

CHAIN OF COMMAND



ITALY 1940-41

THE FUCILIERI PLATOON

The Italian Rifle Platoon of 1939 to 1941 was unique in its structure with just two large squads very clearly delineated into a firepower group under the sergeant and a manoeuvre group under the Corporal. This list is for East Africa and North Africa up to June 1941.

PLATOON FORCE RATING:

Regular: 0

Green: -5

Colonial Militia: -7

Command Dice: 5

PLATOON HEADQUARTERS

Tenente, *Senior Leader*, with pistol

SQUADRA ONE AND TWO

Sergente, superior *Junior Leader*, with rifle

MG GROUP

MG TEAM ONE

Breda M.30
Two crew
Two rifleman

MG TEAM TWO

Breda M.30
Two crew
Two riflemen

RIFLE GROUP

Caporale, *Junior Leader*, with rifle
Ten riflemen

All regular Italian Army units should be rated as Regular. Units from Blackshirt or colonial militia formations should be rated as Green. Colonial formations have just four Command Dice.

ITALIAN SUPPORT LIST

LIST ONE

Satchel Charge
Medical Orderly
Engineer Mine Clearance *Team*, 3 men
Engineer Wire Cutting *Team*, 3 men

LIST ONE (CONTINUED)

Engineer Demolition *Team*, 3 men
Adjutant
Minefield
Barbed Wire
Roadblock
Car, no crew
Entrenchments for one *Team*

LIST TWO

Brixia M35 45mm mortar *Team*, two crew
Flamethrower Team of 3 men
Pre-Game Barrage

LIST THREE

Sniper *Team*
Solothurn 20mm anti-tank rifle, three crew
Fiat Ansaldo L3/35 with *Junior Leader*
Fiat 611 Armoured Car with *Junior Leader*
Cannone da 65/17 with 5 crew and *Junior Leader*
Mitragliera Oerlikon da 20mm with 5 crew

LIST FOUR

Cannone da 47/32 with 5 crew and *Junior Leader*
Engineer *Section* with *Junior Leader*
Fiat M11/39 with *Junior Leader*
Lancia Autoblinda IZM with *Junior Leader*
Autoblinada AB40 with *Junior Leader*
Forward Observer and 81mm mortar battery
M35 or M37 MMG on tripod mount, 5 crew

LIST FIVE

Scout Squad with *Junior Leader*
M13/40 with *Junior Leader*
Autoblinda AB41 with *Junior Leader*

LIST SIX

Lancia Fiamme L3/Lf with *Junior Leader*

Notes: Options in green may only be selected in East Africa. Options in Bold may only be selected in North Africa.

Superior Junior Leaders may use a Command Dice roll of 3 or 4 to activate, once activated they have two Command Initiatives.

Most of the support options on the list will be self-explanatory and their qualities covered by

the National Arsenal Table. All tanks and armoured cars come with a *Junior Leader*. Transport only vehicles, such as the car are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these.

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 an impact-based detonation system which proved unreliable in action. To reflect this they roll with a -1 to hit their target.

AFV RADIOS

The Italians did not provide all of their AFVs with radio sets. As a result it is assumed that only a platoon commander's AFV would have a radio, and that for communicating with his company commander and not with other AFVs on the table.

As a result, Italian AFVs may not use radio communications at this stage in the war.

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 initiate *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.

THE ITALIAN ARSENAL TABLE

The Arsenal Table below covers Italian support options for the period 1940 to 1941. For infantry weapons and some armoured vehicle armament see Table Four, the *Master Arsenal Table*.

ITALIAN ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Fiat Ansaldo L3/35	2	-	Twin MG	Average	No secondary armament
M11/39	4	5	3	Slow	
M13/40	5	6	3	Average	
Lancia Fiamme L3/Lf	3	-	Flame & MG	Average	MG co-axial. No hull MG
Fiat 611 Armoured Car	2	5	3	Slow Wheeled	
Lancia Autoblinda IZM	2	-	Twin MG	Wheeled	No hull MG
Autoblinda AB40	2	-	Twin MG	Wheeled	Rear firing hull MG
Autoblinda AB41	3	4	6	Wheeled	Rear firing hull MG
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.		H.E.		
Cannone da 65/17	3		5		
Cannone da 47/32	6		4		
Mitragliera Oerlikon da 20mm	4		6		
Solothurn AT rifle	4		1		

