



APPENDIX: ITALIAN FORCES

BY ADAM LOYD
FOR WEIRD WAR II

“Let us have a dagger between our teeth, a bomb in our hands, and an infinite scorn in our hearts.”

— Benito Mussolini

The Italian military entered World War Two led by “Il Duce”, Benito Mussolini. Mussolini wanted Italy to be a partner in Hitler’s fascist dreams of empire, and for Italy to rise as a new Roman Empire. The fascist country aggressively expanded into Africa, as well as declaring war on England as the Germans were finishing off their campaign in France. Italy’s military forces seemed formidable, but its equipment, training, and doctrine were outdated, and more importantly, Italy’s industrial base was inadequate to the demands of modern warfare. Lastly, a complex framework of ideology, politics and diplomacy fractured its military prowess, keeping many victories out of their grasp.

The Italian high command also suffered from a distinct lack of inventiveness, as many officers were merely party hacks in uniform, or old guard officers whose thinking was still mired in the trenches of World War One. Furthermore, its enlisted troops were wellknown goldbricks, often laying down their arms at the first sight of trouble. Despite these false-comings, Italy proved a deadly foe when inspired and led by a true leader, especially its armored divisions, and won many decisive victories in the African (both North and Eastern), southern European, and Eastern fronts.



Italian troops quickly found themselves in a “sticky” situation in North Africa.

ITALIAN INFANTRY PLATOON

Italian infantry platoons had two sections of 18 men each. Each section was divided into two squads, one with two light machine guns to provide a base of fire, and the other to maneuver. Each battalion fielded a mortar platoon, divided into three squads with three Brixia mortars each, distributed across the companies. The heavier 81mm mortar was assigned to the heavy weapons company. The large size of these sections made them unwieldy in battle.

ITALIAN ARMY OFFICERS

Italian officers had a tough time keeping the morale of their men up. Some relied on patriotism and cultural pride; others trusted their own good-natured enthusiasm. As things started to go badly for Italy, serving the aims of Mussolini and Hitler became secondary to surviving the war, and their orders became less effective.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Tactics) d6, Persuasion d6, Shooting d6

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: None. Old guard officers tended to have Stubborn.

Edges: Rank (Officer), Command

Equipment: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, unless they are on the front lines.

- **Experienced:** Smarts d8, Guts d8, Persuasion, d8, Inspire
- **Elite:** Knowledge (Tactics) d8, Hold the Line!

ITALIAN INFANTRY

If well led, Italian soldiers could fight very well. Unfortunately, they were rarely well served by their officers, particularly the high command. Many felt little sympathy for their fascist government. The Italians also had little enthusiasm for their German allies, and this, combined with poor leadership, led to their reputation as poor troops.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Goldbrick

Edges: None

Equipment: Equipment: Steel helmet, 3 or 4 SRC M35 grenades.

Squad: x9 Carcano M91. Every second squad would replace two Carcanos with two Breda M30s.

- **Experienced:** Notice d8
- **Elite:** Spirit d8, Shooting d8, Rock and Roll

ITALIAN TANK PLATOON

Tank platoons had four or five tanks, with three platoons to a company, plus a command vehicle.

ITALIAN ARMOR CREWS

If the Germans admired anyone among the Italian forces, they held the tankers in the highest esteem. They drove outdated tanks derided as “sardine cans”, but managed to use them to good effect in numerous North African battles. Despite many defeats, the Italians bounced back with good-hearted resolve. The Ariete Armored Division proved its worth by relieving Rommel at Gazala.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges & Hindrances: None

Equipment: When dismounted, armor crews usually carry M1934 pistols.

- **Experienced:** Spirit d8, Driving d8, Shooting d8, Élan, Tank Hunter
- **Elite:** Smarts d8, Spirit d10, Shooting d10, Bullseye, Steady Hands

ITALIAN AIR UNITS

Fighter squadrons were organized into three or four sections of four planes each. Bombers were organized into squadrons of nine planes each.

