

“One Tough Gut”

Far from the “soft underbelly of Europe” that some allied leaders expected, the Italian campaign turned into an extremely tough fight for both sides. This list represents the German forces from late 1943 to the end of the war. The Allies had successfully landed an army on the Italian peninsula, but the fighting bogged down into a horrific war of attrition. The Allies were obliged to frontally assault a series of static German defensive lines, at great cost.

The German defenders never had enough men or weapons and were fighting to defend a country that didn't even want them there, but managed to use the rough Italian terrain to good effect. The Allies would have to pay dearly to breach each line in turn and when they did found that the Germans had merely fallen back to their next prepared set of defences.



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Chain of Command is a [Too Fat Lardies](#) game. Version 3 Aug 2016.

Army Lists

A huge array of different units fought in the Italian campaign. During this period of the campaign the Germans were in a defensive posture. Their lines were generally held by infantry and light infantry (eg: Grenadiers, Gebirgsjager, Fallschirmjager) with the Panzer and Panzergrenadier units held in reserve and used in counterattacks.

Use these lists for any of the battles after September 43 when the allies have established themselves at Salerno and the Germans have pulled back to establish defensive lines. This includes the Gustav Line (Cassino), Gothic Line, Anzio, Moro River, Ortona, etc.

[Grenadiers](#)

[Jager/Gebirgsjager and other light infantry](#)

[Fallschirmjager](#)

[Motorised Panzergrenadiers](#)

[Armoured Panzergrenadiers](#)

Support Options

During this period of the Italy campaign the Germans were in a defensive strategic posture. Their lines were generally held by infantry and light infantry (Gebirgsjager, Fallschirmjager) with the Panzer and Panzergrenadier units held in reserve and used in counterattacks. Access to tanks is therefore restricted to PzGren troops by default. Assault guns and panzerjagers are available to everybody.

StuG M42 (Semovente 75-18)

Armour: 6, AP: 7 HE:6, Average speed, Pintle MG, Low Profile, fixed gun

The Germans never had enough of their own StuGs, so when the Italians capitulated they happily took over the factories producing the Semovente 75-18 (itself inspired by the StuG III) and brought it into service as the StuG M42.



StuG M42 (Semovente 75-34)

Armour: 6 AP: 9 HE:6 Average speed, Pintle MG, Low Profile, fixed gun

Later version of the Semovente with a bigger bang.



StuG M43 (Semovente 105-25)

Armour: 7 AP: 6 HE:9 Average speed, Pintle MG,Low Profile, fixed gun

Mounted on a similar chassis to the above, but fitted with a howitzer instead of an anti-tank gun. If the M42 was a copy of the StuG III, this was a copy of the StuH 42.



Nashorn

Armour: 3 AP: 16 HE: 7 Average speed, Open topped, fixed gun

Also known as the Hornisse this tank destroyer mounted the fearsome Pak 43 88mm gun on a mobile chassis.



Wespe

Armour: 3 AP:8 HE: 9 Average speed, Open topped, fixed gun

Some armoured formations had some of the 105mm howitzers mounted on spare old Panzer II chassis. In times of need they were sometimes used for direct fire support at the front lines, such as by the Hermann Goring Division.



Flak 18

AP: 12 HE: 7 Junior leader and 9 crew

This heavy 88mm gun is immobile for the purposes of a CoC game.



Pantherturn:

Armour: 11, AP:12 HE:5, Coax MG Slow turret

A Pantherturn must be placed before the game at the same time as other defences. Obviously it does not move, but in other respects is treated as a tank. Front/side/rear armour is determined by whatever way the turret is currently facing. The reinforced roof means top armour counts as side armour (good luck finding a way to get a top shot on it though!)

As per the rules in the rulebook for Tank Turret Emplacements the Pantherturn always counts as hull down so can only be hit on a 9+.



Panzernest

Armour:13, MG Only, Immobile, Weak sides, 45° arc.

The panzernest was a nasty customer, being a portable steel machine gun nest. It had a crew of two manning an MG34 or 42, and armour nearly 200mm thick (better than most tanks). It could be mounted on wheels and moved to a prepared hole, where it was simply dropped in and buried. The crew had retractable periscopes for observation.

It counts as a Tank Turret Emplacement (only vulnerable to anti-tank weapons and hit on a 9+) but is immobile and has a fixed arc of 45°. It has weak side armour but was normally dug in well. A flank hit from an HE round of at least 50mm will expose the sides of the nest, and subsequent shots with AP count as against rear armour. The rear of the nest is always exposed, as that's where the crew hatch was.

It has no JL, so activates as a team and the MG fires with 6d6.

