



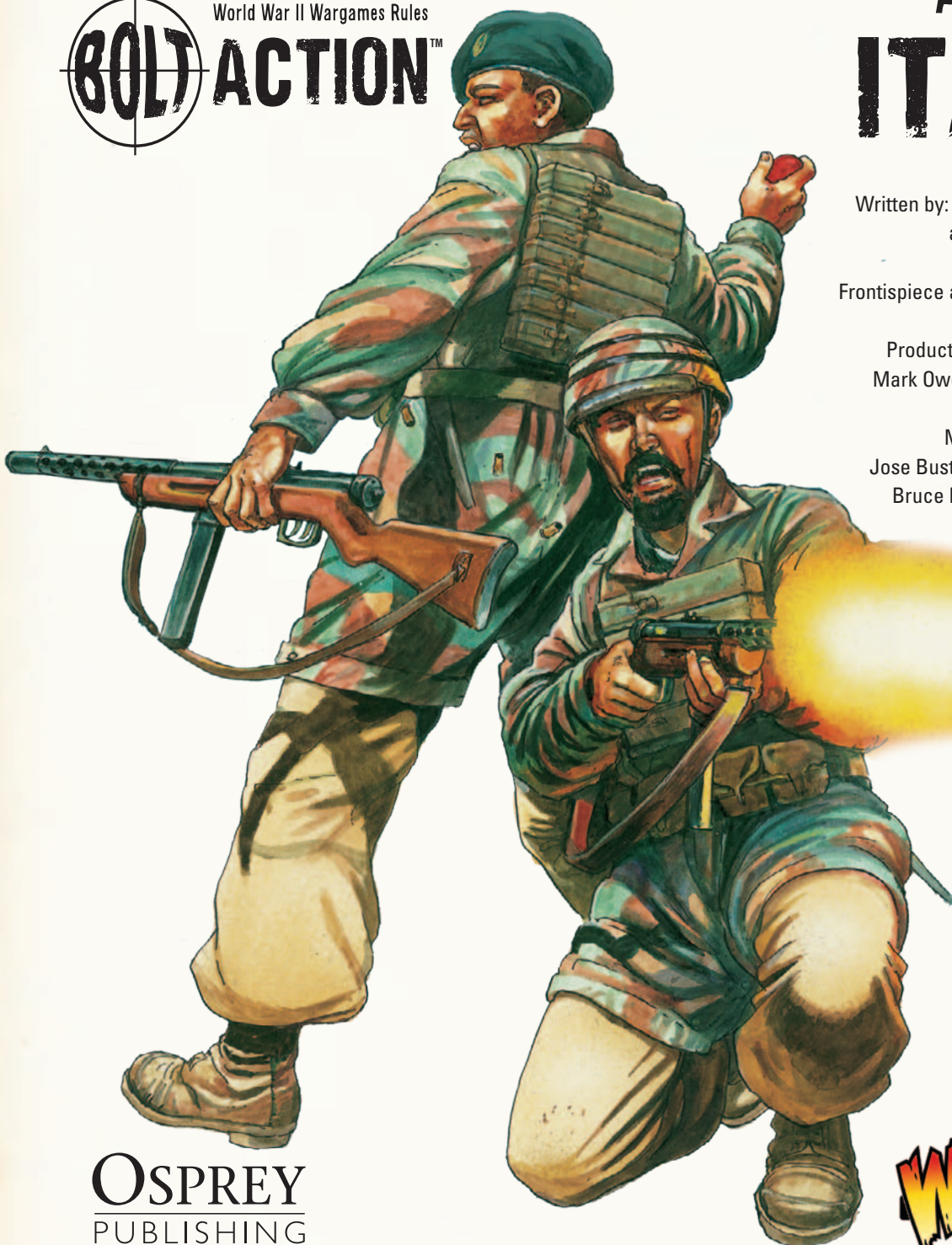
Armies of ITALY

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ARMIES OF ITALY

The Italian infantry division was unique for the era, making use of a 'binary' structure. Two regiments made up a division, rather than the usual 'triangle' or 'square' shape utilising three or four divisions respectively. Several infantry divisions also had two battalions of Blackshirts attached, to provide a political, fascist element to the regular army. Infantry divisions were well supported by attached artillery units, although most of their equipment was WWI vintage. Barring a few exemplary veteran divisions, much of the Italian army was untested and ill-equipped to fight a modern war.