ITALIAN PILOTS

Italian Air Force pilots affected a flashy style. Many of its higher-ranking officers were fascist party officials and Mussolini favored this service. Although hobbled by a weak supply and maintenance system, a few Italian pilots were able to rack up impressive scores against Allied air forces.

The stats below are for fighter pilots; for bomber pilots, switch the d8 in Shooting at Experienced to Knowledge: Bombardier, and exchange the Killer Instinct Edge for Pickle Barrel. To simulate a poorly trained pilot, rather than a properly trained but green pilot, Piloting skill should start at d4, with no Edges.

ITALIAN MORALE

The Italian units were well-known for having a brittle nature during the War. Even the well-disciplined tank crews, as well as the incumbent fascist party members, often broke under pressure, though the former routed due to ill-planning by their officers.

The War Master may have Italian troops take a morale check at the beginning of any combat engagement. If failed, they try to surrender or simply won't fight. By 1943, all morale checks, including the initial morale check to see if infantry will fight, suffer a -2 penalty, as the Italian army simply didn't care anymore.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Bombardier) d6, Knowledge (Tactics) d6, Notice d6, Piloting d6, Shooting d6

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: Stubborn

Edges: Rank (Officer)

Equipment: Beretta M1934 or Modello 89B, knife, survival kit, flight helmet and goggles.

- **Experienced:** Agility d8, Notice d8, Piloting d8, Shooting d8, Alertness
- **Elite:** Agility d10, Smarts d8, Knowledge (Tactics) d8, Piloting d10, Ace, Killer Instinct

THE ITALIAN NAVY

The Italian navy had to deal with many issues: lack of radar, poorly-trained sailors, and a timid command, especially after the British raid at Taranto. Yet the Regia Marina held its own, controlling the greater part of the Mediterranean for most of the war.

ITALIAN NAVAL OFFICERS

Italian naval officers were at the helm of a large but relatively weak fleet. They had no aircraft carriers and their ships carried no radar. Many officers suffered from a fixation on traditional tactics and the inflexible and inefficient command system.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Tactics) d6, Knowledge (Engineering) d6, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Stubborn

Edges: Command, Rank (Officer)

Equipment: Binoculars, life jacket, steel helmet (when topside during battle)

- **Experienced:** Smarts d8, Boating d8, Persuasion d8
- **Elite:** Smarts d10, Boating d10, Knowledge (Tactics) d8, Inspire

ITALIAN SAILORS

Much like their army counterparts, Italian sailors could and did fight well when properly led. With no place to hide from battle on board ship, Italian sailors had to suffer for any incompetence on the part of their commanding officers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Knowledge (Choose) d6, Notice d6, Shooting d6

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: Goldbrick

Edges: None

Equipment: Steel helmet (+2; when topside during battle), life jacket or flak jacket (+2/+4), toolkit

- **Experienced:** Smarts d8, Boating d8, Knowledge d8
- **Elite:** Agility d8, Shooting d8, Sea Legs

ITALIAN VEHICLES

Italy entered World War Two woefully unprepared to fight the kind of modern mechanical warfare it would find in the North African desert. Its tanks were small, poorly armored, and inferior in almost all respects to the German tanks they supported and the British tanks they faced. Despite these drawbacks, the Italian armored corps of the elite Ariete division, recognized by Rommel for their superior fighting qualities, rode them into battle.

The Italians often experimented with variants on their favorite vehicles, such as replacing machine guns with tank guns and such. Often British forces were met with bolted-together machines with unexpected ordinances.

AB 41 ('41)

The Autoblinda 41 (or AB 41) was an armored car used extensively in the North Africa front, as well as later in the Eastern Front, and considered one of the best armored cars in its era. The vehicle was easily adaptable, and could be modified for any terrain, or even run on railway tracks.

Type: Armored Car; **Acc/Top Speed:** 5/22; **Toughness:** 12/11/11 (2/1/1); **Crew:** 4 (Commander, forward driver, rear driver, gunner)

Notes: Heavy Armor, suspension and spare wheels allow this vehicle to treat each inch of difficult terrain as 1.5" instead of 2".

