## Italian ARMIR 3rd Bersaglieri

**(Russia - August 1942)**

Italy began the Second World War with 12 Bersaglieri regiments of three battalions each. Over the preceding years the Army had resisted suggestions to dilute their quality, and recruits continued to be of above-average size and stamina, endured intense physical training and had to qualify as marksmen. 3rd Bersaglieri was part of the 3rd Motorcycle Division *Armedio Duca d’Aosta* and served on the Russian front from August 1941 until it was all but destroyed in December 1942.

**The Italians have 1 motorcycle and 2 Bersaglieri platoons for this campaign. The same platoon may not be used in consecutive battles.**

**The Italian forces may substitute a single German Platoon from the 578th Infantry Regiment for one of the Bersaglieri platoons at the start of the campaign.**

### 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.

Whenever the Sergente uses 2 Command Initiatives to activate the LMG team to shoot, 1 firepower die is added for each CI spent.

#### SUPERIOR REGULARS

Bersaglieri of the ARMIR are rated as Superior Regulars which means whenever a single 6 is rolled on the command dice a pip is added to the CoC die.

### imageMOTOR TRANSPORTABLE PLATOON [66]

**Force Rating:** Regulars: -3; Superior Regulars: -1

**Command Dice**: 5

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| **BERSAGLIERI AUTOPORTATI PLATONE HEADQUARTERS** | |
| Tenente, *Senior Leader*, with Pistol | |
| **SQUADRAS ONE TO THREE** | |
| Sergente, *Junior Leader,* with Rifle | |
| **BREDA 30 TEAM** | **RIFLE TEAM** |
| LMG 3 crew,  1 Rifleman | 7 Riflemen |

### MOTORCYCLE PLATOON [69]

**Force Rating:** Regulars: -3; Superior Regulars: -1

**Command Dice**: 5

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| **BERSAGLIERI MOTOCICLISTI PLATONE HEADQUARTERS** | |
| Tenente, *Senior Leader*, Pistol (1 x m/c) | |
| **SQUADRAS ONE TO FOUR** | |
| Sergente, *Junior Leader,* with Rifle | |
| **BREDA 30 TEAM** | **RIFLE TEAM** |
| LMG 3 crew,  2 x motorcycles | 4 Riflemen,  2 x motorcycles |

#### 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.

Mounted motorcycle troops use the following rules:

1. Mounting or dismounting requires one complete Normal Move action ‐ no shooting allowed;
2. Motorcycle move like infantry adding 2” per D6 used. They may not move tactically if mounted!
3. When firing at mounted m/c riders count them as Green targets for effect (regardless of their actual quality);
4. Mounted motorcycle troops may not initiate close combat;
5. If moving ‘At The Double’ or after any Close Combat, each motorcycle team takes two Shock when mounted;
6. Motorcycles roll 4 Dice for moving at the double when mounted.

### imageSUPPORT LIST

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| **ITALIAN SUPPORT LIST** |
| **LIST ONE** |
| Satchel Charge |
| Medical Orderly |
| 2x Beretta SMGs (maximum 1 per section) |
| Engineer Mine Clearance Team, 3 men |
| Engineer Wire Cutting Team, 3 men |
| Engineer Demolition Team, 3 men |
| **Minefield** |
| **Barbed Wire** |
| **Entrenchments for one Team or Section** |
| **Adjutant** |
| Car, no crew |
| **LIST TWO** |
| Flamethrower Team, 2 crew |
| Brixia 45mm mortar Team, two crew |
| Pre‐Game Barrage |
| **Roadblock** |
| **LIST THREE** |
| Solothurn 20mm ATR Team, three crew |
| Sniper Team |
| M35 or M37 MMG on tripod mount, 5 crew |
| Fiat Ansaldo L3/35 with Junior Leader |
| Cannone da 65/17 with five crew and a Junior Leader |
| **LIST FOUR** |
| Cannone da 47/32 with 5 crew and Junior  Leader |
| Engineer Section with Junior Leader |
| Mitragliera Oerlikon da 20mm with 5 crew |
| Semovente 47/32 with Junior Leader |
| Regular Bersaglieri squad with Junior Leader |
| **Forward Observer and 81mm mortar battery** |
| **LIST FIVE** |
| **Scout Squad with Junior Leader** |
| Autoblinda AB41 with Junior Leader |
| L6/40 with Junior Leader |
| Cannone da 75/39 with 5 crew and Junior  Leader |
| **LIST SIX** |
| L3/35 Laflamme with Junior Leader |

Transport only vehicles, such as the car are simply vehicles which come with no crew. Men need to be allocated to drive these.

