

Italian Bersaglieri Platoon (Sicily) v2 Oct 2017

The mobile Bersaglieri troops on the island were fielded as small independent units, complementing the armoured "mobile groups" intended to respond by counter-attacking Allied landing areas.

Beraglieri Motor Transportable Platoon

PLATOON FORCE RATING: Regular -4

**Command Dice: 5** 

#### **PLATOON HEADQUARTERS**

Tenente, Senior Leader, with pistol

SQUADRA ONE to THREE		
Sergente, Junior Leader, with rifle		
<b>LMG T</b> EAM	<b>RIFLE TEAM</b>	
Breda M.30	Seven rifleman	
Two crew		
Two rifleman		



### Bersaglieri Motorcycle Platoon

PLATOON FORCE RATING: Regular -4

Command Dice: 5

### **PLATOON HEADQUARTERS**

Tenente, Senior Leader, with pistol (free motorcycle available)

### SQUADRA ONE to FOUR

Sergente, Junior Leader, with rifle

<b>LMG T</b> EAM	<b>RIFLE TEAM</b>
Breda M.30	Four rifleman
Two crew	
One rifleman	

### **ITALIAN NATIONAL CHARACTERISTICS**

### SAVOIA!

The battle cry of the House of Savoy was the signal to hurl grenades and assault the enemy. To reflect this, when a Senior Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiative Close Combat.

#### **GRUPPO MITRAGLIATORI**

It was Italian tactical doctrine that the Commandante di Squadra, the Squad Sergente, regulate the control of the machine gun group, in particular looking to provide fire support for his own manoeuvre element. To reflect this doctrine the Sergente can add two firepower dice to his MG team when activated by him to fire using both of his Command Initiatives.

### LIST ONE

Single Compound Charge or similar

Medical Orderly

Pioneer Mine Clearance Team, 3 men

Pioneer Wire Cutting Team, 3 men

Pioneer Demolition Team, 3 men

Minefield

Barbed Wire

Adjutant

Car or truck, no crew

Entrenchments for one Team

Mount one squad on motorcycles

# LIST TWO

Roadblock

Brixia M35 45mm mortar Team, two crew

Pre-Game Barrage

# LIST THREE

Flamethrower Team, 3 men

Sniper Team

Mitragliera Oerlikon da 20mm with 5 crew

## LIST FOUR

Regular Bersaglieri squad with JL

Forward Observer Team with 81mmmortar battery off-table.

M35 or M37 MG on tripod mount, 5 crew

Cannone da 47/32 with 5 crew and Junior Leader

Renault R-35 with JL

# LIST Five

Semovente 47/32

Autoblinda AB41 with JL

M13/40 medium tank with JL

LIST Six

none

#### LIST SEVEN

Semovente 90/53 with JL and L6/40 Supply tank

Semovente 75/18 with JL

#### BREDA M.30 LMG

An idiosyncratic and unreliable weapon, the M.30 had a small magazine, low rate of fire and was prone to stoppages. It counts as an Automatic Rifle similar to the BAR.

### FLAMETHROWERS

The M35 and M40 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6".

#### MOTORCYCLES

When deployed dismounted troops are placed on-table without their motorcycles.

For each dismounted motorcycle squad in your force you roll 1d6 before the Patrol Phase begins. On a score of 4 to 6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario-specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves.

When mounted motorcycles move as wheeled vehicles but add an additional D6 of movement when moving flat out. Mounted squads must enter from the vehicle movement point. Dismounting or mounting requires one full normal move.



*Like their German allies the Italians used captured French tanks to augment their own designs. This R35 was destroyed at Gela.*