

# AVANTI SAVOIA!

OFFICIAL BRIEFING

ITALIAN CAVALRY FORCES IN RUSSIA 1942



By Nicolò Da Lio  
and Wayne Turner

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**FLAMES OF WAR**

THE WORLD WAR II MINIATURES GAME



# AVANTI SAVOIA!



## ITALIAN CAVALRY FORCES IN RUSSIA

### Italian Cavalry in Russia

The Italian Cavalry first entered Russia in 1941 as part of Operation Barbarossa. 3<sup>a</sup> *Divisione Celere* (Fast) "Principe Amedeo Duca d'Aosta" (PADA for short) was composed of 3<sup>rd</sup> "Savoia Cavalleria" regiment, 5th "Novara Cavalleria" Regiment and 3<sup>rd</sup> Horse Artillery Regiment, as well as 3<sup>rd</sup> Bersaglieri regiment and 3<sup>rd</sup> "San Giorgio" Group equipped with L3 tanks.

The division was ferried to Hungary and then moved on to the Dnepr River in a road march of about 750km on rough Russian roads. The cavalry didn't engage in combat until October due to exhaustion from its long march. The CSIR restarted its operations on 3 October 1941 in concert with the German 1. Panzerarmee's advance. CSIR objective was the industrial town of Stalino.

On 20 October the 3<sup>a</sup> *Celere* began its direct attack on Stalino, and despite heavy rain and mud hampering movement, the 3<sup>a</sup> *Celere* was able to take Stalino with the German XLIX Alpine corps, achieving its goals on schedule. On 22 October 3<sup>a</sup> *Celere* was ordered to occupy Rikovo, Gorlovka and Nikitovka as well as Trudovaya's oil pipeline. The 3<sup>a</sup> *Celere* continued the advance until the beginning of the Gorlovka-Rikovo operations, in which it assisted in breaking the envelopment of Chiamontoni Column (80<sup>th</sup> Infantry Regiment of *Pasubio* plus some support). The first attacks of 79<sup>th</sup> infantry regiment (*Pasubio* division) aided by dismounted cavalry was fended off. Only when the 3<sup>rd</sup> Bersaglieri and 81<sup>st</sup> Infantry Regiment (*Torino*) joined the battle was the Chiamontoni column able to break out of the encirclement.

### The Christmas Battle

After the Germans lost Rostov, finally stopping their operations in mid December, CSIR fortified its defensive positions. "Pasubio" (9<sup>a</sup> *Divisione Autotrasportabile*) and "Torino" (51<sup>a</sup> *Divisione Autotrasportabile*) held the first line between Gorlovka and Kol David Orlovka, while PADA (3<sup>a</sup> *Celere*) was kept as a mobile reserve in Korsuni. Facing the Italian line were two infantry divisions and two cavalry divisions. The Cavalry took part in very few operations during the winter, since the bitter cold killed many of their mounts. However, the PADA division did take part in the operation to advance the front defensive line, known as the battle for Chazepetovka, in the first half of December.

Meanwhile the Soviets prepared their own winter offensive, and the CSIR sector was attacked on Christmas Day. PADA held the most exposed sector, to the south, as it was the linking point between the CSIR and the rest of the German 1. *Armee*. The Soviets were able to take the Charzyk road that linked the sector with Stalino, the only road suitable for heavy trucks.

Eventually 3<sup>a</sup> *Celere* was able to stabilise its line, but without its Cavalry, only Bersaglieri and the 63<sup>rd</sup> Legion took part in the battle. The battle itself lasted until 31 December.

Elements of the Division (*Novara* Regiment and *San Giorgio* Group, that had yet to see action, both dismounted) took part in the operations to stop the Soviet offensive to take Isyum, which began on 21 January 1942. The Soviet attack created a large bulge in the German line, as deep as 100km, so the Germans opted to encircle this bulge and destroy it. On 28

January German 17. *Armee* and 1. *Panzerarmee* were grouped in an Army Group under General von Kleist. Assigned to the northern sector was *Kampfgruppe Mackensen*, and the southern sector to XI Korps. Mackensen moved first and XI Korps followed soon after, but Kleist feared a Soviet counter-attack on the Stalino-Grischino railway and asked the CSIR to assist in the operation. The Italian corps wasn't ready yet to see action, and the only troops available were a Squadron Group of "Novara" cavalry regiment and "S. Giorgio" group, both dismounted, as well as two bridging battalions. These forces were grouped under Colonel Musino, and were sent to support the Mackensen group. The Soviets soon counter-attacked to save their forces, and Mackensen's group found itself heavily engaged. *Raggruppamento Musino*, despite its odd composition, held the line and fended off many Soviet attacks. After this engagement the bridging battalions were retired from frontline combat, and the second Squadron Group of "Novara" was sent in its place. The offensive soon halted and it wasn't until March that the Soviets renewed their attacks, but this time the Axis forces were ready to take them on. The bulge was transformed into a pocked, after which the summer offensive operations restarted.

### Raggruppamento Barbò

In March 1942 PADA was reorganized, being transformed into a motorized division with two Bersaglieri regiments and other units. The two cavalry regiments were then grouped under *Raggruppamento Barbò* directly under corps control. The group itself had: *Savoia* and *Novara* cavalry regiments, *Monte Cervino* Alpini battalion, the *San Giorgio* group without their tanks (which had been unserviceable since November), 1st Bersaglieri *Motociclisti* company, a Flamethrower company and two German training battalions as well as a horse artillery group. 8th Italian Army was activated, even if the majority of the troops were still on their way to the front, and the only ready formation was the XXXV corps, the new name for the CSIR, now part of the ARMIR.

It was in this fashion that 8th Army operated with the Germans during the advance to the Don river, *Raggruppamento Barbò* held the southern flank and was later able to launch what is wrongly thought to be the last Cavalry Charge of the Italian Army.

During its advance on the Don the 8th Army was under pressure from Soviet forces. When the advance stopped at Kargynskaya the group was counterattacked by the Soviets late in August 1942.

The first defensive battle on the Don began on 20 August 1942 and involved the XXXV Italian corps (*Sforzesca* and *Pasubio*, plus corps support from *Raggruppamento Barbò*) and the Soviet 197<sup>th</sup>, 203<sup>rd</sup> Rifle and 14<sup>th</sup> Guards divisions in the sector held by *Sforzesca* division. The Soviets attacked with 7 battalions. The first day of battle ended with a slow fall back by the Italian division. On 21 August General Messe ordered a counterattack, but another 10 Soviet battalions were already on the Italian side of the Don River, the counterattack met heavy opposition and failed. The Italians were forced to fall back once again. The *Sforzesca* division's withdrawal was covered by *Savoia* cavalry and the *LXIII* and *LXXIX CCNN* battalions, suffering heavy losses during



the rearguard actions. The new defensive line was held in two strongholds, Tschebotareskiy and Yagodniy, the former being the most vulnerable of the two, having just 1000 men in defence, opposed to the 3500 that defended the latter. *Raggruppamento Barbò* acted as a covering force for both the positions, engaging in many skirmishes with the Soviets. Soviet attacks were fended off on 22 August, ending the first part of the 1st Don Defensive battle.

On the same day *3<sup>a</sup> Divisione Celere* came back under Italian command, after its operations in Serafimovitsch, as did Alpini battalion *Monte Cervino* and the German 179. Infanterie Regiment, which were used to counterattack the Soviets. The attack itself began on the morning of 23 August and forced the Soviets to fall back. The Soviet forces regrouped and then renewed their assaults, forcing *Raggruppamento Barbò* to commit to the battle.

The *Novara* cavalry made a number of disrupting probes and were able to penetrate deep into the Soviet deployment, before being forced to fall back. Their action forced many soviet units to engage them, thus easing the pressure on other sectors of the line. Occupied in similar actions, the *Savoia* Cavalry made the famous charge at Ibushenkij.