Weapons:

- Breda M35 AA gun turret (456 rounds)
- 2x Breda M38 MG coaxial, hull-mounted rear (1,192 rounds)

CAMIONETTA 42 'SAHARIANA' ('42)

An open-topped jeep used during the North Africa front. Used not only as a transport but as a mobile AA gun. Some variants replaced the AA gun with a 47/23 tank gun.

Type: Transport/AA Gun; **Acc/Top Speed:** 10/25; **Toughness:** 7 (1); **Crew:** 1+4

Notes: Open Topped, Stabilizer

Weapons:

- 1 x Breda M35 AA gun coaxial (64 rounds)
- 1x Breda M38 MG coaxial, hull-mounted rear (1,192 rounds)

CARRO COMMANDO M41 ('41)

The Carro Commando M41 was developed as a command tank for Semovente units. Earlier models mounted twin Breda M38 machine guns instead of the heavier M31 (224 rounds).

Type: Tank; **Acc/Top Speed:** 4/8; **Toughness:** 15/14/14 (4/3/3); **Crew:** 4 (Commander, driver, assistant driver, gunner)

Notes: Heavy Armor, Tracked

Weapons:

- Breda M31 MG turret (420 rounds)

FIAT 626 ('39)

The Fiat 626 was a reliable and sturdy Italian truck that became the main medium truck used by the Italians on all fronts.

Type: Transport; **Acc/Top Speed:** 10/25; **Toughness:** 12 (1); **Crew:** 1+17

Notes: —

Weapons: —

L3/33 TANKETTE ('33)

This tank was the workhorse of the war before the L3/35 was produced. Still, it found use in the war.

Type: Tank; **Acc/Top Speed:** 4/7; **Toughness:** 11/11/11 (1/1/1); **Crew:** 2 (Commander, driver)

Notes: Fixed Gun, Heavy Armor, Tracked, some variants replaced the machine guns with a vehicular flamethrower with 30 shots.

Weapons:

- 1 x Breda M38 MG fixed (1600 rounds)

L3/35 TANKETTE ('35)

The L3/35, or Carro Veloce CV-35, was the most numerous and wide-spread tankette the Italians used during the war, but failed due to light armor and weapons.

Type: Tank; **Acc/Top Speed:** 4/8; **Toughness:** 12/11/11 (2/1/1); **Crew:** 2 (Commander, driver)

Notes: Fixed Gun, Heavy Armor, Tracked, some variants replaced the machine guns with a vehicular flamethrower with 30 shots.

Weapons:

- 2 x Breda M38 MG fixed (3200 rounds)

L6/40 ('40)

A light tank used as the main tank alongside the Semovente 47/32 (based on the L6/40 chassis) in the Eastern Front.

Type: Tank; **Acc/Top Speed:** 4/8; **Toughness:** 16/15/14 (5/4/3); **Crew:** 2 (Commander, driver)

Notes: Heavy Armor, Tracked

Weapons:

- 1 x Breda M35 AA gun turret (296 rounds)
- 1 x Breda M38 MG fixed (1560 rounds)



The Italians got some decent firepower by the middle of the war, but by then it was too late.

M13/40 ('40)

Italian armored divisions in North Africa heavily relied on the M13. The all riveted armor was no match for British guns however. The M14/41 ('41), a later variant, replaced the engine with a more powerful one (increase Acc by +1).

Type: Tank; **Acc/Top Speed:** 4/8; **Toughness:** 18/16/16 (6/4/4);

Crew: 4 (Commander, driver, assistant driver, gunner)

Notes: Heavy Armor, Tracked

Weapons:

- 47L32 turret (HE 40 AP 25)
- 4x Breda M38 MG coaxial, bow x2, commander's hatch (3,048)

MOTO GUZZI ALCE ('38)

A common motorcycle used during the War. Upgraded to a 'Super Alce' in 43, featuring a handlebar-mounted Breda M31.