Just like the four army lists included in the Bolt Action rulebook, Italians present some interesting ideas. Their vehicles, while outmatched by many of their opponents, are quite capable of taking on infantry and light guns. Their infantry provide lots of flexibility and modelling opportunities, as well as interesting challenges during gameplay. From the elite Bersaglieri, to the untested and inexperienced infantry sections, the Italians will be great fun to field on the table!

The following list is incomplete, and only designed to tide eager players over until the *Armies of Italy and the Axis* book is released. It should be used with the Force Selection rules and Reinforced Platoon guidelines on page 124 of the Bolt Action Rulebook.

Avanti Savoia!

ARMY SPECIAL RULES

DEFENSIVE POSITIONS

Strategic command used Italian forces primarily to hold the line and set up deep defensive positions.

Italian infantry and artillery units can react to an assault even if they have already taken an action that turn. Note that if the enemy starts the assault within 6", or outside the arc of fire of a fixed weapon, the unit cannot react, as normal.



An M13/40 medium tank and Italian Infantry give mutual support.

INFANTRY

Italian platoons are organized much like those of other nations, centred around a command element and two or more squads. Italian officers were a mixed bag, with some enthusiastically serving in the Royal Army, and others reluctant to fight for seemingly worthless territories far from home. Still, the responsibility of accomplishing their mission and looking after their men fell on these officers' shoulders, with most rising to the challenge.

HEADQUARTERS UNITS

OFFICER

Platoons were typically commanded by a first or second *Tenente* (Lieutenant). Lieutenants in the Royal Italian Army were committed to restoring Italy to international prominence, despite being unprepared for the realities of a modern war. An officer unit consists of the officer himself and can include up to two other men acting as his immediate attendants. Officers can be rated as Inexperienced, Regular, or Veteran.

Cost: Second Lieutenant 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)
 First Lieutenant 60 pts (Inexperienced), 75 pts (Regular), 90 pts (Veteran)
 Captain 95 pts (Inexperienced), 110 pts (Regular), 125 pts (Veteran)
 Major 135 pts (Inexperienced), 150 pts (Regular), 165 pts (Veteran)

Team: 1 officer and up to 2 further men.

Weapons: Pistol, submachine gun or rifle as depicted on the models.

Options: The officer may be accompanied by up to 2 men at a cost of +7 pts per man (Inexperienced), +10 pts per man (regular) or +13 pts per man (Veteran).

MEDIC

Soldiers trained to assist their wounded comrades served in every modern army during The Second World War, and the frontline medical professionals of the *Regio Esercito* (Italian Royal Army) were no different. Although medics were not officially armed combatants, the circumstances of battle sometimes called for medics to arm themselves, thereby excluding them from the limited protection offered under various articles of the Geneva Convention.

Cost: Medic 30 pts (veteran)

Team: 1 medic and up to 2 further men.

Weapons: Pistol or none as depicted on the model.

Options: The medic may be accompanied by up to 2 men at a cost of +13 pts per man (Veteran).

*Bersaglieri
HQ staff*



FORWARD OBSERVER

Whether it is an artillery battery miles away from the battlefield, a naval gunship out to sea, or a ground attack aircraft high above the fighting, such weapons systems would be much less effective without the services of well trained Forward Observers. Each infantry division was assigned its own artillery support assets in the *Regio Esercito*, and although many of the artillery pieces and aircraft were outdated, they were nonetheless quite effective under the right circumstances. Given the firepower these Forward Observers could bring to bear on their targets, their neutralisation was a high priority to opposing commanders.

Cost: Artillery Forward Observer: 100 pts (regular), 115 pts (veteran)

Air Force Forward Observer: 75 pts (regular), 90 pts (veteran)

Team: 1 Forward Observer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models.

