	Confident Trained	Fearless Trained
4	Reluctant Trained	Confident Trained	Fearless Trained
5	Confident Trained	Fearless Conscript	Fearless Trained
6	Confident Trained	Fearless Trained	Confident Veteran

FUCILIERI

The *Fucilieri* (or riflemen, pronounced Foo-chee-lyearr-ee) represent the bulk of the Italian forces. However, the Torino and Pasubio divisions were both motor transportable units and considered a well-trained elite.

Fucilieri companies and platoons are represented by using the symbol found to the right.



BLACK SHIRTS

The conscript riflemen of the Fascist militia of the CCNN (Black Shirts) only have very basic training, and much of that is very old fashioned.

Black Shirts companies and platoons are represented by using the symbol found to the right.



ELITE

The Elite 3rd *Principe Amedeo Duca D'Aosta Celere* or 'fast' division was made up of Italy's best troops, the cavalry and the Bersaglieri light infantry. This division was the spearhead of the Italy operations in Italy and had an excellent reputation among the Italian's German Allies.



ARTILLERY

The hardest fighting troops in the Italian army are the artillerymen. They are selected from the best recruits and have the most intense, technical, and professional training. They also fight very bravely, often defending their guns to the last man.



MOTIVATION AND SKILL

The men of the *Compagnia Motociclisti* (motorcyclist company, pronounced kom-pan-yee-ah moh-toh-cheek-leest-ee) are the elite of the Bersaglieri. They undergo extensive extra training in motorcycle reconnaissance and become expert riders. A *Compagnia Motociclisti* is rated as **Elite**.

REGULAR
ELITE
ARTILLERY
LIBYAN

HEADQUARTERS

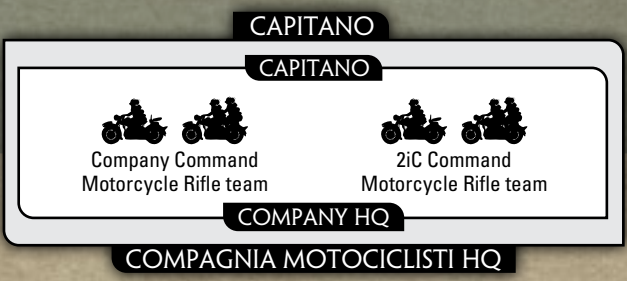
COMPAGNIA MOTOCICLISTI HQ

HEADQUARTERS

Company HQ

30 points

Teams in a Compagnia Motociclisti HQ use the Motorcycle Reconnaissance rules on pages 196 to 197 of the rulebook and are Recce Teams while mounted.



COMBAT PLATOONS

MOTOCICLISTI PLATOON

PLATOON

HQ Section with:

4 Motociclisti Squads

165 points

3 Motociclisti Squads

130 points

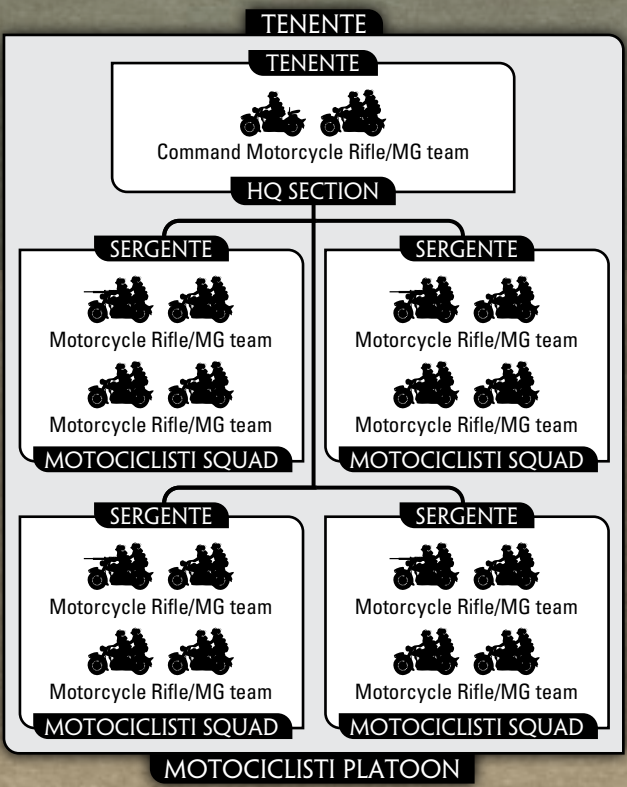
2 Motociclisti Squads

95 points

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

Rather than having a driver ferry them around like most motorcycle troops, *motociclisti* ride their own machines. Each motorcycle carries two riflemen, with some motorcycle teams also equipped with a light Breda machine-gun.