Type: Motorcycle; **Acc/Top Speed:** 15/40; **Toughness:** 8 (0);

Crew: 1

Notes: Provides no cover

Weapons: —

P40 ('43)

Italy's only heavy tank. The few produced saw service with German forces in Italy as the Pz P40 737(i).

Type: Tank; **Acc/Top Speed:** 4/8; **Toughness:** 21/15/15 (9/3/3);

Crew: 3 (Commander, driver, gunner)

Notes: Heavy Armor, Slopped Armor, Tracked

Weapons:

- 75L34 turret (AP 25, HE 40)
- 2x Breda M38 MG bow (600 rounds)

SEMOVENTE 47/23 ('42)

A light self-propelled gun based off the L6/40 chassis.

Type: Self-Propelled Gun; **Acc/Top Speed:** 2.5/9; **Toughness:** 16/15/14 (5/4/3); **Crew:** 3 (Commander, driver, gunner)

Notes: Fixed Gun, Heavy Armor, Tracked

Weapons:

- Cannone da 47/32 (HE 64, HEAT 6)
- Breda M38 MG upper hull pintle (1,104 rounds)

SEMOVENTE 75/18 ('42)

The 75/18 was a self-propelled artillery gun that served in both a support and anti-tank role, built off the M13/40 chassis. Later variants used the M14/41 chassis (increase Acc by 0.5).

Type: Self-Propelled Gun; **Acc/Top Speed:** 2.5/9; **Toughness:** 18/15/15 (6/3/3); **Crew:** 3 (Commander, driver, gunner)

Notes: Fixed Gun, Heavy Armor, Tracked

Weapons:

- 75L18 Howitzer fixed (HE 34, HEAT 10)
- Breda M38 MG upper hull pintle (1,104 rounds)

SEMOVENTE 105/25 ('43)

The largest self-propelled gun, the Semovente 105/25 was considered one of the best tank destroyers in the war.

Type: Self-Propelled Gun/Tank Destroyer; **Acc/Top Speed:** 2/8; **Toughness:** 20/15/15 (8/3/3); **Crew:** 3 (Commander, driver, gunner)

Notes: Fixed Gun, Heavy Armor, Tracked

Weapons:

- 105L25 Howitzer fixed (HE 36, HEAT 12)
- Breda M38 MG upper hull pintle (864 rounds)

ITALIAN AIRCRAFT

The aircraft of the *Regia Aeronautica* (the Royal Italian Air Force) were considered to be some of the best designs of the early war period. The Regia Aeronautica served in the Spanish Civil War, and throughout the North African and Mediterranean campaigns of World War Two. Italian aircraft production was severely restricted and never amounted to more than 10,000 aircraft produced. Obsolete production methods, lack of parts, fuel and raw materials also contributed to this shortfall. In addition to the list, the Regia Aeronautica made use of many German craft, including the Stuka.

B.R.20 CICOGLA ('36)

This aircraft was used by the Italians in North Africa as a bomber and transport. When first introduced 1936, it was the first all-metal bomber, and perhaps the most modern bomber of its time, but by the end of the war it began showing its age.

Acc/Top Speed: 10/90; **Engines:** 2; **Climb:** 10; **Toughness:** 13 (1); **Maneuverability:** -2; **Range:** 770 miles; **Crew:** 5 (pilot, co-pilot, bombardier, 2 gunners)

Notes: —

Armament: 1 x 7.92mm (8mm) MG, nose, 1 x 7.92mm (8mm) MG, ventral hatch, 1 x .50 cal (13mm short) MG, tail

Ordinance: Up to 3,500 pounds

Variants: The B.R.20C replaced the MG in the nose with a 37 mm cannon. The B.R.20bis was an overall improved bomber introduced late in the war, with increased-performance engines; its top speed is increased to 12/96.

BREDA BA.65 ('35)

An all-metal, single-engine monoplane, the Ba.65 was the only ground-attack aircraft that saw active use during the war. The aircraft only saw battle in the North Africa front, and ceased usage by '39.