#### Support choice restrictions

Items in **Red** may only be purchased once per scenario.

Items in **Blue** may only be purchased when defending on tables 4 and 5.

Normal scenario restrictions also apply.

#### SCOUT SQUAD

An Italian Scout squad is made up of one Junior Leader and twelve riflemen. A scout squad may move with 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

#### FLAMETHROWERS

The M35 and M40 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6”. Italian flamethrower tanks have a maximum range of 12”.

#### BRIXIA M35 45MM MORTAR

The Italian 45mm mortar is very accurate and as such adds +1 when firing at any target in line of sight. However, the mortar rounds have poor fragmentation and as a result do not reduce cover by one level. The Italian 45mm mortar has H.E. and smoke rounds available. However, only three smoke rounds may be fired by each mortar in any game.

#### TWIN MACHINE GUNS

The twin machine guns on Italian AFVs fire with a firepower factor of 8 to represent the enhanced firepower.

#### ITALIAN HAND GRENADES

Italian hand grenades depended on and impact the force of impact‐based detonation system which proved unreliable in action. To reflect this, they roll with a ‐1 to hit their target. This does not affect the ***SAVOIA!*** rule.

#### Breda 30 LMG

Having the reputation of being ‘the worst weapon of the war’ the Breda LMG suffered from multiple design deficiencies which affected its rate of fire and reliability. This LMG has a firepower rating of 5d rather than 6d.

### REFERENCES

1. **"Manuale di regolamenti per i corsi di allievo ufficiale di complemento", Roma 1938-XVI** gives the Bersaglieri rifle platoon of 3 squads (each with 12 men and 1 LMG);
2. "Prima serie di aggiunte e varianti all'Addestramento della fanteria.Vol I “ for the fusilier organization;
3. “Manuale per il graduato di fanteria e sue specialità and Nozioni di organica per i corsi allievi ufficiali di complement” for the Alpini;
4. Italian Armour in Russia:
   1. III "San Giorgio" Fast Tank Group: from summer 1941 to spring 1942, 4 troops of 61 L3 tanks;
   2. LXVII Armoured Bersaglieri Battalion: from spring 1942 to winter 1943, 2 companies of 31 L6 tanks;
   3. XIII/14° "Alessandria Light Motorcycle" Squadron: from spring 1942 to winter 1943, 2 troops of 19 47mm Semoventi.

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| **Italian Arsenal Table** | | | | | |
| **Armour** | | | | | |
| **Vehicle** | **Armour** | **A.P.** | **H.E.** | **Speed** | **Notes** |
| L3/35 [9=SL3] | 2 | - | MG | Average | Twin Hull MG, Small, low profile, no turret. |
| L3/35 Laflamme [19=SL6] | 2 | Flame | Flame | Slow | Small, Co-Ax MG, No Turret, low profile, (internal tanks - Ronson), short Range Flame (12”). |
| L6/40 [15=SL5] | 3 | 4 | 6 | Average | Small, Co-ax MG |
| Autoblinda AB41 [15=SL5] | 3 | 4 | 6 | Wheeled | Co-ax MG, Rear hull MG |
| Semovente 47/32 [12=SL4] | 3 | 6 | 3 | Average | Small, no MG, Open top, low profile, no turret. |
| **Weapons** | | | | | |
| **Weapon** | **A.P.** | | **H.E.** | |  |
| Cannone da 65/17 Field Gun [3.25=SL3] | 3 | | 5 | |  |
| Cannone da 47/32 AT Gun [4=SL4] | 6 | | 4 | |  |
| Cannone da 75/39 AT Gun [5.5=SL5] | 8 | | 6 | | Pak 97/38 |
| Mitragliera Oerlikon da 20mm [4=SL4] | 4 | | 6 | |  |
| Solothurn Antitank rifle | 4 | | 1 | |  |