### The "Last" Charge

The *Savoia Cavalleria* Regiment, reinforced by the "Horse Artillery" group, reached Hill 213 on the afternoon of 23 August and engaged strong enemy forces. Colonnello Bettoni, commander of the column, decided then to regroup and rest for the night and renew the attack in the morning, thus he formed a square with his squadrons. During the following day early scouting revealed a strongly held position just a few hundred meters away, in which at least two Soviet battalions were entrenched and supported by many automatic weapons, artillery and mortars. Despite his inferior numbers Bettoni decided to attack. He concentrated all the automatic fire of his regiment on the Soviet position. Meanwhile he sent the 2nd Squadron around the Soviet left in an enveloping manoeuvre. The 2nd squadron began its flanking movement by moving out of the square at a trot. After they had positioned themselves on the Soviet flank they began their charge and forced the Soviets off of the position. After the initial success

they slowed down their advance, but then renewed the assault to coincide with the rest of the regiment. At this point 4th squadron began its own attack on the front of the Soviet position dismounted, while the 3rd squadron was sent mounted to the other Soviet flank to carry out their own charge led by the *Gruppo Squadroni* commander, Maggiore Litta. The charge continued and almost destroyed all the Soviet opposition, but at the Soviet command post it was halted by a wall of fire, which inflicted heavy losses on the 3rd squadron. Maggiore Litta was wounded, but continued to fight until he was hit a second time and mortally wounded. During the operation every member of Litta's staff was wounded or killed. Capitano Abba, commander of the 4th squadron, was also killed. The charge destroyed two Soviet battalions, and dispersed a third. The regiment captured a hundred prisoners and four guns.

### The End of the 1st Don Defensive Battle

The *3<sup>a</sup> Celere* division itself was attacked on 26th August by overwhelming forces (4 infantry and one guards regiment, faced by the two Bersaglieri regiments of the division). The first assault failed, so the Soviets tried to envelop the *Celere* from the south, taking Bachmutkin and menacing Hill 204 and the division's artillery. It was to fend off this envelopment that *Savoia* and the 1st motorcycle Bersaglieri company counterattacked. The attack was such a success that not only were the Soviets forced to halt the attack, but forced to withdraw and lose Hill 226, reducing the pressure on the whole Italian line. The *Novara* cavalry in the meantime held off many Soviet assaults on Bolskoj between 27 and 29 August. As more reinforcements, in the form of *2<sup>a</sup> "Tridentina" Divisione Alpina* (alpine division), moved into the area the Don battle came to an end. The Soviets stopped their assaults and the Italians reinforced their defensive positions for the expected upcoming attacks, which when they came would eventually lead to the destruction of the 8th Italian Army in January 1943. Most elements of the Cavalry forces were retired before winter, as the previous winter had proved that the cold hampered their fighting capabilities. Some forces remained, and were encircled with Alpini corps, which eventually escaped from this critical situation in the epic battle of Nikolayevka.



# Squadroni Cavalleria

(Cavalry Squadron)

## (MECHANISED COMPANY)

**HEADQUARTERS**



Squadroni Cavalleria HQ 

You must field one platoon from each box shaded black and may field one platoons from each box shaded grey.

**COMBAT COMPANIES**

**CAVALRY**



Cavalleria Platoon 

**CAVALRY**



Cavalleria Platoon 

Dismounted Cavalleria Platoon 

**CAVALRY**



Cavalleria Platoon 

Dismounted Cavalleria Platoon 

**WEAPONS PLATOONS**

**MACHINE-GUNS**



Cavalleria Machine-gun Platoon 

**MACHINE-GUNS**



Cavalleria Machine-gun Platoon 

**DIVISIONAL SUPPORT PLATOONS**

**ARMOUR**

Light Tank Platoon 

**ARMOUR**

Light Tank Platoon 

Self-propelled 47/32 Platoon 

**INFANTRY**

Fucilieri Company 

Bersaglieri Platoon 

Alpini Company 

German Grenadier Platoon  

**RECONNAISSANCE**

Cossack Platoon 

Motociclisti Platoon 

**ARTILLERY**

Horse Artillery Battery 

**ARTILLERY**

Horse Artillery Battery 

Howitzer Battery 

German Artillery Battery  

**ANTI-TANK**

Anti-tank Platoon 

German Anti-tank Gun Platoon  

**ANTI-AIRCRAFT**

Light Anti-aircraft Platoon 

**AIRCRAFT**

German Air Support  

### GERMAN ALLIES

Italian companies can have Germans as support options. These platoons retain their own rules and ratings, counting as Allied Platoons (see page 70 of the rulebook).

### CAVALLERIA TERMINOLOGY

The Italian Cavalry had a different terminology than the Infantry. First, the cavalry had no 'battalions' or 'companies', the companies were called 'squadrons' while 'battalions' were usually 'squadron groups'. In Italian this is written as *Squadroni* and *Gruppo Squadroni*.

So, as an example, 3<sup>rd</sup> *Savoia Cavalleria* regiment was composed of two *Gruppo Squadroni* of two *Squadroni* each, plus a *Squadrone Mitragliatrici*, a mounted HMG squadron.

*San Giorgio* group, as it was a cavalry unit, in Italian was called *Gruppo Squadroni San Giorgio*, or *Gruppo S. Giorgio* for short.



**MOTIVATION AND SKILL**

The Italian cavalry has a long and proud history, and even before the establishment of the modern Italian state various kingdoms and city-states boasted proud regiments. Once again they have been called on to prove their valour in Russia, just like those noble Italian regiments who followed Napoleon in 1812. A Squadroni Cavalleria and its support platoons are rated as **Elite**, unless otherwise noted.

REGULAR  
**ELITE**  
 ARTILLERY

**HEADQUARTERS**

**SQUADRONI CAVALLERIA HQ**

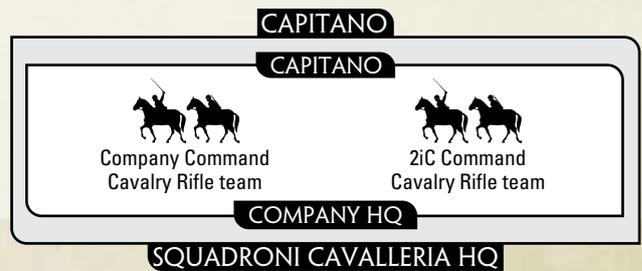
**HEADQUARTERS**

Company HQ

35 points

**OPTION**

- Arm both Cavalry Rifle teams with Passaglia bombs for +5 points.



**COMBAT PLATOONS**

**CAVALLERIA PLATOON**

**PLATOON**

HQ Section with:

3 Cavalleria Squads

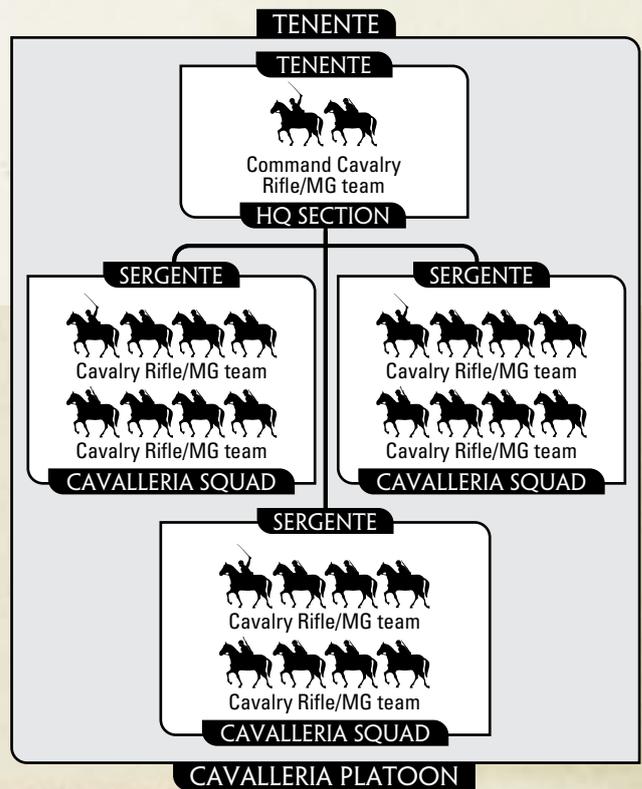
165 points

2 Cavalleria Squads

120 points

**OPTION**

- Arm all Cavalry Rifle/MG teams with Passaglia bombs for +5 points per squad.