Acc/Top Speed: 8/108; **Engines:** 1; **Climb:** 8; **Toughness:** 12 (1); **Maneuverability:** +0; **Range:** 342 miles; **Crew:** 1

Notes: Bubble canopy

Armament: 2 x 12.7mm MG, wing, 2 x 7.7mm MG, wing

Ordinance: Up to 2,200 pounds

C.A.309 GHIBLI ('37)

By the time the Italians went to war in North Africa, the Ghibli was already obsolete. It was used as a reconnaissance aircraft and occasionally as a bomber.

Acc/Top Speed: 10/54; **Engines:** 2; **Climb:** 10; **Toughness:** 12 (1); **Maneuverability:** -2; **Range:** 362 miles; **Crew:** 3 (pilot, co-pilot, gunner)

Notes: —

Armament: 2 x 7.92mm (8mm) MG, wings, 1 x 7.92mm (8mm) MG, dorsal turret

Ordinance: Up to 800 pounds

CANTZ Z.1007BIS 'KINGFISHER' ('37)

A three-engine medium bomber used extensively, the Kingfisher was regarded as the best Italian bomber of World War II, although its wooden frame made it susceptible to damage and the elements.

Acc/Top Speed: 10/108; **Engines:** 3; **Climb:** 10; **Toughness:** 12 (0); **Maneuverability:** -2; **Range:** 1,115 miles; **Crew:** 5 (pilot, the copilot, bombardier/navigator/ventral gunner, dorsal gunner/radio operator, and waist gunner/flight engineer)

Notes: -

Armament: 1 x 12.7mm MG, turret, dorsal, 1 x 12.7mm MG, ventral, 2 x 7.7mm MG, left and right waist

Ordinance: Up to 2,650 pounds in the ventral bomb bay, and up to 2,200 lb on two hardpoints on the wings (if used, reduce range to 400mi).

Variants: The previous version (the Z.1007) had water-cooled engines, one 12.7mm MG in an open dorsal mount and a 7.7mm MG in a ventral tunnel. It could only hold up to 1,760lb of bombs, and ran up to '39. It was quickly replaced with the superior Kingfisher version, and saw little actual combat.

M.C.200 SAETTA ('39)

This aircraft formed the backbone of Italy's Regia Aeronautica through the North African campaign and the war in the Mediterranean.

Acc/Top Speed: 15/108; **Engines:** 1; **Climb:** 15; **Toughness:** 11 (2); **Maneuverability:** +1; **Range:** 540 miles; **Crew:** 1 (pilot)

Notes: The Saetta has an open cockpit.

Armament: 2 x .50 cal (13mm short) MG, nose

Ordinance: None

Variants: The M.C.200CB was a fighter-bomber with a bomb bay capable of holding up to 700lb of bombs or two external fuel tanks as an escort (triple its range when carrying extra fuel tanks). The M.C.202 included a increased performance wing, with two 7.7mm machine guns to the wings.

M.C.205V VELTRO ('43)

The Veltro was powered by a German-made engine and was one of the best Italian fighter designs of the war. A chronic shortage of parts and materials limited their production, and their late introduction to the war limited their use.

Acc/Top Speed: 15/139; **Engines:** 1; **Climb:** 20; **Toughness:** 11 (2); **Maneuverability:** +2; **Range:** 562 miles; **Crew:** 1 (pilot)

Notes: Water Injection

Armament: 2 x 12.7mm (13mm short) MG, nose, 2 x 20mm (8mm) MG, wings

Ordinance: 2 x 350 lb bombs.

Variants: Earlier Veltro models were more agile (Maneuverability +3), but bore 7.7mm MGs in the wings instead of the 20mm. Conceived as a high-altitude fighter, the M.C.205N-1 prototype bore four 12.7mm MG in its fuselage, and one 20mm cannon in its nose. Later, the M.C.205N-2 Orione replaced the Veltro entirely, swapping its weapons with three 20mm cannons in its fuselage, and two 12.7mm MG in the nose.

SAVOIA-MARCHETTI SM.82 ('40)

Primarily built as a troop transport, the SM.82 also served as a heavy bomber throughout much of the war.

