

Battaglione Fucilieri (Black Shirt)

Black Shirt

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Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Battaglione Fucilieri HQ (Black Shirt) - p.17	2	Cmd Rifle team	25
Combat Platoons			
Fucilieri Company (Black Shirt) - p.18	1 24 3	Cmd Rifle team Rifle team Brixia 45mm mortar	325
Fucilieri Company (Black Shirt) - p.18	1 24 3	Cmd Rifle team Rifle team Brixia 45mm mortar	325
Divisional Support Platoons			
Mortar Platoon (Black Shirt) - p.20	1 1 6	Cmd Rifle team Observer Rifle team 81/14 mortar	130
Support Platoons			
Carri Platoon - p.21	4	M13/40	260
	Elite		
Carri Platoon - p.21	4	M13/40	260
	Elite		
Demolisher Platoon - p.23	1 6 2	Cmd Pioneer Rifle team Pioneer Rifle team Brixia 45mm mortar	145
	Elite		
Tankette Flame-thrower Platoon - p.22	4	L3/35 Lanciafiamme	125
	Elite		
Light Anti-aircraft Platoon - p.25	1 2	Cmd Rifle team 20/65 on 3-ton truck	50
	Artillery		
Air Support - p.25	3	Sporadic Air Support FIAT CR.42 Falco	90
Company Points:			1735

Source document: Burning Empires

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

M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	
L3/35 Lanciafiamme	Half-tracked	0	0	1	
<i>Lanciafiamme</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>5+</i>	<i>Flame-thrower, Hull mounted.</i>

Anti-Aircraft

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

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	

Infantry Teams

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

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>FIAT CR.42 Falco</i>	<i>MG</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
	Bombs	4	5	2+	

Vehicle Machine-guns

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

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Special Rules

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Alpini Elite

All Alpini Infantry, Man-packed Gun teams, and Gun teams equipped with Pack mules are Mountaineers.

Battaglione Fucilieri HQ (Black Shirt) - p.17

Avanti

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 it fails to make an Avanti move.

Roll a Skill 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.

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Early War 8 Million Boyonets Table

Roll	Artillery
1	Confident Trained
2	Confident Trained
3	Fearless Trained
4	Fearless Trained
5	Fearless Trained
6	Confident Veteran

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Early War 8 Million Boyonets Table

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

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Early War 8 Million Boyonets Table

Roll	Elite
1	Reluctant Trained
2	Reluctant Trained
3	Confident Trained
4	Confident Trained
5	Fearless Trained
6	Fearless Trained

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Early War 8 Million Boyonets Table

Roll	Regular
1	Reluctant Conscript
2	Reluctant Trained
3	Reluctant Trained
4	Reluctant Trained
5	Reluctant Trained
6	Confident Trained

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Heroism

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

Demolisher Platoon - p.23

Replace up to one Brixia 45mm mortar team or Pioneer Rifle team per Demolisher Squad with a Flame-thrower team at the start of the game before deployment.

Fucilieri Company (Black Shirt) - p.18

The Legions of Rome

While playing a Battaglione Fucilieri, whenever the rules talk about a Platoon read that as a Fucilieri Company. Where the rules talk about a Company, read that as a Battaglione Fucilieri.