Options: The observer may be accompanied by up to 2 men at a cost of +10 pts per man (regular) or +13 pts per man (veteran).

INFANTRY SQUADS & TEAMS

INFANTRY SECTION

Mussolini famously boasted that the Italian army had eight million bayonets standing at the ready! In actuality, the standing Italian army was far smaller than that, with huge numbers of troops conscripted into a war they neither believed in nor understood. The fighting ability of units of the Italian army varied greatly, with much of the rank and file lacking proper equipment, transport and even motivation. Still, there were several key battles in North Africa and The Eastern Front where they performed well.

Cost: Regular Infantry 50 pts.

Composition: 1 NCO and 4 men.

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +10 pts each
- The NCO may have a submachine gun for +3 pts
- One soldier may have a light machine gun for +20 pts - another soldier becomes the loader
- The entire section can be given anti-tank grenades for +2 points per man.

Special Rules:

- Tank hunters (if anti-tank grenades taken).

BERSAGLIERI INFANTRY SECTION

The *Bersaglieri* were an elite, mobile infantry force in the Royal Italian Army known for the black feathers adorning their combat helmets. Every soldier in the ranks of the Bersaglieri endured intense training and was required to be a qualified marksman. Rommel once remarked "The German soldier impressed the world; the Bersaglieri impressed the German soldier." Operating on the "few men, many weapons" ideology, the Bersaglieri received some of the best equipment available in the Italian Army.

Cost: Veteran Infantry 65 pts

Team: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +13 pts each
- The NCO may have a submachine gun for +3 pts
- Up to two men can have a light machine gun for +20 pts - for each light machine gun included another man becomes the loader.
- The entire section can be given anti-tank grenades for +2 points per man
- The entire section may be mounted on Motorcycles for +5 pts per model

Special Rules:

- Tank hunters (if anti-tank grenades taken)
- Motorbikes: A mounted section uses the motorbikes rules (see rulebook)

INEXPERIENCED INFANTRY SECTION

The Carcano M91 that equipped the soldiers of the Royal Italian Army was unique in that it was chambered for 7.35mm, a nonstandard calibre to be sure. In the hands of motivated, experienced troops the lighter, shorter rifle could be a force to be reckoned with! Unfortunately, much of the Italian army was comprised of poorly trained and equipped infantry that were not as motivated as Mussolini to reclaim the Roman Empire!

Cost: Inexperienced Infantry 35 pts.

Composition: 1 NCO and 4 men.

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +7 pts each
- The NCO may have a submachine gun for +3 pts
- One soldier may have a light machine gun for +20 pts - another soldier becomes the loader
- Inexperienced Infantry can be *Green* at no extra points cost.
- Inexperienced Infantry can be *Shirkers* for a reduction of 3 pts per man.

Special Rules:

- *Green* or *Shirkers* if either option is chosen).

Bersaglieri Infantry Section





Airborne Infantry Section

AIRBORNE INFANTRY SECTION

During the climactic battle of El Alamein, the 185 Airborne Division *Folgore* fought with determination. These brave fighters drove back attack after attack, repelling the British for weeks, before finally being forced to retreat after an Allied breakthrough was achieved elsewhere. It is said that the Folgore fought until expending their last round of ammunition! Paratroopers were well equipped with modern gear such as the Beretta Model 38 submachine gun, and the Breda light machine gun.

Cost: Veteran Infantry 70 pts.

Team: 1 NCO and 4 men

Weapons: Rifles

Special Rules:

- Add up to 4 additional soldiers at +14 pts each
- The NCO can have a pistol instead of the rifle at no extra cost, or a submachine gun instead of the rifle for +3 pts
- Up to 7 men can have submachine guns instead of rifles for +3 points each
- Up to 1 man can have a light machine gun for +20 pts - another man becomes the loader.
- The entire section can be given anti-tank grenades for +2 points per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)
- Stubborn. Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.

