

CHAIN OF COMMAND



Italian "Co-Belligerent"
Fucilieri Platoon
(Jul 1944 – End of War)
v1 Aug 2017

Fucilieri

As the Allies approached the Gothic line the Italian Co-Belligerent army was pulled from the line and kitted out with British uniforms and equipment.

They retained their unusual platoon structure through to the end of the war. The large platoon had no fewer than eight LMGs,

PLATOON FORCE RATING:

Regular: +3

Command Dice:

Regular/Green: 5

PLATOON HEADQUARTERS

Tenente, Senior Leader, with pistol
2" Mortar team, 3 crew
PIAT (no crew)

SQUADRA ONE AND TWO

MG SQUAD

Sergente, superior JL, with Thompson SMG

LMG TEAM 1

Two Brens
Four crew

LMG TEAM 2

Two Brens
Four crew

RIFLE SQUAD

Caporale, JL, with Thompson SMG

Six riflemen



By the late war the Co-Belligerent troops wore British battle dress with Italian insignia. Here Italian troops ride on a Churchill from the North Irish Horse near Castel Borsetti

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 under the Caporale and the other squad. To reflect this doctrine the Sergente can add one firepower dice to each of his MG teams when both are activated by him to fire using both of his Command Initiatives. To do this both MG Teams must be within his command radius, but do not need to be deployed together as an intact squad.

LIST ONE
Single Compound Charge or similar
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
Car or truck, no crew
Entrenchments for one <i>Team</i>
LIST TWO
Roadblock
2" mortar <i>Team</i> , two crew
PIAT team, 2 men
Pre-Game Barrage
LIST THREE
Sniper <i>Team</i>
Daimler Dingo Scout Car
Universal Carrier with 3-man Bren, 2" or PIAT team plus JL

LIST FOUR
Forward Observer <i>Team</i> with 3" mortar battery off-table.
Engineer Section with Junior Leader
6pdr AT gun with 5 crew and Junior Leader
Rifle Squad with JL
White Scout Car
Bofors 40mm AA Gun, 5 crew plus JL
M5 Stuart Recce ("Jalopy") with JL
Ram or Sherman Kangaroo with JL
Universal Carrier w/50cal and JL
LIST FIVE
Flamethrower <i>Team</i> , 3 men
Recce section (2 carriers w/ Bren, 2" or PIAT)
Scout Squad (9-man rifle team, 3-man engineer team, plus JL)
M5 Stuart light tank with JL
LIST SIX
LIST SEVEN
17pdr AT Gun, 5 crew plus JL
Churchill MkIV NA75 with JL
M10 tank destroyer (3" gun) with JL
LIST EIGHT
Sherman V with JL
LIST NINE
Churchill AVRE with JL