

CHAIN OF COMMAND



8TH ARMY INFANTRY PLATOON)

(v1 Apr 2019)

Making up the bulk of British forces in Eighth Army, these footsloggers fought all the way from Salerno to the northern plains. Italy was an infantryman's war, with endless hills to be taken at the point of a bayonet.

These troops saw plenty of action in North Africa, so like other 8th Army troops are rated as "experienced".

PLATOON FORCE RATING:

Experienced Regular: -1

Command Dice: 5

EXPERIENCED REGULARS

8th Army had seen plenty of fighting by the time it reached Italy. The years in the desert fighting some of the Axis' best troops had honed their fieldcraft.

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 BATTALION:

Mid 1943 to End of War:

The platoon was built around three 10-man sections, supported by a light mortar.

PIAT anti-tank weapons were available, but held at company level. Compared to their experience in the desert, the threat from Axis armour was limited.

PLATOON HEADQUARTERS

Lieutenant, *Senior Leader*, with Thompson

Sergeant, *Senior Leader*, with Thompson

MORTAR TEAM

2" Mortar, 3 crew

SECTIONS ONE TO THREE

Corporal, *Junior Leader*, with Thompson

LMG TEAM

Bren Gun
Three crew

RIFLE TEAM

Six riflemen



INFATRY ITALY SUPPORT LIST
LIST ONE
Sticky Bomb
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
Universal Carrier with 3-man Bren, 2" or PIAT team plus JL

LIST FOUR
Forward Observer Team with 3" mortar battery off-table.
Rifle Section with JL
Engineer <i>Section</i> with <i>Junior Leader</i>
40mm Bofors, 5 crew plus JL
Vickers MG, 5 crew plus JL
M8 Greyhound armoured car
Universal Carrier with 50cal HMG, no crew
Staghound Mk I
6-pounder AT gun, 5 crew plus JL.
LIST FIVE
Recce section (2 carriers w/ Bren, 2" or PIAT)
Staghound Mk II
LIST Six
Nil
LIST SEVEN
M4A2 Sherman
Churchill Mk IV "NA75"
17-pounder AT gun, 5 crew plus JL

NATIONAL CHARACTERISTICS

FIVE ROUNDS RAPID!

The British 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 British 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 Sticky Bomb, along with several other Polish hand-held weapons which may be used instead if preferred, 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 Boys ATR 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.

ARSENAL TABLE

The Arsenal Table below covers a range of support options.

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.
Churchill MkIV "NA75"	8	7	6	Slow	Hull MG, Coax MG, Heavy Armour
RECCE VEHICLES					
Daimler Dingo / Ford Lynx	2	MG Only		Wheeled	Small, low profile, open topped
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	10	Fast	Hull MG, small, low profile, open topped.
TANK DESTROYERS AND FIRE SUPPORT VEHICLES					
GUNS					
	AP		HE		
40mm Bofors	5		6		
6-pounder	7		4		
17-pounder	12		5		