Solothurn Anti-tank rifle team



MEDIUM MACHINE GUN TEAM

The importance of the machine gun was revealed to the world during the First World War, and its fearsome power was subsequently incorporated into infantry forces around the world. In the years following WWI, infantry training for most nations focused on the effective use and support of machine guns. Italians used a variety of these weapons from a variety of manufacturers, and famously incorporated machine guns into their force structures to great effect.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran).

Team: 3 men

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed

Medium Machine Gun team



SOLOTHURN 20MM ANTI-TANK RIFLE

The Solothurn Anti-Tank Rifle was a cross between a true anti-tank rifle and a light anti-tank gun. Featuring a light wheeled carriage and a magazine-feed, the Solothurn could achieve a rate of fire of up to twenty rounds per minute. Although the Solothurn, like most anti-tank rifles of its day, was out of date at the onset of the war, it could still be used effectively to keep light mechanised patrols at bay, or score a lucky shot on an approaching tank now and again.

Cost: 21 pts (Inexperienced), 30 pts (Regular), 39 pts (Veteran).

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team weapon

ARMIES OF ITALY

LIGHT MORTAR TEAM

Designed in 1935, the Brixia 45mm mortar was relatively difficult to produce in great numbers, given the complexity and cost to manufacture the weapon. However, the 45mm light mortar was a powerful and successful weapon in the hands of properly trained soldiers. Its rate of fire was higher than similar weapons employed by other nations, and its accuracy was also unparalleled. Unfortunately, the ammunition it used was often poorly designed or manufactured, which hamstrung the best efforts of even a highly competent crew.

Cost: 24 pts (Inexperienced), 35 pts (Regular), 46 pts (Veteran).

Team: 2 men

Weapon: 1 light mortar.

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

*Brixia Light
Mortar team*



MEDIUM MORTAR TEAM

Like many nations involved in the conflict, the Italians employed an 81mm weapon as its primary mortar. The *Mortaio da 81/14 Modello 35* was nearly identical to the 81mm mortar the United States equipped its soldiers with. It has been said that mortars accounted for more casualties in World War II than any other single weapon type. Trained and effective Italian mortar crews certainly added to those numbers in every theatre where they operated.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran).

Team: 3 men

Weapon: 1 medium mortar.

Options:

- May add a spotter for +10 pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

*Bersaglieri
Medium
Mortar team*



ARTILLERY

INFANTRY GUNS AND HOWITZERS

100/17 HOWITZER

The *100/17 Modello 14* was a Skoda designed medium howitzer that made up the bulk of the Italians' artillery strength. Though as a whole, Italian artillery was a piecemeal collection from a previous era, crewmen were well trained and made the most of the equipment they had. The bravery of the Italian artillerymen on the Eastern front was legendary, often firing over open sights at the approaching enemy in an attempt to stem the Red Tide.

Cost: 75 pts (Regular), 90 pts (Veteran).

Team: 4 men

Weapons: 1 medium howitzer.

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6

ANTI-TANK GUNS

47/32 ELEFANTINO

The 47/32 was a licensed Austrian light artillery piece that primarily served in an anti-tank role. When firing HEAT rounds, the 47/32 was an effective AT platform in the earlier stages of the war. With a low silhouette (made even lower by the removal of its wheels - a common practice) and relative high mobility, the Elefantino proved itself in battle time and again. The same weapon equipped the main gun of the Italian mainstay tank, the M14/41, and the 47/32 self-propelled gun.

Cost: 36 pts (Inexperienced), 45 pts (Regular), 54 pts (Veteran).

Team: 3 men

Weapon: 1 light anti-tank gun.

Special Rules:

- Team weapon
- Fixed
- Extra Selection - You may take up to two 47/32 Elefantino as one selection in each reinforced platoon

VEHICLES

TANKS AND TANKETTES

M14/41 MEDIUM TANK

The Fiat M14/41 was an upgraded version of the M13/40 - both of which comprised the bulk of Italy's combat effectiveness in its armoured divisions. By the time the tank was introduced, it was already obsolete - suffering from thin, bolted armour, and an under-strength weapon when compared to its British opponents. Although largely inadequate against British tanks, its main gun's HE round proved highly effective against infantry and towed guns. The Italian armoured divisions were the closest units the Italians had to a modernized force, and earned several resounding successes in the earlier stages of the war in North Africa.

