

CHAIN OF COMMAND



8TH ARMY MOTOR PLATOON)

(v1 Mar 2016)

The Motor Battalions were a fast-moving and well-armed force. Mounted in trucks or Lend-Lease M5 halftracks as well as Universal Carriers they could move swiftly to where they were needed.

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

PLATOON FORCE RATING:

Experienced Regular +0

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.

MOTOR BATTALION:

Mid 1943 to End of War:

The Motor Platoon was built around three 8-man sections, each with its own truck or halftrack. Italy turned out to be less friendly to the type of maneuver warfare the Motor Rifle troops specialized at and they often fought as additional line infantry.

PLATOON HEADQUARTERS

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

LMG TEAM

Bren Gun
Three crew

RIFLE TEAM

Four riflemen



Imperial War Museum

BU 4588

8th Army had plenty of American equipment. The new M5 half tracks gave the Motor Battalions better off-road mobility than their old 15cwt trucks. They were armoured, but doctrine was for the troops to dismount before going into action.

MOTOR RIFLE ITALY SUPPORT LIST**LIST ONE**

Sticky Bomb
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
Entrenchments for one *Team*

LIST TWO

Roadblock
PIAT *Team*, 2 men
2" mortar *Team*, 3 men
M5 Halftrack, no crew
Universal Carrier, no crew
Pre-Game Barrage

LIST THREE

Engineer Flamethrower *Team*, 3 men
Sniper *Team*
Daimler Dingo
Universal Carrier with 3-man Bren, 2" or PIAT team and JL

LIST FOUR

Forward Observer Team with 3" mortar battery off-table.
Motor Rifle Section with JL
Engineer *Section* with *Junior Leader*
40mm Bofors, 5 crew plus JL
Vickers MG, 5 crew plus JL
Stuart Recce
Universal Carrier with 50cal HMG, no crew
Staghound Mk I
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 II

LIST SIX

Nil

LIST SEVEN

M4A2 Sherman
Churchill Mk IV "NA75"
M10 Wolverine (3" gun)
M7 Priest
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
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	10	Fast	Hull MG, small, low profile, open topped.
TANK DESTROYERS AND FIRE SUPPORT VEHICLES					
M10 Wolverine	4	10	5	Average	Coax MG, Open turret.
M7 Priest	4	5	9	Average	Pintle MG, open topped.
GUNS					
	AP		HE		
40mm Bofors	5		6		
6-pounder	7		4		
17-pounder	12		5		