

CHAIN OF COMMAND



2ND NZ DIVISION EARLY ITALIAN CAMPAIGN

(v7 Aug 2016)

The men of 2nd NZ Division were veterans of the desert campaign, and some had been fighting since Crete and Greece. They entered Italy with their formations still organised for the mechanised warfare of North Africa, including numerous antitank guns. Eventually men were transferred over from antitank units to provide more infantry for the footslogging of the Italian campaign.

This list represents the forces throughout the main part of the campaign including Monte Cassino.

PLATOON FORCE RATING:
 Infantry Battalions = Experienced Regular +0
 Motor Battalion = Experienced Regular -1

Command Dice: 5

<p>EXPERIENCED REGULARS</p> <p>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.</p> <p>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.</p> <p>In close combat Experienced Regulars add one dice for troop quality to their pool, but otherwise count as regulars.</p>
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INFANTRY BATTALIONS:

Sep 1943 to Sep 1944:

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". They are Experienced Regulars instead of Elites.

PLATOON HEADQUARTERS	
Lieutenant, <i>Senior Leader</i> , with Pistol	
Sergeant, <i>Senior Leader</i> , with Thompson	
MORTAR TEAM	
2" Mortar, 3 crew	
SECTIONS ONE TO THREE	
Corporal, <i>Junior Leader</i> , with Thompson	
LMG TEAM	RIFLE TEAM
Bren Gun Three crew	Five riflemen

22 MOTOR BATTALION:

Sep 1943 to Jun 1944:

2nd NZ Division had a single motor battalion in trucks with a single carrier platoon. The unit is notable for its very small 6-man sections. Desperate for more troops they mothballed some of their anti-tank guns and used the men as a fourth rifle company, but it wasn't until later that they were authorised to increase the strength of the sections.

PLATOON HEADQUARTERS	
Lieutenant, <i>Senior Leader</i> , with Thompson	
Sergeant, <i>Senior Leader</i> , with Thompson	
AT TEAM	
PIAT. No crew, 2 men may be drawn from rifle sections.	
MORTAR TEAM	
2" Mortar, 2 crew	

SECTIONS ONE TO THREE	
Corporal, <i>Junior Leader</i> , with Thompson	
LMG TEAM	RIFLE TEAM
Bren Gun Three crew	Two riflemen

KIWI EARLY ITALY SUPPORT LIST

LIST ONE

Hawkins Mine
 Medical Orderly
 Engineer Mine Clearance *Team*, 3 men
 Engineer Wire Cutting *Team*, 3 men
 Engineer Demolition *Team*, 3 men
 Minefield
 Barbed Wire
 Adjutant
 Jeep, no crew
 15cwt truck for 2pdr Portee, no crew
 Entrenchments for one *Team*

LIST TWO

Roadblock
 PIAT *Team*, 2 men
 2" mortar *Team*, 3 men
 2-pdr AT gun, 5 crew plus JL (usually Portee)
 Universal Carrier, no crew
 Pre-Game Barrage

LIST THREE

Motor Rifle Section with JL
 Engineer Flamethrower *Team*, 3 men
 Sniper *Team*
 Daimler Dingo / Ford Lynx
 Universal Carrier with 3-man Bren, 2" or PIAT team and JL

LIST FOUR

Forward Observer Team with 3" mortar battery off-table.
 Engineer *Section* with *Junior Leader*
 Infantry Section with JL
 40mm Bofors, 5 crew plus JL
 Vickers MG, 5 crew plus JL
 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)
 Staghound Mk I
 Staghound Mk II

LIST SIX

M7 Priest

LIST SEVEN

M4A2 Sherman
 17-pounder AT gun, 5 crew plus JL



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, or PIAT and a *Junior Leader*.

UNIVERSAL CARRIER 50CAL

Bren guns were actually not popular armament for Universal carriers in the division, and belt-fed guns were often substituted. Most were taken from knocked out Shermans, and included some of the heavier 50cal Browning M2HB guns. The gun must be manned by the passengers and cannot be dismounted from the carrier.

Stuart Recce

This turretless version of the Stuart light tank may operate with its normal two man crew as a recce vehicle, or may carry up to 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.
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
Staghound	3	5	3	Wheeled	Hull MG, Coax MG
Staghound Mk II	3	3	6	Wheeled	Coax 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.
TANK DESTROYERS AND FIRE SUPPORT VEHICLES					
M7 Priest	4	5	9	Average	Pintle MG, open topped.
GUNS					
	AP		HE		
40mm Bofors	5		6		
2-pounder	5		1		
6-pounder	7		4		
17-pounder	12		5		