The Italian cavalry, like that of other nations, has undergone a period of reform and transformation into the mounted infantry combat role. Their mounts provide them with the mobility needed to cross difficult terrain and get around the enemy's flanks. Though the change of doctrine has taken full effect they still remember the cavalry tradition and retain their mounted abilities.

The core of a Squadroni Cavalleria are the Cavalleria Platoons. These skilled fighting men can perform equally well in the infantry and cavalry roles. They are armed with the Carcano 91/38 carbine with folding bayonet and the Breda 30 machine-gun. They carry the modello 1871 cavalry sabre for mounted fighting.



## DISMOUNTED CAVALLERIA PLATOON

### PLATOON

HQ Section with:

3 Cavalleria Squads

140 points

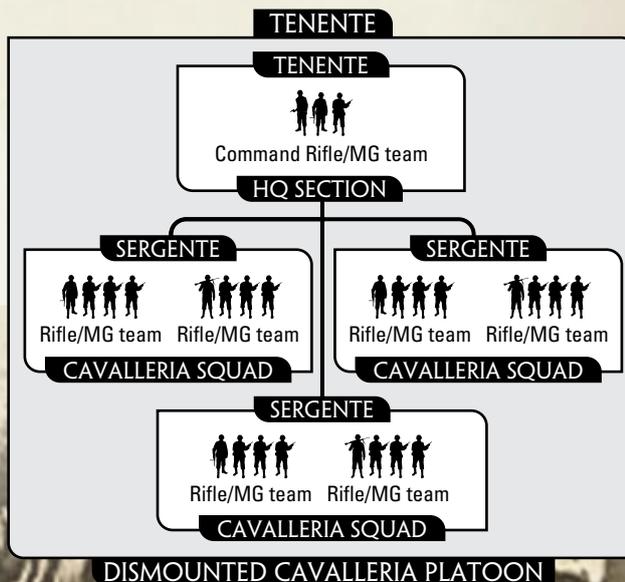
2 Cavalleria Squads

100 points

### OPTION

- Arm all Rifle/MG teams with Passaglia bombs for +5 points per squad.

Due to a lack of mounts some squadrons fought dismounted both on attack and defence.



## WEAPONS PLATOONS

### CAVALLERIA MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

2 Machine-gun Sections

125 points

1 Machine-gun Section

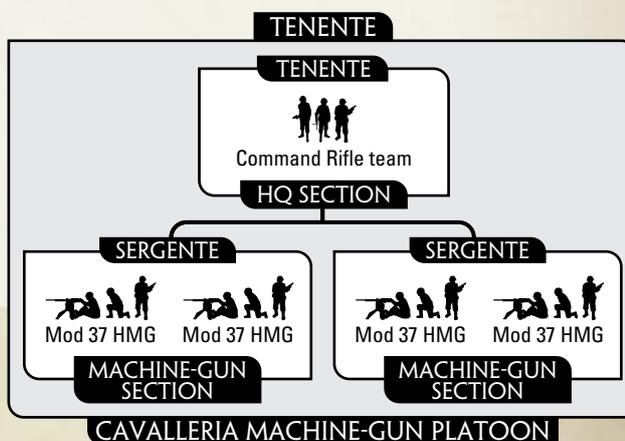
65 points

### OPTION

- Mount all Mod 37 HMG teams and Command Rifle team as Cavalry teams for +5 points per team.

The 8mm *Breda modello 37* machine gun laid down an impressive 450 rounds a minute, a big improvement over the old unreliable *FIAT-Revelli modello 35* (nicknamed the 'knuckle-buster' for its exposed recoil mechanism!)

In the hands of an adept gunner, a withering hail of fire could be maintained. To support the advancing cavalrymen the machine-gunners were also mounted on horses for speed, but dismounted to fire.



*A Cavalleria Machine-gun Platoon may make Combat Attachments to Cavalleria Platoons.*



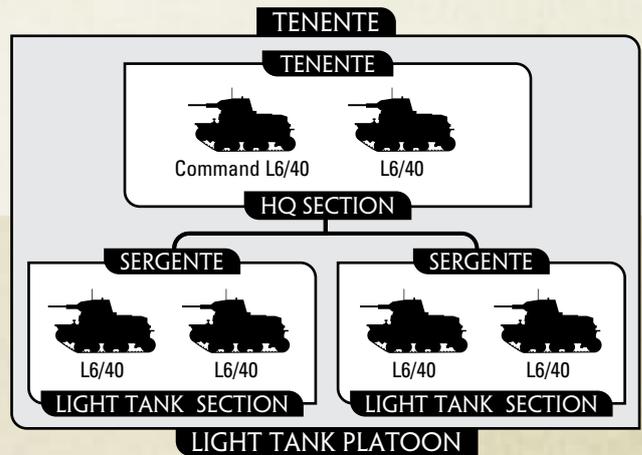
# SUPPORT PLATOONS

## LIGHT TANK PLATOON

**PLATOON**

6 L6/40	180 points
5 L6/40	150 points
4 L6/40	120 points
3 L6/40	90 points

The 6-ton L6/40 light tank was produced in 1940 as the successor to the old L3/35 tankette. The small L6/40 was armed with a 20mm gun with a coaxial 8mm gun making it ideal for reconnaissance groups where mobility matters more than firepower.



## SELF-PROPELLED 47/32 PLATOON

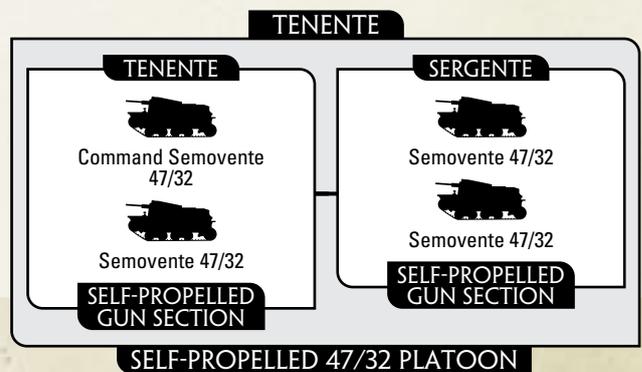
**PLATOON**

4 Semovente 47/32	185 points
3 Semovente 47/32	140 points
2 Semovente 47/32	95 points

**OPTION**

- Arm any or all Semovente 47/32 assault guns with an AA MG for +5 points per assault gun.

The *Semovente da 47/32* is a mobile infantry-support weapon, perfect for knocking out machine-gun nests holding up the infantry advance. The *semovente* (self-propelled gun) is also useful as an anti-tank weapon against light tanks.



