



ITALY UNIT TABLES AND REFERENCE



INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING MONEY	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	7	7	10	wartime income when at war
1939	PEACE	7	7	10	wartime income when at war

1939 SETUP CHANGES: Place an Italian roundel on Abyssinia in Africa and Albania in Europe.

WARTIME BONUS INCOME

Possession of Gibraltar.	+2
Possession of Suez Canal (Cairo).	+2
No Enemy Surface Warships in the Mediterranean.	+2
Italy Declares War on any Major	Wartime income

ITALY OVERVIEW

HOME COUNTRY	Italy and Sicily
WAR STATUS	1936-1939 At peace with all nations, Can declare anytime this will increase to wartime income.
ABYSSINIA	(1936 scenario only) Italy starts already at war with Abyssinia and this does not affect any diplomacy in game. (1939) Italy Possess Abyssinia at setup.
SURRENDER CONDITIONS	Rome is the Capital of Italy. If Rome is captured Italy surrenders. Remove all units from the map, The Power that captures Rome is given possession and income from all Italian controlled land zones.
LEND-LEASE	Italy can lend-lease to Spanish Nationalist during Civil war. Italy can lend-lease to any other country at war with a major power.
ALLIANCE	AXIS Alliance = Germany, Italy, Japan and aligned minors
ALBANIA	(1936)Italy may annex Albania by combat moving into it, this is not a declaration of war and does not change diplomacy, however some allies income may be increased. (1939) Italy Possess Albania at setup.

ITALIAN DECLARATION OF WAR CONDITIONS

ANY NEUTRAL	YES. These Minors are controlled by their parent alliance, If not part of one the Comintern 1-6 and Allies 7-12 these players can decide who Aligns Neutral minor with a D12 roll.
AXIS	NO
COMINTERN	YES
ALLIES	YES
VICHY FRANCE	YES, this would Align Vichy France to Free French.

ITALIAN SPECIAL ABILITIES

ITALIAN NUETRALITY: Italy starts in all scenarios as a neutral country, disregarding its current war with Abyssinia or possible annexation of Albania. No Power may initiate war with Italy until it has attacked another nation or declared war. Italy is free to move its units including naval in or out of the Mediterranean . Italy Will automatically join the Axis and gain Full Wartime income only when it breaks its neutrality and is then able to be attacked.

BLACKSHIRT MILITIA: Italy can build in its home country these militia, they can move 1.

ORDER OF PLAY 1. GERMANY, SPANISH NATIONALISTS 2. USSR, CCP & SPANISH REPUBLICANS, 3. JAPAN, 4. BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT.



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INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
BLACKSHIRT MILITIA	1	2	1	2	ANY-TIME	no factory required, build 1 or up to value of land zone in home country, can move anywhere
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	VARIES	infantry upgrade, must be on supply line to upgrade

ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPH LT. ARMOR	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 st round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery build only in home country

AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC. BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval TAC=TACTICAL/DIVE Bomber
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2, target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country

* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move any one land unit using a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun = attack adjacent city by Carpet Bomb 1@5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 st round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.



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SUBMARINE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country
NON-WARSHIP SURFACE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE WARSHIP CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	6/6/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits
HEAVY BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build in home country only
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or TAC bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or TAC bomber) *Capital ship 2 hits

* Capital ship = multiple hits to sink, requires a Shipyard to build or repair (roll 2 d6 to determine repair cost while at shipyard, can repair in part or fully)

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble to neighboring sea zone
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea planes only
FLAK TOWER	N/A	6	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)