The Moto Guzzi motorcycle has a unique mounting for the machine-gun on the handlebars that allows the gun to be brought into action quickly when halted.



MOTOCICLISTI MACHINE-GUN PLATOON

PLATOON

HQ Section with:

4 Machine-gun Sections

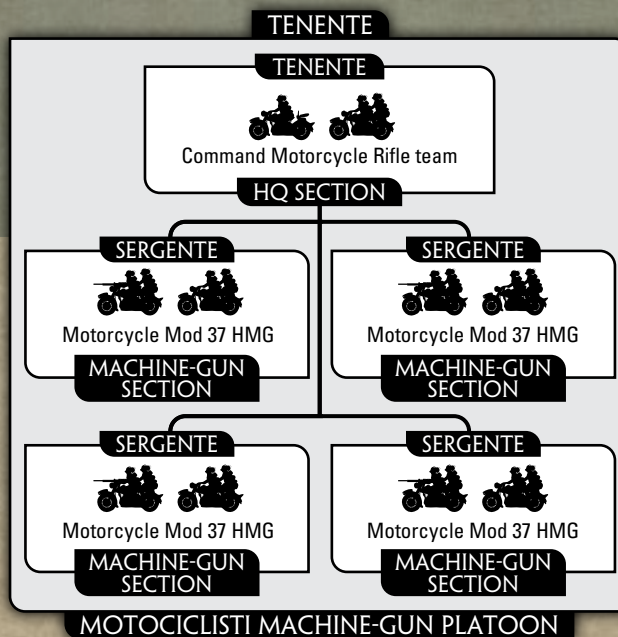
110 points

3 Machine-gun Sections

85 points

Motociclisti Machine-gun Platoons use the Motorcycle Reconnaissance rules on pages 196 to 197 of the rulebook and are Recce Teams while mounted.

The *motomitraglieri*, the motorcycle heavy machine-gunners mount their weapons on the handlebars of their motorcycles so that they can shoot from a short halt without dismounting. Once dismounted, the machine-guns will help keep an objective secured from enemy infantry.



DIVISIONAL SUPPORT

MOTIVATION AND SKILL

*The Corpo Spedizione Italiano in Russia (CSIR, the Italian Expeditionary Corps in Russia) was made up of well-trained professional troops ready to support the Italian mobile divisions in action. Divisional Support Platoons are rated **Elite** unless otherwise noted.*

REGULAR

ELITE

ARTILLERY

BLACK SHIRT

TANKETTE PLATOON

PLATOON

4 L3/35

100 points

3 L3/35

75 points

- Replace up to two L3/35 tanks with L3/35 Solothurn tanks at no cost.

4 L3/35 Brixia

110 points

3 L3/35 Brixia

85 points

Only one Tankette Platoon in your force may be equipped with L3/35 Brixia tanks.



The small tankettes of the *Centauro* Division could have been valuable if used in the right terrain and in the right season. However, in Greece they were deployed in areas with few roads that had already been churned to mud and many had to be left behind in the 1940 Italian retreat.

Remember, a Hull MG cannot fire at the same time as a hull-mounted main gun.

ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 47/32

105 points

4 37/45

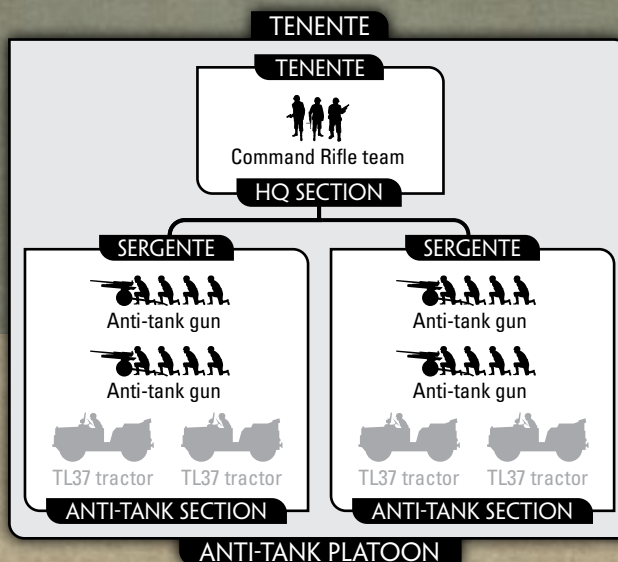
100 points

OPTION

- Add TL37 tractors for +5 points for the platoon.

Expecting to fight a war in the Alps, the Italian army ensured that all of its support weapons were man-portable. The light *cannone da 47/32 modello 35* anti-tank gun was perfect for the mountainous conditions in Greece since it could be broken down and carried by troops. Its low silhouette helped keep the gun hidden from enemy fire. Combined with the gun's high rate of fire and high explosive shells made them excellent infantry support weapons.

The Italians also received a handful of the German 3.7cm PaK36 light anti-tank guns, designated as the 37/45 anti-tank gun. While the performance was similar, the gun's armoured shield offered the crew a bit more protection.



CANNON BATTERY

PLATOON

HQ Section with:

4 75/27

170 points

2 75/27

90 points

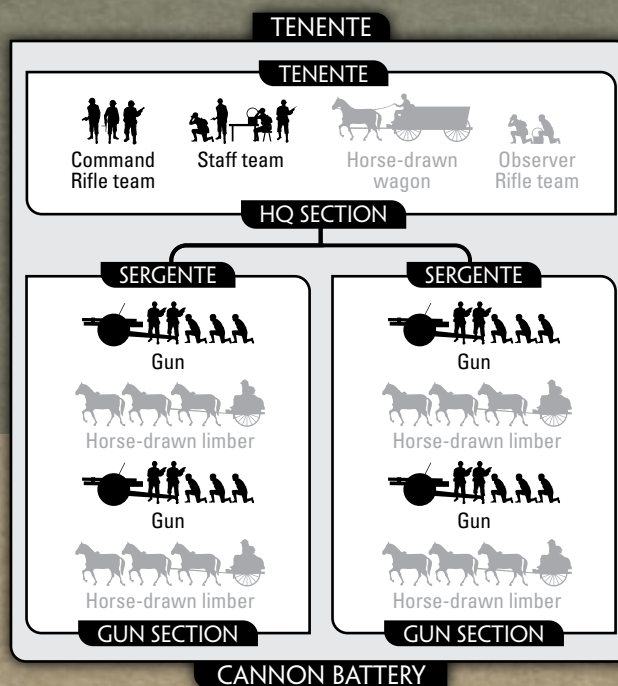
OPTIONS

- Add Observer Rifle team for +15 points.
- Add Horse-drawn wagon as transport and Horse-drawn limbers as tractors for +5 points for the battery.

Cannon Batteries may not be deployed in Ambush.

Cannon Batteries are rated as **Artillery**.

ARTILLERY



HOWITZER BATTERY

PLATOON

HQ Section with:

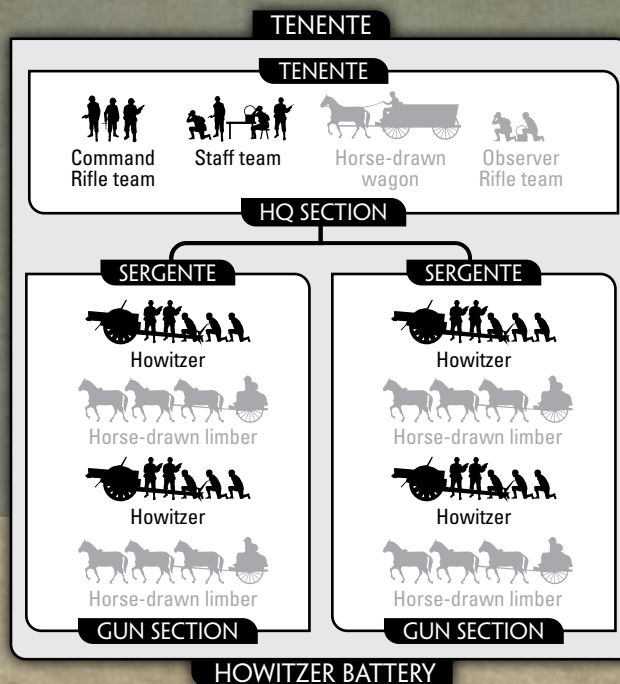
4 100/17	165 points
2 100/17	90 points
4 105/28	295 points
2 105/28	150 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add Horse-drawn wagon as transport and Horse-drawn limbers as tractors for +5 points for the battery.