## ANTI-TANK PLATOON

**PLATOON**

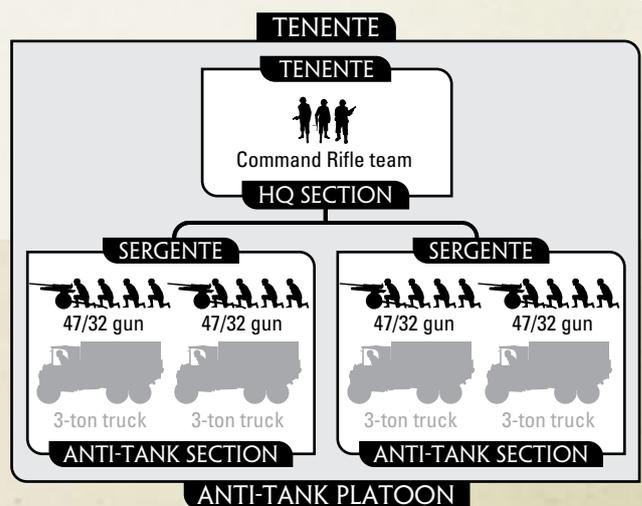
HQ Section with:

2 Anti-tank Sections	115 points
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**OPTION**

- Add 3-ton trucks for +5 points for the platoon.

During their time with the *3a Divisione Celere* the *Cavalleria* could call on support from the anti-tank guns of the division. By September 1942 they had left the division and were left without substantial anti-tank weapons.



## BERSAGLIERI PLATOON

### PLATOON

HQ Section with:

3 Bersaglieri Squads

140 points

2 Bersaglieri Squads

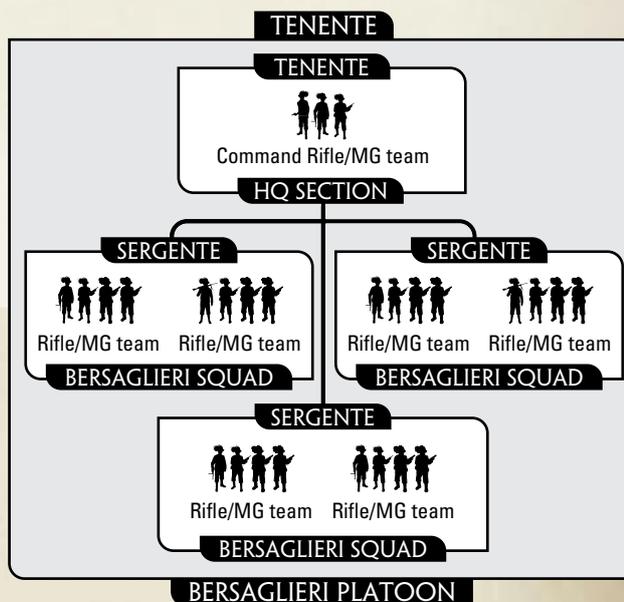
100 points

### OPTION

- Arm all Rifle/MG teams with Passaglia bombs for +20 points for the platoon.

General Rommel said 'The German soldier impressed the world, the Italian *bersaglieri* impressed the German soldier!'

The platoon is armed with *Breda* machine-guns, *bombe Passaglia*, and *bottiglia incendiaria*, Molotov Cocktails, but the absolute dedication of his men is a greater asset to the *Tenente*.



## FUCILIERI COMPANY

### PLATOON

HQ Section with:

3 Fucilieri Platoons

260 points

2 Fucilieri Platoons

180 points

1 Fucilieri Platoons

100 points

### OPTIONS

- Add Mortar Section for +40 points.
- Upgrade all Rifle teams to Rifle/MG team for +10 points per Fucilieri Platoon.
- Arm all Rifle or Rifle/MG teams with Passaglia bombs for +15 points per Fucilieri Platoon.

A *Fucilieri Company* is rated **Regular**.

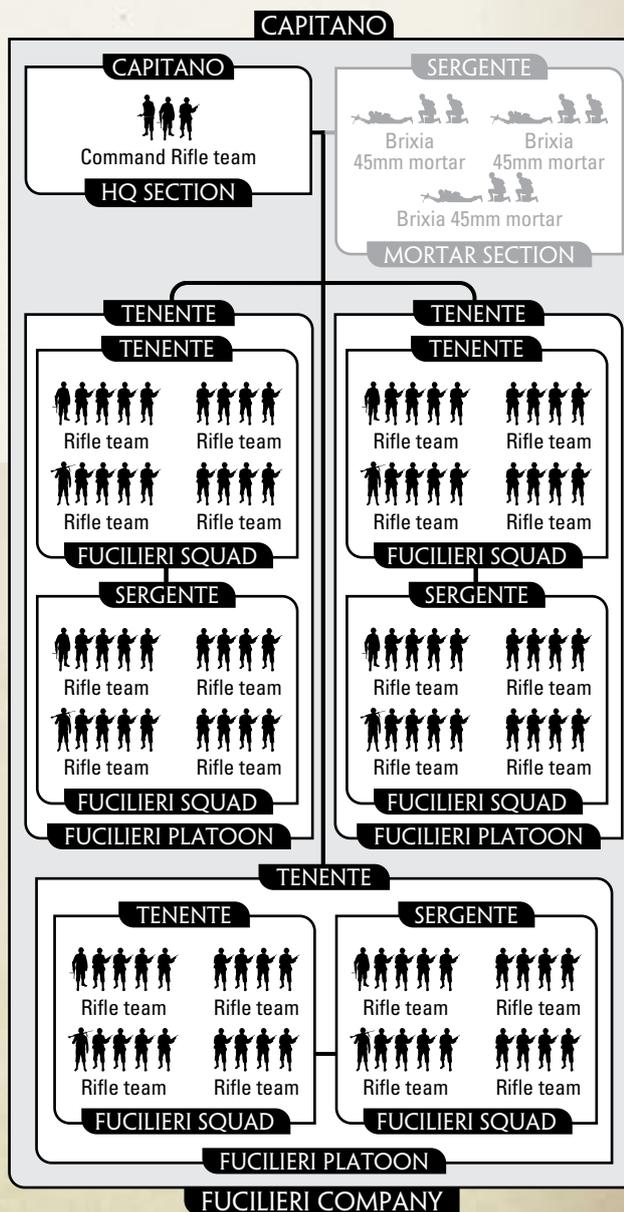
**REGULAR**

A *capitano dei fucilieri* has a strong role to play in commanding his company-sized portion of the '8 million bayonets' demanded by Mussolini.

As the leader of your company it is up to you to show your men the way. To lead them into danger and out the other side to victory. Your courage and leadership at the critical point on the battlefield makes the difference between glorious victory and ignoble defeat.

Armed with the old Carcano 91 rifle and a few new *Breda* 30 machine-guns, the *fucilieri* must rely on their courage more than on technology.

Attached to your company are *Brixia* 45mm *modello 35* mortars. These will provide covering fire right up to the point of assault. Unlike machine-guns and medium mortars that have to cease firing early to avoid hitting their own troops, the *Brixia* fires its small grenades over the attacking *fucilieri* allowing it to keep firing until the last few seconds before the assault.