Acc/Top Speed: 8/96; **Engines:** 3; **Climb:** 8; **Toughness:** 15 (2); **Maneuverability:** -2; **Range:** 1,864 miles; **Crew:** 4 (pilot, co-pilot, bombardier/gunner, flight operator/gunner), up to 40 troops.

Notes: —

Armament: 1 x 12.7 mm, turret, dorsal, 3 x 7.7 mm MG, 1 ventral and 2 lateral

Ordinance: Up to 8,800 pounds, typically in the following configuration: 4 x 800 kg (1,760 lb), 8 x 500 kg (1,100 lb), 8 x 250 kg (550 lb), 27 x 50 kg (110 lb) or 100 kg (220 lb) bombs, 25 x 100 kg (220 lb) cluster bombs, each containing 56 bomblets, though these were rarely used. Cluster bombs cover two Large Templates, and deal 5d10 damage (AP 18, HW).

S.M.79 SPARVIERO ('36)

This three-engine reconnaissance bomber was used in North Africa and the Mediterranean campaigns. The observer bombardier was stationed in a ventral gondola on the bottom of the airplane. The Sparviero could also carry two torpedoes and was considered a deadly aircraft when used against ships.

Acc/Top Speed: 10/108; **Engines:** 3; **Climb:** 10; **Toughness:** 14 (1); **Maneuverability:** -2; **Range:** 1,243 miles; **Crew:** 6 (pilot, co-pilot, flight engineer/gunner, radio operator, bombardier, rear gunner)

Notes: Torpedoes are carried externally.

Armament: 1 x 20mm MG, nose, 1 x 12.7mm MG, dorsal rear, 2 x 7.7mm (13mm short) MG, left and right waist (optional)

Ordinance: Up to 2,600 pounds or 2 air-to-surface torpedoes

Variants: As mentioned above, some SM79s carried optional 7.7mm MG mounted in ports on the waist. The S.M.79B was a little-used Italian variant, it featured a more economical design but was slower; reduce its Acc/Top Speed to 8/100, but increase its range to 1,658. The S.M.79C converted the bomber into a V.I.P. transport aircraft, removing the dorsal and waist guns, and increasing its interior space. One single remote-controlled bomb variant (the S.M.79 Flying Bomb) was built, operated by a separate CANTZ Z.1007 flying nearby (use kamikaze rules for this ship if featured in your game).

“THE TRUTH IS THAT MEN ARE TIRED OF LIBERTY.”

— BENITO MUSSOLINI



A Kingfisher in desert camouflage.

ITALIAN SHIPS

Italian ships, despite considered being well-designed, suffered from a number of defects. The smaller attack craft were sufficient, but most of Italy's naval power consisted of older ships with insufficient armor to hold up against the Royal Navy. In addition, due to a lack of resources, new ships were far and few between. Combined with a lack of emphasis on modern technology such as radar or sonar, Italy relied solely on numbers and the bottlenecks they could create within the Mediterranean.

In addition, Italy lacked any naval air branch. Figuring that the Regina Marina would fight entirely in the Mediterranean, its officers relied highly on air support flown in from the land. This would prove a hindrance, as some engagements drew the Regina Marina out of Italian air space. Lastly, lack of natural oil resources prevented extensive fleet operations.

The one advantage Italy had over the Royal Navy was numbers, fielding over sixty destroyers, nineteen cruisers, and an armada of torpedo boats and submarines. All in all, Italy had only six battleships, four of which were being refit with modern technology at the war's onset. Two aircraft carriers (the Aquila and the Sparivero) were under construction during the war, but were never finished.

SPECIAL WEAPONS AND RULES:

- **No Radar:** Ships labeled with No Radar do not receive radar bonuses at all to detect enemy ships. Only battleships such as the Conte di Cavour and some cruisers began using radar after 40.
- **12" Guns:** The Regina Marina used 12" guns in their battleships; treat these guns as 14" guns for damage purposes.
- **Star Shells:** When using star shells, Italian forces gain a +2 bonus on their Knowledge (battle) rolls for detecting enemy ships.