Cost: 108 pts (Inexperienced), 135 pts (Regular), 162 pts (Veteran)

Weapons: One turret-mounted light anti-tank gun with co-axial MMG and two hull-mounted MMGs

Damage Value: 8+ (light tank)

Options:

- Add an additional turret mounted pintle-mounted MMG for +15 pts
- Downgrade the tank to an M13/40 for -10 pts, making the tank Slow.

Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (ie., in total, +2 for side hits and +3 for rear hits)
- Slow (If downgraded to an M13/40).



M13/40
medium tank

L3/35 TANKETTE

Developed based on the Carden Loyd tankette design of Britain, Italy's L3 tankettes were the most numerous armoured fighting vehicles of the Italian war effort. At the war's onset, the majority of Italy's tank formations were equipped with L3s, and even early on the little L3 was outclassed by nearly every other armoured fighting vehicle it would square up against. The vehicle went through many modifications and adaptations over the years, and the L3/35 variant was notably upgraded to carry two 8mm machine guns instead of the single 6.5mm machine gun of previous versions. Some L3s were even refit to carry a flamethrower into battle!

Cost: 56 pts (Inexperienced), 70 pts (Regular), 84 pts (Veteran)

Weapons: Two forward facing hull-mounted MMGs

Damage Value: 7+ (armoured car)

Options:

- L3 Lf variant - may replace the hull-mounted MMGs with a flamethrower with co-axial MMG for +30 points

Special Rules:

- Slow (when upgraded with a flamethrower, as the extra fuel weighed the vehicle down considerably. Also remember that flame-throwing vehicles are more vulnerable to enemy fire, see page 51 of the rulebook)

ARMIES OF ITALY

ARMoured CARS

AUTOBLINDA LINCE

Lightly armed and armoured, the Lince (Lynx) served as a reconnaissance vehicle for the Italian forces of WWII. A nearly identical copy of the British Dingo, the Lince was armed with a ball-mounted 8mm Breda M38 machine gun, but was protected by roughly half the armour of the Dingo at its thickest point.

Cost: 52 pts (Inexperienced), 65 pts (Regular), 78 pts (Veteran)

Weapons: one forward-facing MMG.

Damage Value: 7+ (armoured car)

Special Rules:

- Recce
- Open-topped

*Autoblinda Lince
scout car*



AUTOBLINDA 41 (AB41)

Italy's AB41 was the most-produced armoured car of the Italian armed forces. Production began in 1940, and the Autoblinda 41 served in several theatres; most notably in Africa, given its environmental adaptability - crews could quickly change wheel configurations to fit many surfaces, even rails! Like some German armoured cars of the day, the AB41 also featured two driving positions, allowing the vehicle to travel effectively in either direction.

Cost: 84 pts (Inexperienced), 105 pts (Regular), 126 pts (Veteran)

Weapons: One turret-mounted light autocannon with co-axial MMG and one rear facing hull-mounted MMG.

Damage Value: 7+ (armoured car)

Options:

- Add an extra turret mounted pintle-mounted MMG for +15 pts

Special Rules:

- Recce (dual direction steering)



Autoblinda 41

TRANSPORTS AND TOWS

DOVUNQUE 35 3-TON TRUCK

Unusual in its appearance, the Dovunque 35 was a well-designed vehicle fitting the needs of the Royal Italian Army. Its cab-over-motor design and overall vehicle dimensions meant that it was quite capable off-road and in mountainous conditions. The Dovunque was the most numerous truck in the Royal Italian Army, and was responsible for transporting significant amounts of equipment and manpower throughout all theatres.

Cost: 31 pts (Inexperienced), 39 pts (Regular), 47 (Veteran)

Weapons: none.

Damage Value: 6+ (soft-skin)

Transport: Up to 12 men

Tow: light howitzer; light or medium anti-tank gun; light anti-aircraft gun.

Options:

- Add a pintle-mounted MMG covering the forward arc for +15 pts.