**ALPINI COMPANY**

**PLATOON**

HQ Section with:

3 Alpini Platoons	420 points
2 Alpini Platoons	285 points
1 Alpini Platoons	150 points

**OPTIONS**

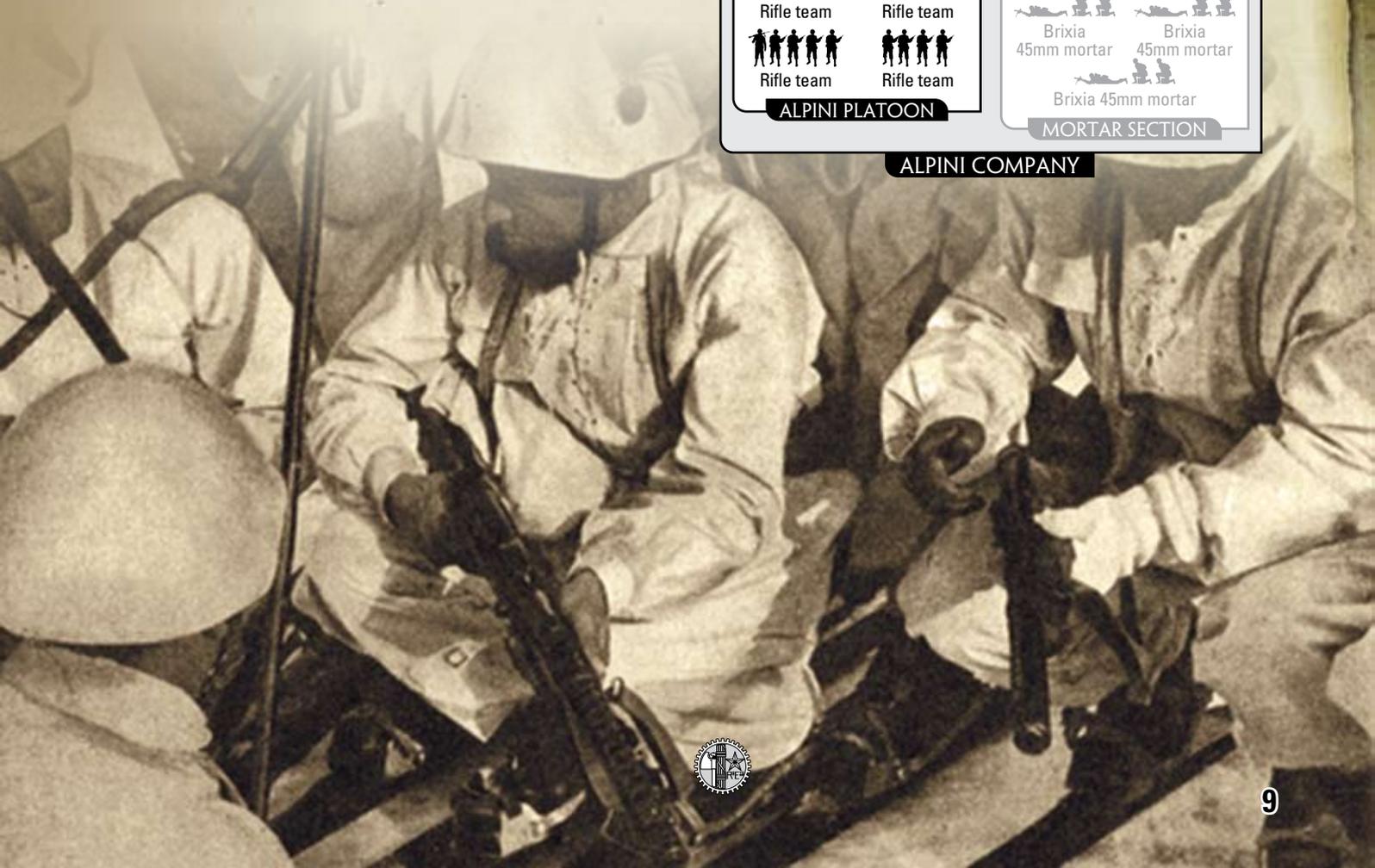
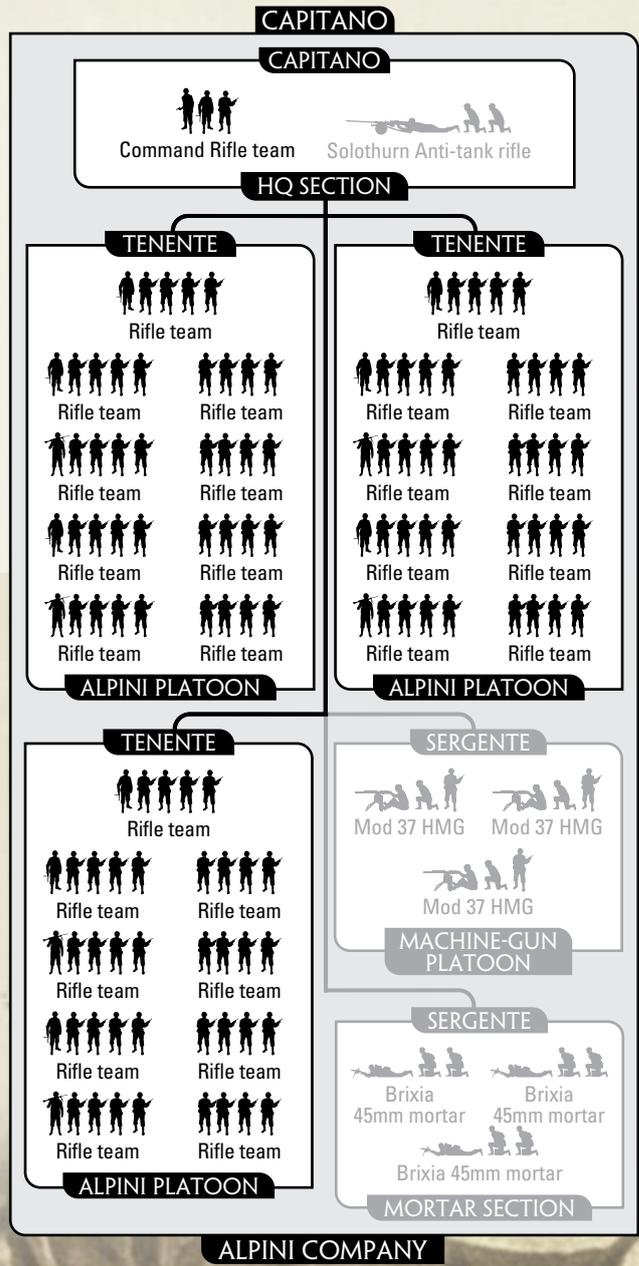
- Add Solothurn anti-tank rifle for +15 points per team.
- Add Machine-gun Platoons for +90 points.
- Add Mortar Section for +40 points.
- Upgrade all Rifle teams to Rifle/MG teams for +45 points per Alpini Platoon.
- Arm all Rifle or Rifle/MG teams with Passaglia bombs for +20 points per Alpini Platoon.

Alpini are armed with rifles and machine-guns. They defend the lines along the Don River from Soviet attack. Each company is supported by its own Brixia 45mm mortars.

**ALPINE ELITE**

The *Alpini* developed considerable skill in dealing with mountainous terrain and even the support weapons in their divisions were designed to be carried by hand or pack animals into and over precipitous terrain. Even pack howitzers could be dismantled, transported via winches and ropes and put together again with astonishing speed.

*The teams of an Alpini Company are Mountaineers (see page 61 of the rulebook).*



## MOTOCICLISTI PLATOON

### PLATOON

HQ Section with:

4 Motociclisti Squads	215 points
3 Motociclisti Squads	165 points
2 Motociclisti Squads	115 points

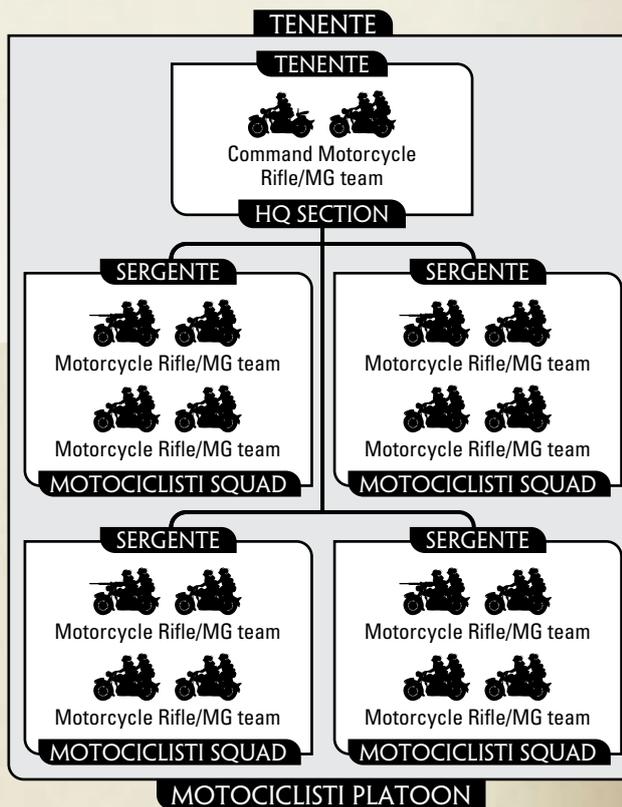
### OPTION

- Arm all Motorcycle Rifle/MG teams with Passaglia bombs for +5 points per squad.