Howitzer Batteries may not be deployed in Ambush.

Howitzer Batteries are rated as Artillery.



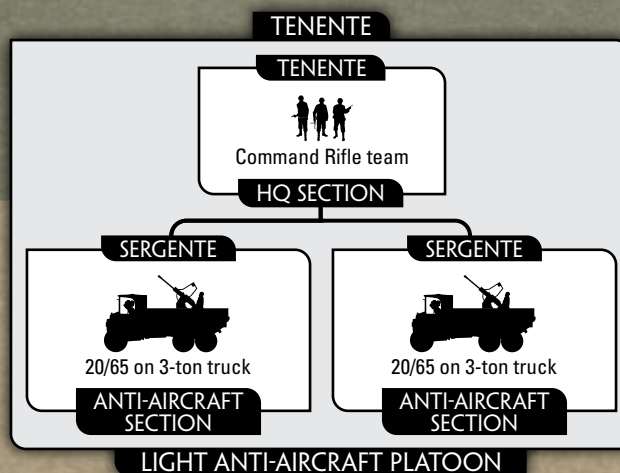
LIGHT ANTI-AIRCRAFT PLATOON

PLATOON

HQ Section with:

2 20/65 on 3-ton truck	50 points
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Light Anti-aircraft Platoons are rated as Artillery.



The Italian divisions attacking Greece were supplied with 20mm Breda anti-aircraft guns that worked in concert with the Italian air forces to maintain Italy's command of the skies.

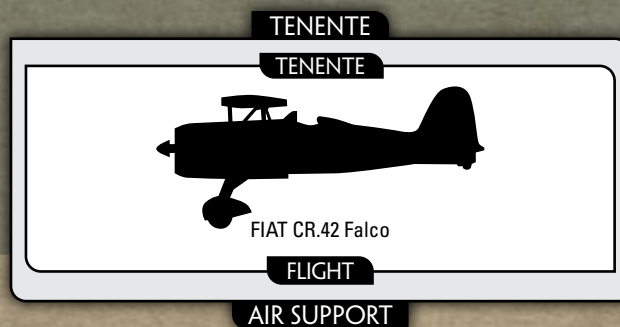
AIR SUPPORT

SPORADIC AIR SUPPORT

FIAT CR.42 Falco	90 points
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GERMAN SPORADIC AIR SUPPORT

Ju 87B Stuka	90 points
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Poor weather hampered the operations of the *Regia Aeronautica* (Royal Air Force) but they were still able to carry out their attacks across the Greek peninsula. They held a clear numerical superiority over the Greek air forces.

German Support

MOTIVATION AND SKILL



The German army is at its peak. After three years of hard fighting it contains some of the most experienced and well-motivated troops available in Europe!

HEER

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

SS

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Heer Divisional Support platoons (marked ) are rated as **Confident Veteran**. SS Divisional Support Platoons (marked ) are rated as **Fearless Veteran**.

