

CHAIN OF COMMAND



2ND NZ DIVISION LATE ITALIAN CAMPAIGN

(v7 Aug 2016)

This list represents actions from the assault on the Gothic Line up to the end of the war.

They used the Sherman throughout the campaign, and though they did get the Firefly they did not receive many of the newer vehicles seen in northwest Europe such as the Cromwell and Achilles. They did however make extensive modifications to older vehicles such as the Stuart Recce and Priest and Sherman Kangaroos, which all lost their turrets, as speed and infantry carrying capacity was of more use than firepower.

PLATOON FORCE RATING:

Infantry Battalions = Experienced Regular +1

Motor Battalion = Experienced Regular +0

Command Dice: 5

EXPERIENCED REGULARS

2nd NZ Div had been fighting some of the Axis' best troops for three years by the time they reached Italy. They were tough veterans, well respected by the Germans.

When firing at Experienced troops, reroll any 6's on the shooting dice. On a 4+ the hit still counts, otherwise it is a miss.

In close combat Experienced Regulars add one dice for troop quality to their pool, but otherwise count as regulars.

INFANTRY BATTALIONS:

Sep 1944 to End of war:

The Kiwi infantry were tough and very experienced, but the veterans were tired and casualties were high during the meat grinder slog up the Italian peninsula. The huge numbers of replacements this required diluted the influence of the battle-hardened "originals". As such they are rated as experienced regulars.

PLATOON HEADQUARTERS

Lieutenant, *Senior Leader*, with Pistol
Sergeant, *Senior Leader*, with Thompson

MORTAR TEAM

2" Mortar team, 3 men

PIAT TEAM

PIAT (no crew, may be drawn from rifle sections if required)

SECTIONS ONE TO THREE

Corporal, *Junior Leader*, with Thompson

LMG TEAM

Bren Gun
Three crew

RIFLE TEAM

Seven riflemen

22 MOTOR BATTALION:

Jun 1944 to Feb 1945:

Reducing the battalion's AT guns freed men for the rifle companies. The motor battalion was converted into regular infantry (along with the machinegun battalion and div cavalry) in Feb 1945.

PLATOON HEADQUARTERS

Lieutenant, *Senior Leader*, with Thompson
Sergeant, *Senior Leader*, with Thompson

MORTAR TEAM

2" Mortar, 3 crew

PIAT TEAM

PIAT (no crew, may be drawn from rifle sections if required)

SECTIONS ONE TO THREE

Corporal, *Junior Leader*, with Thompson

LMG TEAM

Bren Gun
Three crew

RIFLE TEAM

Five riflemen

KIWI LATE ITALY SUPPORT LIST	
LIST ONE	
Hawkins Mine	
Medical Orderly	
Engineer Mine Clearance <i>Team</i> , 3 men	
Engineer Wire Cutting <i>Team</i> , 3 men	
Engineer Demolition <i>Team</i> , 3 men	
Minefield	
Barbed Wire	
Adjutant	
Jeep, no crew	
Entrenchments for one <i>Team</i>	
LIST TWO	
Roadblock	
PIAT <i>Team</i> , 2 men	
2" mortar <i>Team</i> , 3 men	
Universal Carrier, no crew	
Pre-Game Barrage	
LIST THREE	
Engineer Flamethrower <i>Team</i> , 3 men	
Sniper <i>Team</i>	
Daimler Dingo / Ford Lynx	
Universal Carrier with 3-man MG, PIAT or 2" mortar team and JL	
Priest Kangaroo	
Sherman Kangaroo	

LIST FOUR	
Forward Observer Team with 3" mortar battery off-table.	
Engineer Section with Junior Leader	
Motor Rifle Section with JL	
Infantry Section with JL	
40mm Bofors, 5 crew plus JL	
Vickers MG, 5 crew	
Stuart Recce	
Universal Carrier with 50cal HMG, no crew	
6-pounder AT gun, 5 crew plus JL.	
LIST FIVE	
M5 Stuart light tank	
Recce section (2 carriers w/Bren, 2" or PIAT)	
Wasp flamethrower carrier (after April 1945)	
LIST Six	
Sexton	
LIST SEVEN	
M4A2 Sherman	
Sherman Firefly	
M10 Wolverine	
17-pounder AT gun, 5 crew plus JL	
LIST EIGHT	
Sherman 105mm	



NZ NATIONAL CHARACTERISTICS

FIVE ROUNDS RAPID!