A Trento class ship heads out to wreak havoc in the Mediterranean.

BB CONTE DI CAVOUR ('11)

Acc/Top Speed: 2/12; **Toughness:** 96 (56); **Crew:** 1,200

Notes: Heavy Armor, scout planes (4), catapult-launched

Weapons: 10 x 12" guns in 2 triple turrets and 2 twin turrets, 12 x 5" guns in 6 twin turrets

AA Rating: 4D6 (10 x 100, 15 x 37mm, 16 x 20mm)

CA TRENTO ('26)

Acc/Top Speed: 2/12; **Toughness:** 50 (25); **Crew:** 1,000

Notes: Heavy Armor; scout planes (3), catapult-launched; no radar

Weapons: 8 x 8" guns, 16 x 3.9" (4") guns, 8 torpedoes in two tubes

AA Rating: 3D6 (4 x 40mm, 4 x 12.7mm, 24 x 20mm)

DD AVIERE (SEP '37)

Acc/Top Speed: 3/4; **Toughness:** 25 (0); **Crew:** 44

Notes: Heavy Armor; no radar

Weapons: 4 x 5" guns in 2 turrets, 1 x 5" mm starshell gun, 6 torpedoes in 2 triple tubes, naval mines

AA Rating: 2D6 (12 x 13.2 mm)

SS ALAGI (MAR '37)

Acc/Top Speed: 2/7 (1/3 submerged); **Toughness:** 20 (0); **Crew:** 46

Notes: Heavy Armor; maximum depth 400 feet (120m)

Weapons: 12 torpedoes (4 forward tubes, 2 aft tubes), 1 x 5' gun

AA Rating: None

**"THE HISTORY OF SAINTS IS MAINLY
THE HISTORY OF INSANE PEOPLE."**

- BENITO MUSSOLINI

ITALY'S END

By the end of 1943, however, the war had gone on too long for Italy, and its troops lost heart. Italy officially surrendered on September 1943 when King Victor Emmanuel III ousted and arrested Mussolini. The northern part of Italy became a collaborationist puppet state with Germany at its reigns, while the south turned sides and fought for the Allied cause. Il Duce was later freed by the Germans, and created a vast civil war in Italy during the end days of the War, when the resistance captured and killed Mussolini on April 28, 1945.

ITALIAN SMALL ARMS

Type/mm	Range	Damage	RoF	Weight	Shots*	Min Str	Notes
Pistols							
Beretta M1934 (.38)	12/24/48	2d6-1	1	2.25	7D	—	Semi
Bodeo M1889 (10.35mm)	12/24/48	2d6-1	1	2	6C	—	Revolver
Submachine Guns							
Beretta M38 (9mm)	15/30/60	2d6-1	3	7	30D	—	AP 1, Auto
Rifles							
Carrano M91 rifle (6.5mm)	24/48/96	2d6+1	1	8	6S	d6	AP 1, Snapfire
Carrano M91 carbine (6.5mm)	20/40/80	2d6+1	1	7	6S	d6	Semi-Auto, typically mounted with a bayonet
Carrano M38 short rifle (7.35mm)	24/48/96	2d8	1	7	6S	d6	AP 2, Semi-Auto
Machineguns							
Breda M30 (6.5mm)	24/48/96	2d6+1	3	20	20S	d8	AP1, Auto, Snapfire
Breda M38 (8mm)	30/60/120	2d8	3	35	50B	—	AP 2, Auto, May not move,
Breda M31 (13.22mm)	50/100/200	2d10	3	40	50B	—	AP 3, Auto, May not move, HW

* The type of magazine/ ammo feed for each weapon is noted by a single letter: B=Belt, C=Cylinder, D=Detachable Magazine (includes drums), M=Internal Magazine, S=Stripper Clip (cannot be reloaded until empty).

