

CHAIN OF COMMAND



Italian Bersaglieri Platoon (Sicily) v2 Oct 2017

The mobile Bersaglieri troops on the island were fielded as small independent units, complementing the armoured "mobile groups" intended to respond by counter-attacking Allied landing areas.

Bersaglieri Motor Transportable Platoon

PLATOON FORCE RATING: Regular -4

Command Dice: 5

PLATOON HEADQUARTERS

Tenente, Senior Leader, with pistol

SQUADRA ONE to THREE

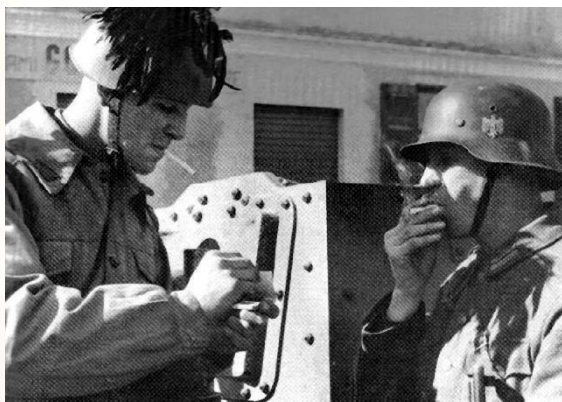
Sergente, Junior Leader, with rifle

LMG TEAM

Breda M.30
Two crew
Two rifleman

RIFLE TEAM

Seven rifleman



Bersaglieri Motorcycle Platoon

PLATOON FORCE RATING: Regular -4

Command Dice: 5

PLATOON HEADQUARTERS

Tenente, Senior Leader, with pistol
(free motorcycle available)

SQUADRA ONE to FOUR

Sergente, Junior Leader, with rifle

LMG TEAM

Breda M.30
Two crew
One rifleman

RIFLE TEAM

Four rifleman

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. To reflect this doctrine the Sergente can add two firepower dice to his MG team when activated by him to fire using both of his Command Initiatives.

LIST ONE
Single Compound Charge or similar
Medical Orderly
Pioneer Mine Clearance <i>Team</i> , 3 men
Pioneer Wire Cutting <i>Team</i> , 3 men
Pioneer Demolition <i>Team</i> , 3 men
Minefield
Barbed Wire
Adjutant
Car or truck, no crew
Entrenchments for one <i>Team</i>
Mount one squad on motorcycles
LIST TWO
Roadblock
Brixia M35 45mm mortar <i>Team</i> , two crew
Pre-Game Barrage
LIST THREE
Flamethrower <i>Team</i> , 3 men
Sniper <i>Team</i>
Mitragliera Oerlikon da 20mm with 5 crew
LIST FOUR
Regular Bersaglieri squad with JL
Forward Observer <i>Team</i> with 81mm mortar battery off-table.
M35 or M37 MG on tripod mount, 5 crew
Cannone da 47/32 with 5 crew and Junior Leader
Renault R-35 with JL
LIST Five
Semovente 47/32
Autoblinda AB41 with JL
M13/40 medium tank with JL
LIST Six
none
LIST SEVEN
Semovente 90/53 with JL and L6/40 Supply tank
Semovente 75/18 with JL

BREDA M.30 LMG

An idiosyncratic and unreliable weapon, the M.30 had a small magazine, low rate of fire and was prone to stoppages. It counts as an Automatic Rifle similar to the BAR.

FLAMETHROWERS

The M35 and M40 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6".

MOTORCYCLES

When deployed dismounted troops are placed on-table without their motorcycles.

For each dismounted motorcycle squad in your force you roll 1d6 before the Patrol Phase begins. On a score of 4 to 6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario-specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves.

When mounted motorcycles move as wheeled vehicles but add an additional D6 of movement when moving flat out. Mounted squads must enter from the vehicle movement point. Dismounting or mounting requires one full normal move.



5. Un R.35 della 1^a Cp del CI^o/131^o fotografato sul campo di battaglia a Gela dagli americani il 20 ottobre

Like their German allies the Italians used captured French tanks to augment their own designs. This R35 was destroyed at Gela.