The Kiwi soldier is taught to love his rifle and the mantra that delivery of fast, accurate fire is the key to success.

When a Leader is attached to a rifle *Team* and uses two or more *Command Initiatives* to activate that *Team*, he may add that many D6 to the *Team's* firing dice to reflect his controlling their rapid fire.

CONCENTRATED FIRE

The Bren gun was a reliable and popular weapon, but in truth it was too accurate to be an ideal light support weapon. As a result the Kiwis used its accuracy to good effect by concentrating their fire on a specific target and, effectively, sniping with the light machine gun.

When a Leader is attached to a Bren *Team* and uses two *Command Initiatives*, the *Team* may focus their fire against one enemy *Team*, even when other *Teams* are present within 4" of the target.

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table.

STICKY BOMBS

Details of the Hawkins mine are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. It may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point.

How the charge works is detailed in Section 9.3.4, *Tank Hunters*.

2" MORTAR TEAM

The 2" mortar has only three rounds of High Explosive ammunition, the rest being all smoke rounds. It has no theoretical minimum range, but at under 12" the crew would normally use their rifles for reasons of their own safety. However, if using a 2" mortar to fire on a target under 12" roll a D6 for each hit achieved. On a roll of 3 to 6, the shrapnel from the round has hit the target *Unit*, the enemy will dice for the Hit Effect as normal. On a roll of 1 or 2, the shrapnel from the round has hit the mortar *Team*, they must roll for the [Hit Effect on Table 6](#).

SINGLE UNIVERSAL CARRIER

This has a crew of three men armed with a Bren gun or a 30cal MG, 2" mortar or PIAT and a *Junior Leader*.

UNIVERSAL CARRIER 50CAL

The gun must be manned by the passengers and cannot be dismounted from the carrier.

Priest Kangaroo

Can officially carry up to 15 men (and more exuberant sources report squeezing in 20), but carrying more than a single section when they were expecting to fight was considered tactically unsound. Feel free to put your engineers and support weapons in with the rifle section though, and get stuck into those fortified German positions!

Sherman Kangaroo

Carries at the most 10 men, so usually just a single rifle or engineering section.

Stuart Recce

Can carry five passengers in the "kangaroo" role.

THE KIWI ARSENAL TABLE

The Arsenal Table below covers a range of support options.

KIWI ARSENAL TABLE					
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
M4A2 Sherman	7	7	6	Average	Hull MG, Coax MG, Pintle MG, Fast turret, Ronson.
Sherman Firefly	7	12	1	Slow	Coax MG, Pintle MG, Ronson.
RECCE VEHICLES					
Daimler Dingo / Ford Lynx	2	MG Only		Wheeled	Small, low profile, open topped
Stuart Recce	4	MG Only		Fast	Hull MG, pintle MG, low profile, open turret
Stuart Light Tank	4	5	3	Fast	Hull MG, Pintle MG
TRANSPORTS					
Universal Carrier	2	MG Only		Fast	Hull MG, small, low profile, open topped.
Universal Carrier 50cal	2	2	HMG	Fast	Hull MG, small, low profile, open topped.
Priest Kangaroo	4	MG Only		Average	Pintle MG, open topped.
Sherman Kangaroo	7	MG Only		Average	Hull MG, open turret.
TANK DESTROYERS AND FIRE SUPPORT VEHICLES					
Sexton	4	8	7	Average	Pintle MG, open topped.
Wasp Flamethrower	2	Flame		Fast	Small, low profile, open topped.
M4 Sherman 105mm	7	8	9	Average	Hull MG, Coax MG, Pintle MG, Slow turret, Ronson
M10 Wolverine	4	10	5	Average	Pintle MG, Open turret
GUNS					
	AP			HE	
40mm Bofors	5			6	
6-pounder	7			4	
17-pounder	12			5	