ITALIAN SPECIAL WEAPONS

Type	Range	Damage	RoF	Weight	Burst	Min Str	Notes
Mortars							
Brixia Model 35*	50/75/150	2d8+1	1	34	Med	—	AP 1, May not move, HW
Mortaio da 81/14 M35**	75/100/200	4d8	1	131	Med	—	AP 1, May not move, HW
Grenades							
SRC M35	5/10/20	3d6-2	-	2	Med	—	Impact fused
Flamethrowers							
M35	Cone	2d10	1	60	—	d8	Ignores armor

* Minimum range 30

** Minimum range 50

ITALIAN ANTI-AIRCRAFT & ANTI-TANK TABLE

Type	Range	Damage		AP		RoF	HE Burst	Reload	Notes
		AP	HE	AP	HE				
Cannone da 47/32	60/120/240	3d10	3d8	5	3	1	Med	1 action	HW, 5 Crew
Cannone da 75/32 M37	75/150/300	4d10	3d8	13	3	1	Med	1 action	HW, Gun Shield, 6 Crew
Cannone da 90/53	75/150/300	4d10	4d8	21	8	1	Med	1 action	HW, 7 Crew
Cannone da 105/28	80/160/320	-	4d8	-	3	1	Med	1 action	HW, Gun Shield, 7 Crew
Breda M35 AA	50/100/200	3d8	—	3	—	3	—	—	Auto, HW, 3 Crew

ITALIAN VEHICLE WEAPONS

		Damage		AP					
Type	Range	AP	HE	AP	HE	RoF	HE Burst	Reload	Notes
20mm	50/100/200	3d8	—	3	—	3	—	—	HW
47L32	60/120/240	3d10	3d8	5	3	1	Medium	1 action	HW
75L34	75/150/300	4d10+1	3d8	15	5	1	Medium	1 action	HW

ITALIAN HOWITZERS

		Damage		AP					
Type	Range	HE	HEAT	HE	HEAT	RoF	HE Burst	Reload	Notes
75L18	75/150/300	4d10	4d10	5	7	1	Medium	1 action	HW
105L25	100/200/400	5d8	5d10	8	20	1	Large	1 action	HW
210L25	150/300/600	5d10	5d10	8	20	1	Large	1 action	HW

ITALIAN MILITARY RANKS

Rank	Regio Esercito (Army)	Regia Marina (Navy)	Regia Aeronautica (Air Force)
Enlisted			
E-1	Soldato	Comune Seconda Classe	Aviere
E-2	Caporale	Comune Prima Classe	Aviere Scelto
E-3	Caporale Maggiore	Sottocapo	Primo Aviere
E-4	Caporale Maggiore Scelto Caporale Maggio Capo Caporale Maggiore Cap Scelto	Sottocapo Terza Classe Sottocapo Seconda Classe Sottocapo Prima Classe	Aviere Capo
Non-Commissioned Officer			
E-5	Sergente	Sergente	Sergente
E-6	Sergente Maggiore	Secondo Capo	Sergente Maggiore
E-7	Sergente Maggiore Capo	Capo Terza Classe	Maresciallo Terza Classe
E-8	Maresciallo Maresciallo Oridario	Capo Seconda Classe	Maresciallo Seconda Classe
E-9	Maresciallo Capo Primo Maresciallo Primo Maresciallo Luogotenente	Capo Prima Classe	Maresciallo Prima Classe
Officers			
O-1	Sottotenente	Guardiamarina	Sottotenente
O-2	Tenente Primo Tenente	Sottotenente di Vasallo	Sottotenente
O-3	Capitano Primo Capitano	Tenente di Vascello	Capitano
O-4	Maggiore	Capo di Corvetta	Maggiore
O-5	Tenente Colonello	Capo di Fregata	Tenente Colonello
O-6	Colonello	Capitano di Vascello	Colonello
General Officers			
O-7	Generale di Brigata	Contrammiraglio	Generale di Brigata
O-8	Generale di Divisione	Ammiraglio di Divisione	Generale di Divisione
O-9	Generale di Corpo di Armata	Ammiraglio di Squadra	Generale di Squadra
O-10	Generale di Armata	Ammiraglio di Armata	Generale di Armata
	Maresciallo dell'Italia	Maresciallo dell'Impero	Maresciallo dell'Aria