Rather than having a driver ferry them around like most motorcycle troops, *motociclisti* ride their own machines. Each motorcycle carries two riflemen, with some motorcycle teams also equipped with a light Breda machine-gun.

The Moto Guzzi motorcycle has a unique mounting for the machine-gun on the handlebars that allows the gun to be brought into action quickly when halted.

*Motociclisti Platoons use the Motorcycle Reconnaissance rules on pages 196 to 197 of the rulebook.*



## COSSACK PLATOON

### PLATOON

HQ Section with:

2 Cossack Squads	145 points
1 Cossack Squad	85 points

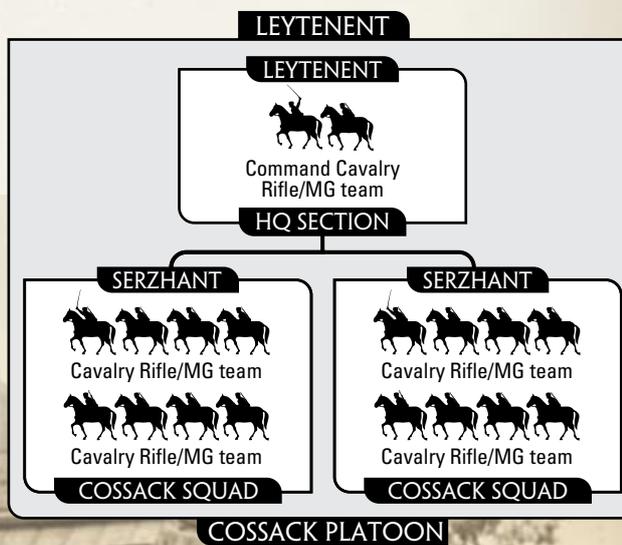
The Italians had some Cossack units attached to their cavalry. These were used for their local knowledge and scouting.

*A Cossack Platoon is a Reconnaissance Platoon.*

*A Cossack Platoon is rated **Fearless Trained**.*

**FEARLESS**

**TRAINED**



## LIGHT ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

2 Anti-aircraft Sections

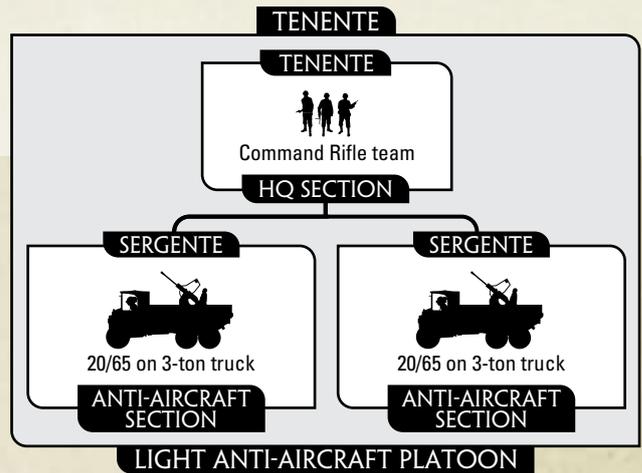
60 points

The anti-aircraft company keeps enemy aircraft at bay, protecting the vulnerable artillery and tanks, allowing them to destroy the enemy undisturbed.

In mobile operations the guns fire from the back of their trucks, but dismount in static battles.

*A Light Anti-aircraft Platoon is rated Artillery.*

ARTILLERY



## HORSE ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 75/27

180 points

2 75/27

110 points

### OPTION

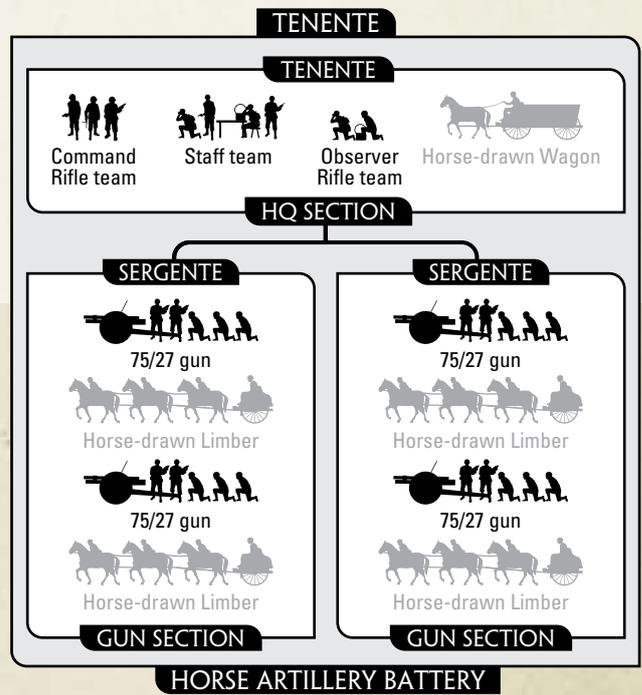
- Add Horse-drawn Limbers and Wagon for +5 points for the battery.

The *artiglieria* (artillery) of the Second World War used the guns that their fathers fired in the First World War. These guns are still the equal of any artillery in the world.

*A Horse Artillery Battery is rated Artillery.*

ARTILLERY

*A Horse Artillery Battery uses the Horse Artillery rule (see page 118 of the rulebook).*



## HOWITZER BATTERY

### PLATOON

HQ Section with:

4 100/17

195 points

2 100/17

105 points

4 105/28

185 points

2 105/28

95 points

4 149/13

225 points

2 149/13

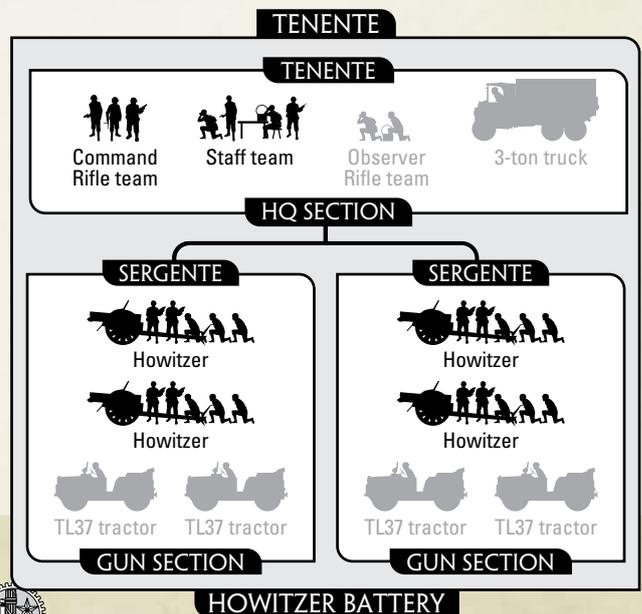
120 points

### OPTIONS

- Add Observer Rifle team for +15 points.
- Add 3-ton truck and TL37 tractors for +5 points for the battery.

*A Howitzer Battery is rated Artillery.*

ARTILLERY



# GERMAN SUPPORT PLATOONS

## MOTIVATION AND SKILL

German Support Platoons are rated as **Confident Veteran**.