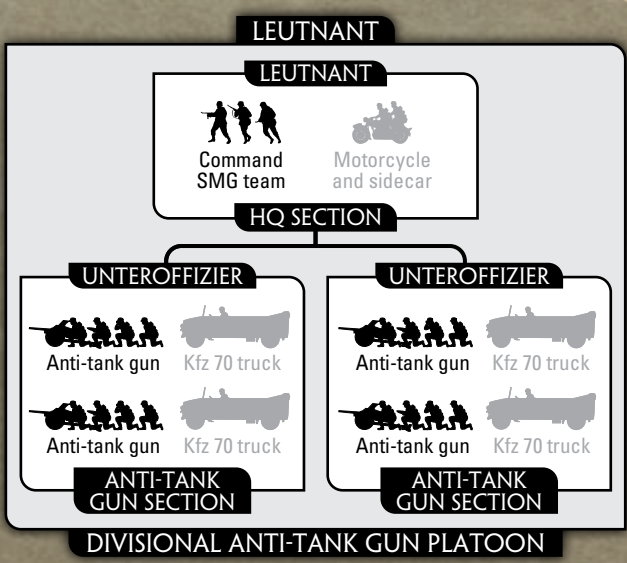
DIVISIONAL ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:	HEER	SS
4 3.7cm PaK36	145 points	-
3 3.7cm PaK36	110 points	-
2 3.7cm PaK36	75 points	-
3 5cm PaK38	255 points	-
2 5cm PaK38	170 points	-
2 7.62cm FK36(r)	240 points	-
2 7.62cm FK39(r)	200 points	-

OPTION

- Add motorcycle and sidecar and Kfz 70 trucks to the platoon for +5 points.



The Panzerjäger Abteilung of a panzer division is equipped with 3.7cm PaK36 light anti-tank guns as well as new medium 5cm PaK38 anti-tank guns. Some crews have pushed captured Red Army field guns into service to deal

with the threat from new well-armoured tanks like the T-34. These 7.62cm field guns offer a bit more punch and range than the lighter anti-tank guns.

INFANTERIE PLATOON

PLATOON

HQ Section with:

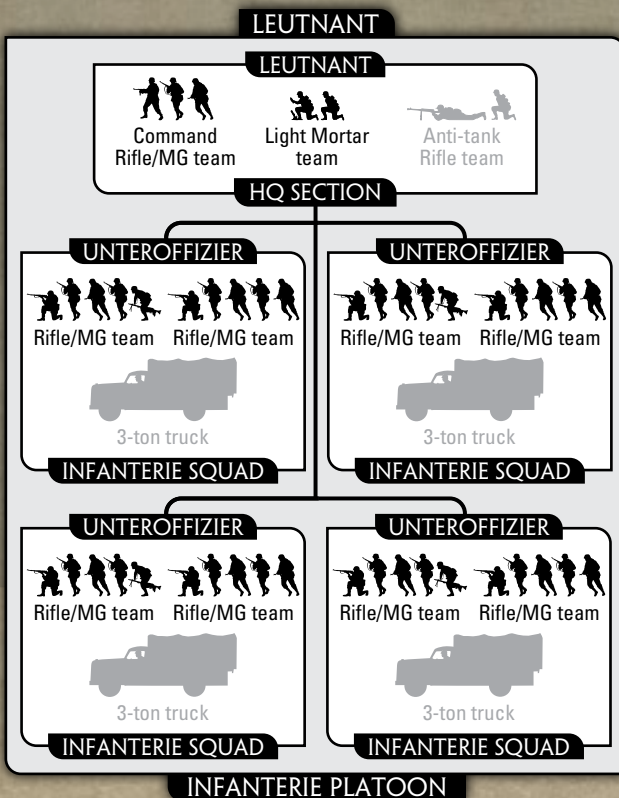
	 HEER	 SS
4 Infanterie Squads	220 points	260 points
3 Infanterie Squads	175 points	210 points
2 Infanterie Squads	130 points	155 points
Add Anti-tank Rifle team	+20 points	+25 points

OPTIONS

- Replace Command Rifle/MG team with a Command SMG team at no cost.
- Replace Command Rifle/MG team or Command SMG team with a Command Panzerknacker SMG team for +10 points
- Add 3-ton trucks for +5 points for the platoon.

The SS and a few elite motorised divisions are mounted in trucks. These motorised formations are able to keep pace with the fast moving panzer spearheads that lead the advance.

The bulk of the German infantry travel on foot. This does not diminish their fighting ability or importance to the German war effort.



FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with:

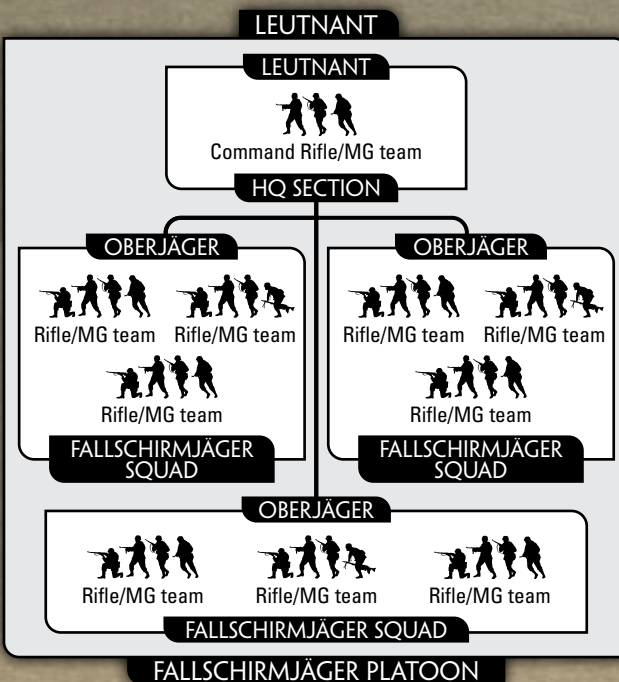
3 Fallschirmjäger Squads	265 points
2 Fallschirmjäger Squads	185 points

A Fallschirmjäger Platoon is rated as **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

Fallschirmjäger platoons were larger than standard German Army rifle platoons, with the intention being that a unit this size would be able to absorb the casualties expected from an opposed parachute assault.



In Russia they fight as infantry. At the end of 1941 they fought alongside the Italian divisions on the Don Front.



LIGHT ARTILLERY BATTERY

PLATOON

HQ Section with:

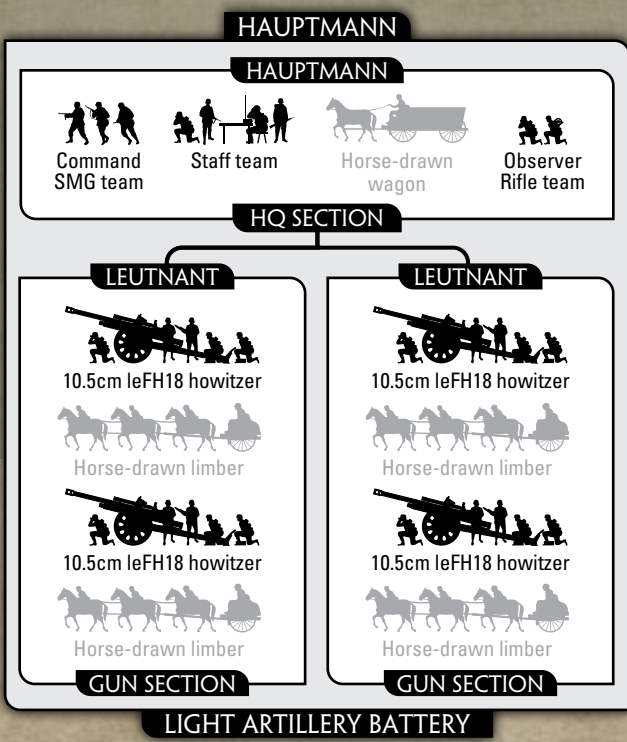
4 10.5cm leFH18	 HEER	 SS
2 10.5cm leFH18	360 points	405 points
	190 points	215 points

OPTIONS

- Add horse-drawn wagon and horse-drawn limbers for +5 points for the battery.
- Replace horse-drawn wagon with a Kfz 15 field car and Kfz 68 radio truck and horse-drawn limbers with Sd Kfz 11 half-tracks at no cost.

A Light Artillery Battery may not be deployed in Ambush.

The artillery of the divisions sent to invade the Soviet Union have been almost universally equipped with the excellent 10.5cm leFH18 howitzer. This sturdy howitzer has superior hitting power than Soviet field guns who still mostly rely on lighter 7.62cm models.



