

Italian Army (1980's)

Troops	Arm	Move	Attacks	Hits	Save	Cost	Limit	Notes
CO (Command Value 9)	Command	60	3/30	6	6	90	1	-
HQ (Command Value 8)	Command	40	2/30	4	6	45	-/3	-
FAO (Command Value 8)	Command	30	-	4	6	45	-/1[3]	-
FAC (Command Value 8)	Command	30	-	4	6	45	-/1[3]	-
Recce Unit (Esploratori)	Recce	10	2/30*	6	-	35	-/1	-
Recce Unit (AR76 4x4)	Recce	20	1/30*	3	-	20	-/1	-
Infantry Unit (Fanteria)	Infantry	10	2/30*	6	-	20	-/-	[#1]
Infantry Unit (Alpini-Bersaglieri)	Infantry	10	3/30*	6	-	30	-/-	-
Infantry Unit (Parà-Marò)	Infantry	10	4/30*	6	-	40	-/-	[#2]
Infantry Upgrade (M20 Bazooka)	Infantry	-	3/20(H)	-	-	15	-/-	-
Support Unit (HMG)	Infantry	10	4/60*	5	-	50	-/3	-
Support Unit (RR,106mm)	Infantry	-	5/60(H)	4	-	60	-/3	-
Support Unit (RR, 106mm 4x4)	Infantry	20	5/60(H)	3	-	75	-/3	-
Support Unit (ATGW, Milan 1)	Infantry	10	6/100	5	-	150	-/3	IR
Support Unit (Mortar,81mm)	Infantry	10	3/120*	5	-	40	-/3	-
Support Unit (Mortar, 120mm)	Infantry	-	4/200*	4	-	70	-/1	-
Support Unit (Mortar, 120mm,M106)	Infantry	25	4/200*	4	6	100	-/1	-
Engineer Unit (Combat Engineers)	Engineers	10	4/30*	6	-	60	-/3[9]	-
Engineer Unit (Bridging, Leopard 1)	Engineers	30	1/50*	5	5	100	-/1	-
IFV Unit (VCC1/2)	IFV	25	2/50*	4	6	65	-/9	A(VCC2)
Tank Unit (M 47 Patton)	Armour	20	4/80	5	4	100	-/ [9]	[#3]
Tank Unit (M 60 Patton,105mm)	Armour	20	5/100	5	3	140	-/-	IR
Tank Unit (Leopard 1)	Armour	30	5/100	5	5	120	-/-	IR
ATGW Unit (TOW 1)	Anti-tank	10	6/150	5	-	160	-/[3]	IR
ATGW Unit (TOW 1, 4x4s)	Anti-Tank	20	6/150	3	-	205	-/[3]	IR
ATGW Unit (TOW 1, M150)	Anti-Tank	25	6/150	3	6	215	-/[3]	IR
Air Defence Unit (AA, Quad HMG)	Artillery	-	4/30*	4	-	30	-/1	-
Air Defence Unit (AA,40mm)	Artillery	-	1/50	4	-	10	-/1	-
Air Defence Unit (AA, Stinger)	Artillery	10	5/100	5	-	80	-/1	[85+] IR
Artillery Unit (105mm)	Artillery	-	3	3	-	45	-/[3]	-
Artillery Unit (155mm)	Artillery	-	4	2	-	60	-/[3]	-
Artillery Unit (155mm, M109)	Artillery	25	4	3	6	80	-/[3]	-
Artillery Unit (203mm, M110)	Artillery	20	6	3	6	110	-/[1]	-
Aircraft Unit (G91)	Aircraft	-	3	3	4	65	-/[2]	-
Transport Unit (Truck)	Transport	20	-	3	-	10	-/-	-
Transport Unit (M113)	Transport	25	2/50*	4	6	40	-/-	A

Transport Unit (LVTP-7)	Transport	20	2/80	4	6	50	-/-	A[#4]
Transport Unit (Heli, AB 206)	Transport	-	-	3	6	25	-/-[2]	(2spaces)
Transport Unit (Heli, CH-47 Chinook)	Transport	-	2/50*	4	6	70	-/-[2]	(8spaces)

Special Rules

- Normal tactical doctrine
- Counter-battery capability
- Air Superiority: -1 modifier to die roll
- You may schedule one ambush before the start of the game (50 points each)
- Assets include Artillery HE (max 3 per unit, 10 points each), Artillery Smoke (max 1 per unit, 20 points each), Artillery Illumination (max 1 per unit, 20 points each), Aircraft Ground-Attack (max 3 per unit, 10 points), Aircraft Air Assault (max 1 per unit, 50 points each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max three RR/ATGW support unit per 1000 points
- Max three mortar support units per 1000 points
- Max three ATGW units per battlegroup
- Max one air defence unit per 1000 points
- Max six artillery unit per battlegroup
- Max three 155mm artillery units per battlegroup
- Max two aircraft units per battlegroup
- Max two helicopter transport units per battlegroup

Note 1. Infantry Unit - Fanteria

- Conscript: May not use initiative to assault the enemy

Note 2. Infantry Unit - Parà-Marò

- Elite: No command penalty for assaulting the enemy and +1 attack in close assault

Note 3. Tank Unit – M 47 Patton

- Only in motorized infantry battlegroup

Note 4. Transport Unit - LVTP-7

- Carrying capacity of 5 spaces