German platoons retain their own rules and ratings, counting as Allied Platoons (see page 70 of the rulebook).

RELUKTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## ANTI-TANK GUN PLATOON

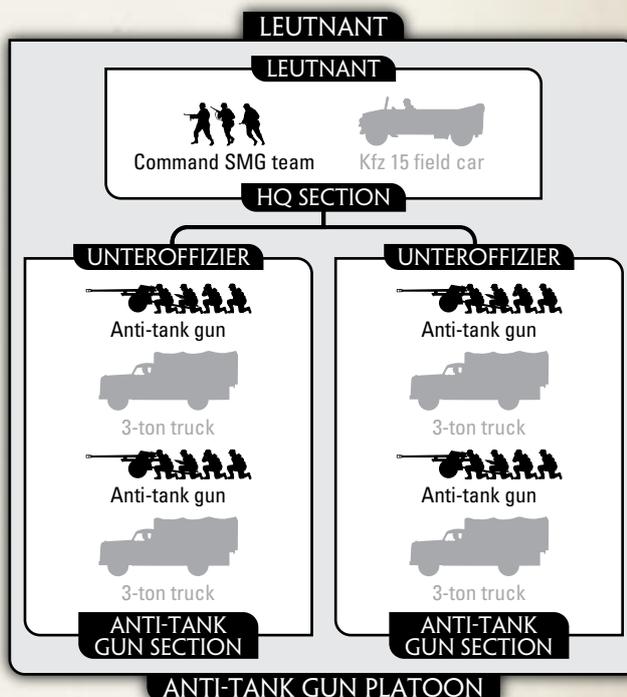
### PLATOON

HQ Section with:

4 5cm PaK38	160 points
3 5cm PaK38	120 points
2 5cm PaK38	80 points
4 7.5cm PaK97/38	165 points
3 7.5cm PaK97/38	125 points
2 7.5cm PaK97/38	85 points
4 7.62cm PaK36(r)	245 points
3 7.62cm PaK36(r)	185 points
2 7.62cm PaK36(r)	125 points
4 7.5cm PaK40	290 points
3 7.5cm PaK40	220 points
2 7.5cm PaK40	150 points

### OPTION

- Add Kfz 15 field car and 3-ton trucks to the platoon for +5 points.



## GRENADIER PLATOON

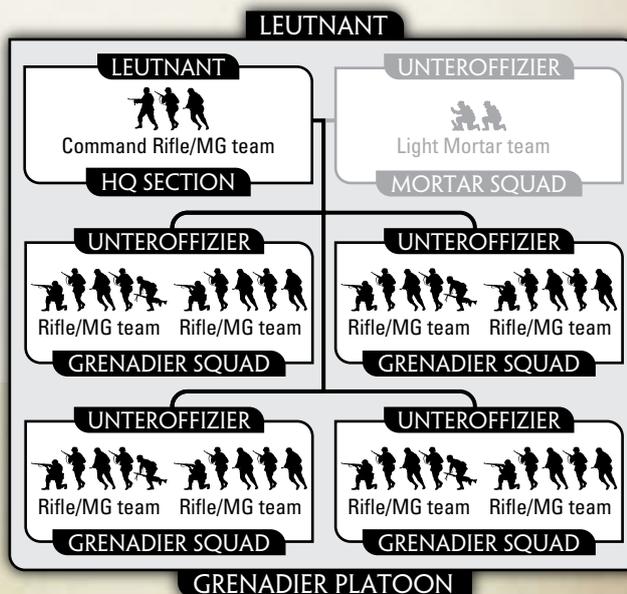
### PLATOON

HQ Section with:

4 Grenadier Squads	200 points
3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

### OPTIONS

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.
- Add Light Mortar team for +15 points.



**ARTILLERY BATTERY**

**PLATOON**

HQ Section with:

2 Gun Sections

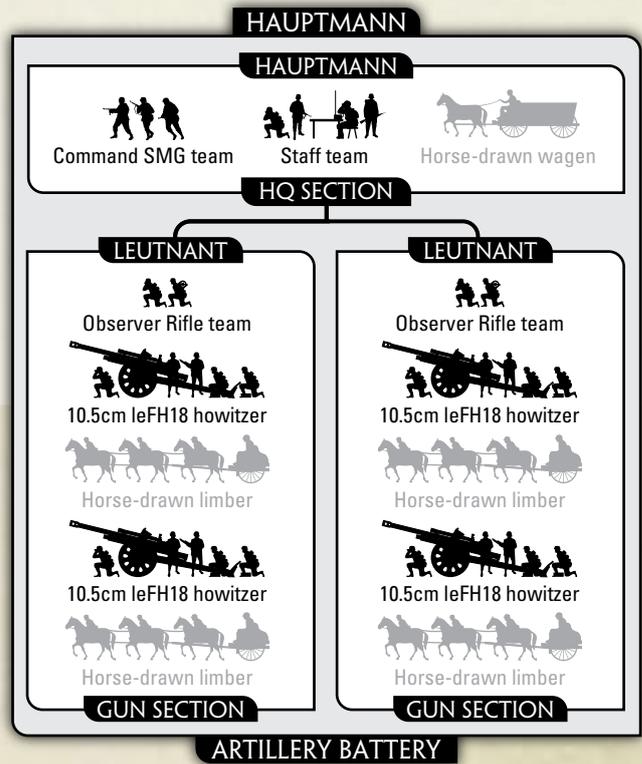
240 points

1 Gun Section

125 points

**OPTIONS**

- Add Horse-drawn wagon and limbers for +5 points for the platoon.
- Replace all horse-drawn wagon and limbers with 3-ton trucks or RSO tractors for +5 points for the platoon.