AIR SUPPORT

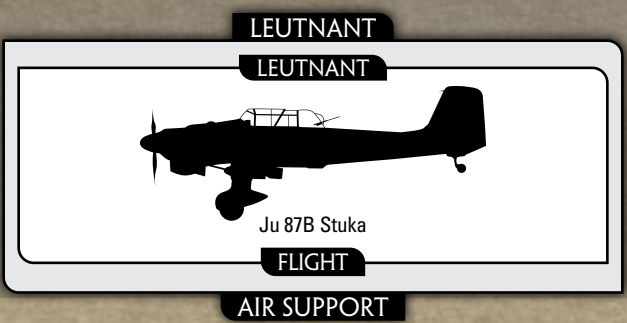
PRIORITY AIR SUPPORT

Ju 87B Stuka	150 points
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- Establish a Stuka Schwerpunkt for +25 points.

LIMITED AIR SUPPORT

Ju 87B Stuka	115 points
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STUKA SCHWERPUNKT

The role of the *Luftwaffe* (Air Force) in Operation Barbarossa was to focus its efforts at the breakthrough points, totally dominating the air above the battle.

If you establish a Stuka Schwerpunkt (see the option for Priority Air Support above), you roll two dice on the How Many Aircraft Table and take the best result.

The Junkers Ju 87B dive bomber was known by both sides as the Stuka (an abbreviation for the German word for dive bomber). The bent wing silhouette of the Stuka epitomised Blitzkrieg warfare, developing a fearsome reputation during the Polish campaign, which it further enhanced with massed dive-bombing attacks during the Battle of France. They were once more in action during Operation Barbarossa, leading the assault on Soviet airfields and troop concentrations.

ITALIAN ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TANKS

L3/35	Half-tracked	0	0	1	Twin hull MG
L3/35 Solothurn <i>20mm Solothurn anti-tank rifle</i>	Half-tracked <i>16"/40cm</i>	0 2	0 5	1 5+	<i>Hull mounted.</i>
L3/35 Brixia <i>Brixia 45mm mortar</i>	Half-tracked <i>16"/40cm</i>	0 2	0 1	1 5+	Twin hull MG <i>Hull mounted, Can fire over friendly troops.</i>

ANTI-AIRCRAFT

20/65 on 3-ton truck <i>20/65 gun</i>	Wheeled <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Anti-aircraft, Portee.</i>
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RECONNAISSANCE

Motorcycle Rifle team <i>Rifle</i>	Jeep <i>16"/40cm</i>	- 1	- 2	- 6	Solo Motorcycle Reconnaissance, Dismount as Rifle team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Rifle/MG team <i>Rifle/MG</i>	Jeep <i>16"/40cm</i>	- 2	- 2	- 6	Solo Motorcycle Reconnaissance, Dismount as Rifle/MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Mod 37 HMG <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Solo Motorcycle Reconnaissance, Dismount as Mod 37 HMG. <i>Hull mounted, Vehicle MG.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
<i>Twin vehicle MG</i>	<i>16"/40cm</i>	4	2	6	<i>ROF 2 if other weapons fire.</i>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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.
Light Mortar team	16"/40cm	1	1	6	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	6	Tank Assault 3.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

German Panzerknacker teams are rated Tank Assault 4.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Mod 37 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
ANTI-AIRCRAFT						
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
ANTI-TANK						
37/45 gun (3.7cm PaK36)	Light	24"/60cm	3	6	4+	Gun shield.
47/32 gun	Man-packed	24"/60cm	3	6	4+	
ARTILLERY						
75/27 gun	Heavy	24"/60cm	2	7	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
100/17 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
105/28 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
GERMAN GUNS						
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	10	3+	Gun shield.
7.62cm PaK39(r) gun	Heavy	32"/80cm	2	9	3+	Gun shield.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Motorcycle & Sidecar, or Kfz 15 Horch	Jeep	-	-	-	
SPA TL37 tractor	Wheeled	-	-	-	
Dovunque or Opel 3-ton truck, or Kfz 70 truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
Sd Kfz 11 half-track	Half-tracked	-	-	-	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
FIAT CR.42 Falco	MG	3+	5	5+	
	Bombs	4+	5	2+	
Ju 87B Stuka	Bombs	4+	5	2+	