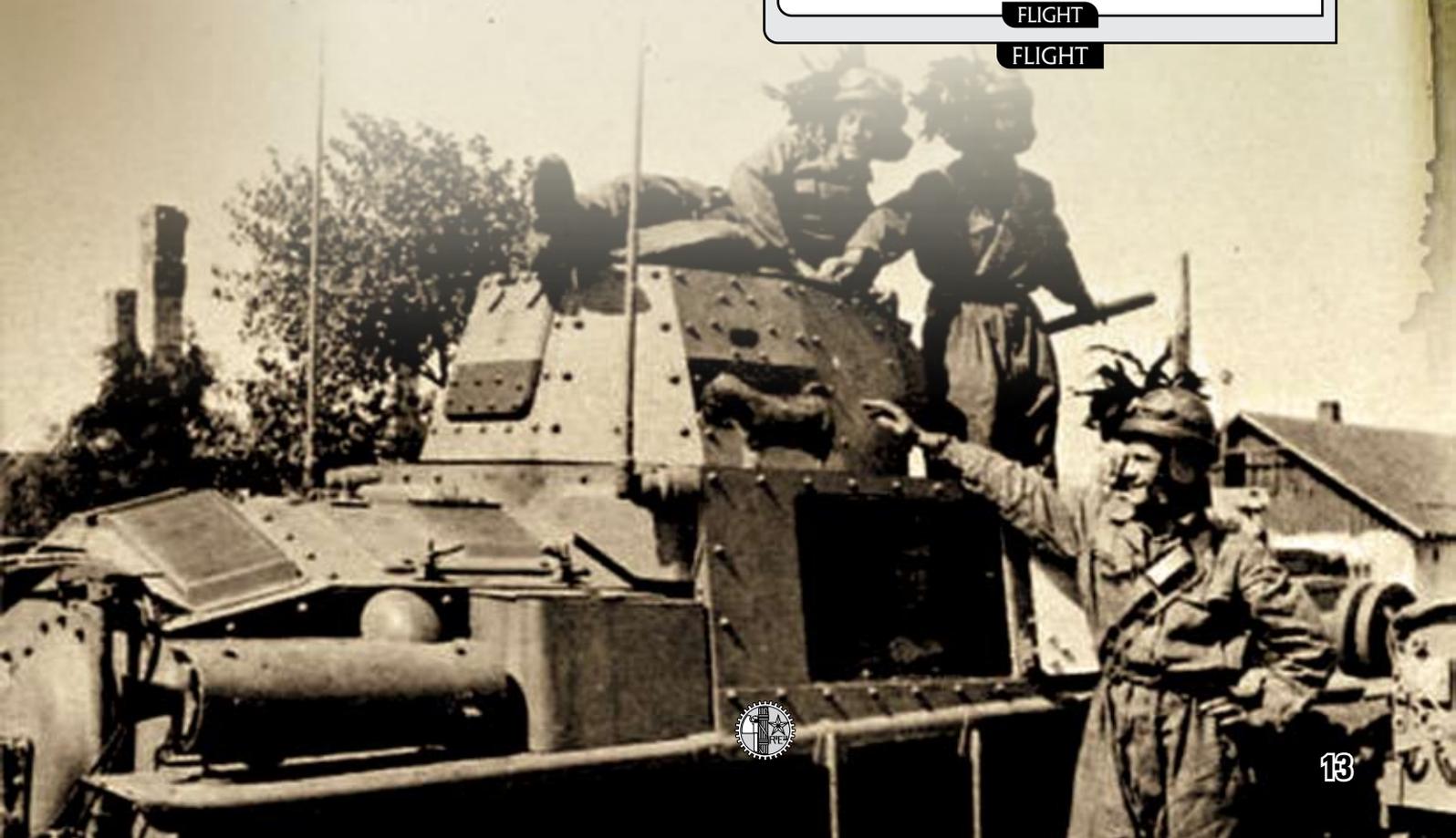
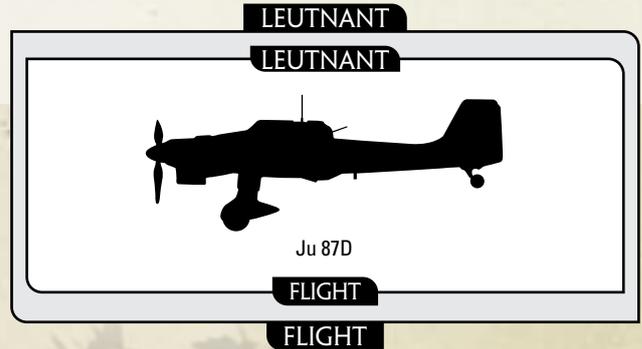
**AIR SUPPORT**

**SPORADIC AIR SUPPORT**

Ju 87D Stuka

100 points

The Italian Eighth Army in Russia relied on the German Luftwaffe for occasional air support from Ju 87 Stuka dive-bombers.



# Italian Arsenal

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

### TANKS

L6/40	Half-tracked	2	1	1	Co-ax MG.
20/65 gun	16"/40cm	2	5	5+	

### SELF-PROPELLED GUNS

Semovente 47/32	Half-tracked	3	1	0	<i>Hull mounted.</i>
47/32 gun	24"/60cm	2	7	4+	

### ANTI-AIRCRAFT

20/65 on 3-ton truck	Wheeled	-	-	-	<i>Anti-aircraft, Portee.</i>
20/65 gun	16"/40cm	4	5	5+	

### MOTORCYCLE RECONNAISSANCE

Motorcycle Rifle/MG team	Jeep	-	-	-	Motorcycle Reconnaissance, Solo Motorcycles, Dismounts as Rifle/MG team.
Breda MG	16"/40cm	2	2	6	<i>Awkward layout, Hull mounted.</i>

### VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	<i>ROF 1 if other weapons fire.</i>
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## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Mod 37 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6	
Solothurn anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
47/32 gun	Man-packed	24"/60cm	3	7	4+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK97/38 gun	Medium	24"/60cm	2	10	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
75/27 gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
100/17 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
105/28 howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
149/13 howitzer	Immobile	16"/40cm	1	8	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	



## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5. Passaglia Bombs are rated as Improvised Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
German Kfz 15 field car	Jeep	-	-	-	
Dovunque 35 3-ton or German 3-ton truck	Wheeled	-	-	-	
German RSO tractor	Slow Tank	-	-	-	
Horse-drawn Limber	Wagon	-	-	-	
Horse-drawn Wagon	Wagon	-	-	-	

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	



# Italian Special Rules

## AVANTI!

The Italian army learned many lessons from the First World War. From the Germans they took the concept of speed and mobility in breakthrough operations. From the French they gained the techniques of methodical destruction of the enemy defences. The resulting doctrine emphasised mobile warfare and demanded rapid movement into contact with the enemy before bringing massive firepower to bear to open a gap and allow manoeuvre once more.

*Any Italian platoon with a Command team may attempt an Avanti move at the start of its Shooting step instead of shooting. If a platoon attempts to make an Avanti move, it may not shoot even if it fails to make an Avanti move.*

*Roll a Motivation test for each platoon:*

- *If the test is successful, the platoon may move another 4"/10cm,*
- *Otherwise the platoon cannot move this step.*

*All of the normal rules apply for this movement. Platoons cannot make Avanti moves if they are Pinned Down or moved At the Double. Bugged Down or Bailed Out vehicles cannot make Avanti moves.*

## 8 MILLION BAYONETS

Mussolini demanded an army eight million strong to create his new Roman Empire. The rapid expansion needed for this led to reservist officers being recalled to the colours with little extra training. After 20 years of civilian life, some were still good soldiers, however most were not!

*To reflect the variable quality of Italian officers, Italian platoons are rated as Regular, Elite, or Artillery. After deployment, but before the first turn, roll a die for each platoon deployed on the table and its attached teams and consult the 8 Million Bayonets table to determine their Training and Motivation characteristics.*

*Platoons held in Reserves do not roll on the 8 Million Bayonets table until they are placed on table.*

## HEROISM

The Italian army's lack of modern equipment gave its officers plenty of opportunities to display *eroismo* (heroism) usually in extremis. Because these great deeds were usually fatal to the hero, it was impossible to know in advance who the heroes were, though if their comrades survived, their deeds would be enshrined in heroic prose and a medal sent to their dearest.

*When your company first has a Command team Destroyed by enemy shooting or assault (but not as a result of a failed Platoon Morale Check), roll a Motivation test for that Command team. This test can never be re-rolled for any reason.*

- *If they pass the Motivation test, the officer shrugs off his wounds, shouts encouragement to his men and a challenge to the enemy and fights on as an Unknown Hero.*
- *On any other roll, the Command team is Destroyed as normal and you roll again to discover your hero the next time a Command team is Destroyed.*

*Once you have found your Unknown Hero, stop rolling. There can only be one Unknown Hero in your company in each game.*

*If the Unknown Hero is an Infantry team, bring the team back into play. If the Unknown Hero was a Tank team, the hero transfers to any other tank in his platoon that is within Command Distance making that the Platoon Command team. If no suitable tank is within Command Distance, the Unknown Hero is out of the battle and removed from the game.*

*An Unknown Hero and any platoon led by him always pass Motivation tests on a roll of 2+. If the Unknown Hero is Destroyed while leading a platoon, the platoon will continue to take Motivation tests as if led by the Unknown Hero, although all other penalties for being Out Of Command still apply.*

## 8 MILLION BAYONETS TABLE

Roll	Regular	Elite	Artillery
1	Reluctant Trained	Confident Trained	Confident Trained
2	Reluctant Trained	Confident Trained	Confident Veteran
3	Reluctant Trained	Confident Veteran	Confident Veteran
4	Confident Trained	Confident Veteran	Confident Veteran
5	Confident Trained	Confident Veteran	Confident Veteran
6	Fearless Conscript	Fearless Veteran	Fearless Veteran

